

Chapter 1: Sargosa, the Shanty Isle



The port of Sargosa is a backwater. A place where thieves and murderers come to spend the bounties of their dark deeds. A place where squat wooden slums rise out of muddy streets and old manor houses slowly rot away in the foothills. It is a place where on any given day, at any given hour, one can find revelers drinking to riches gained, and comrades lost, and memories too painful to be remembered. The nights here are warm. They smell of red wine, iron, and smoke. They bring out all types of life. People of every creed, nation, and shape find themselves sharing the dark paths of Sargosa. Wandering in step with feral goats and chickens, they spy troops of monkeys gathered on spindly trees and rotting roof beams, and glimpse stray dogs slinking in dark reeking alleys. Every night around a hundred different tables, a hundred different fires and hearths, these people from all walks of life they gather. They tell stories. They talk of the sea. They talk of treasure lost and love found, of violent betrayals, and happy childhood memories. They fight each other. Some of them kill each other. Others still, they make love, in fine rooms with silk sheets, or moldy soakhouse basements. This is the essence of this place: it is at once suffering and ecstasy, comradeship and loneliness, nostalgia and regret. This is Sargosa.

-Llewellyn Wallsup

Decades ago Sargosa was a bustling little seatown. Like many New World colonies, Sargosa's poppy fields were its lifeblood. But

when the reserves of latent magic in the region were depleted and the fields stopped yielding, the town died. The planter families packed up and left. Everyone who could afford to do the same followed suit. Sargosa fell into ruin.

With the Second War of the Imperiums ending right at this same time the Gulf of Ghosts and Shattered Coast became awash with privateers who suddenly found themselves jobless. Many turned to piracy, carrying on with what they had been doing during the war but now without the sanction of any crown. Sargosa with its maritime infrastructure and lack of law enforcement proved to be a perfect hideout for these pirates. They came to the island in droves and Sargosa as the lawless pirate haven that it is known today came into being.

Island Factions

The Hallaways

The Hallaways are an old money aristocratic family from Kalland. Their fortune was made long ago in the poppy trade. At the height of the family's power they owned hundreds of poppy plantations all throughout the empire, all of which were famous for their high yields. But those days are behind the Hallaways. At the end of the Second War of the Imperiums their family was disgraced by treason. Duke Colwen Hallaway along with most of his heirs were put to death and nearly all of the Hallaway lands and fortune were seized by the crown. Roland Hallaway, Colwen's youngest son, was named governor of Sargosa and shipped away to the New World as a convenient way of exiling him and the remaining Hallaways from Kalland.

Since then Roland and his wife Margaret have worked nonstop to try to restore Hallaway power and influence to what it once was. As of the last few years they have been “miraculously” restoring the long abandoned poppy fields on the outskirts of town. They have also refurbished an old warehouse on the waterfront and started a shipping company which they run from there. The company owns and operates two schooners, *The Patriarch* and *The Pride*. So far these ships have been sufficient for the business’ needs but Roland Hallaway is always looking to expand his operation and will pay handsomely for the services of good ships with reliable captains and crews.

Dark Patronage

“*Sow the seeds, Reap the harvest,*” these are the words which have adorned the mantles and crests of the Hallaway family for the past two hundred years. But the Hallaways have a dark secret. Long ago the family made a blood pact with the ancient devil Sazzath. In exchange for the sacrifice of souls to him, Sazzath supplies the magical energy needed to keep their fields yielding. The more souls the Hallaways sacrifice to him, the more he grows their crop. Because of this arrangement the Hallaway poppies are tainted by the dark magics of Sazzath. When processed to make magical and alchemical components, the results can sometimes be volatile, and when consumed can induce harmful side effects such as psychically damaging hallucinations and in some rare cases demonic mutation.

Enforcers

The Hallaways have hired a small private army of thugs and mercenaries to protect their assets on Sargosa. They guard the Hallaway Estate, the poppy fields, and Hallaway warehouse. Most reside in a camp out near the Hallaway Estate, but when off duty they will often head into town to blow off steam drinking, carousing, and causing trouble. After repeated incidents of infighting amongst these guards Roland Hallaway brought on Joss Beauregard, a veteran army captain of the Second War of the Imperiums, to be the new head of security. Joss has since reorganized and reworked the Hallaway mercenaries, turning them from a gaggle of thuggish henchmen into a small but efficient paramilitary force.

The Wizard

The Hallaways have also recently hired the services of Devlin Malcask. Devlin is a wizard who specializes in illusion magic, alchemy, and botany. The Hallaways have brought him to Sargosa with the goal of creating new stronger strains of scarlet poppy to further the profitability of their operation. Devlin’s work so far has been going well. Despite only arriving in Sargosa a few months ago, he has already grown several test batches of flowers from his greenhouse and is quickly honing in on new desirable attributes for his strain. Devlin however, has developed ulterior motives. He sees the position the Hallaways are setting themselves up in and wants to try to take advantage of them before they can get off the ground. He wants to try to replace Roland Hallaway and take full control of the Hallaway business,

and has been working secretly in the shadows to orchestrate this betrayal.

Overall Goal

With their established income and martial presence on the island the Hallaway family seek to dominate Sargosa. They wish to bring it under their control so they can bleed it dry of every bit of value it has to offer so they can fund their long journey back to the top of the social hierarchy.

The Hallaways in Play

The Hallaways and their associates look down on others. They think that they can bully, bribe, and beat their way back to the top and so far nothing has shown them otherwise. Roland, Margaret, and Rodney Hallaway are old money aristocrats and so they carry themselves with an air of self importance. They are well educated and well mannered but when they want something they will not take no for an answer and will work tirelessly, if indirectly, to make it theirs. They are not openly hostile towards the Bellewood House but they will jump at the chance to indirectly cause the Bellewood House harm. In similar fashion they would be happy to see pirates, like Ismael Hondras and Captain Lobo, gone from Sargosa but are careful not to overplay this want until they have a stronger hold on the island. In the meantime they are happy to keep these pirates satisfied, payoffing them off when necessary.

The Bellewood House

The Bellewood house is a high end brothel and burlesque club located on the edge of

Sargosa. With the exception of the Hallaways new expanded plantation and shipping company, it is far and away the most profitable business on the island and employs a large number of the local population.

Madam Lara Bellewood is the owner and operator of the house. Lara arrived in Sargosa seven years ago, two years before the end of the Second War of the Imperiums. Where others saw ruin, Lara saw opportunity. With the help of anonymous investors from Cardola, she and her business partner Ed Bunce refurbished an old manor house on Ivy Row and turned it into a premier venue of luxury and indiscretion. In its relatively short lifespan the Bellewood House has gone on to become one of the most infamous cat houses in the Gulf of Ghosts. It attracts sailors from near and far bringing all types of visitors to the shanty isle.

Rest and Relaxation

Sailing is hard work, and robbing and plundering is even harder. For any weary crews with gold to spend the Bellewood House is a perfect place to seek respite. At the Bellewood House a sailor can find drinks, rooms, entertainment, and companionship all of the highest quality.

The workers of the Bellewood House are renowned for their beauty and skill, their expertise in the arts of love have inspired poems, songs, and dirty limericks across the New World. But they do much more than just ply their trade, they watch, they listen. Secrets are worth more than gold. That is the first lesson that Lara Bellewood teaches those in her employ. Every bit of gossip, every rumor, every whisper of news uttered in the Bellewood House works its way to her ear.

This is the true value of Lara's business. Like a spider with a honeyed web she draws in the most successful pirates, privateers, and adventurers from around the Gulf of Ghosts and slowly she learns their secrets and motivations. For the last seven years she has built a web of information, social connections, and blackmail that she can leverage for profit and influence.

Second Hand Goods

Lara Bellewood and Ed Bunce make a healthy share of their money buying and selling stolen goods. Mostly they deal in bulk trade cargo, things like sugar, salt, molasses, spices, indigo, poppies, timber, and ore. Pirates who need to turn their ill gotten gains into hard currency come to the Bellewood House and trade these kinds of items for a fraction of the market price. About every month or so Ed Bunce takes these goods to Cardola where he sells them using his connections with the Fair Mill Trading Company.

High Price? High Profile? No Problem.

Their fencing operation is not just limited to bulk goods. Bellewood and Bunce (the latter in particular) can arrange buyers for just about any stolen item. From famous original print paintings, to enchanted family heirlooms, to diamond brooches belonging to duchess', if it is worth something the owners of the Bellewood House can find someone to buy it, that is for a modest finders fee.

Hobgoblin Warband

Lara Bellewood employs an elite warband of Hobgoblin mercenaries to work as security for the Bellewood House. This warband is

led by a hobgoblin named Borsavage. Borsavage and his warband are veteran soldiers who have seen action in many theaters of war. Originally they were part of an army corps from the Principality of Nomogdorf who were sold by the Crown Prince of Nomogdorf to be mercenaries in the Second War of the Imperiums. After many years of fighting Borsavage was able to save up enough money to buy himself and his warband out of service. Shortly after in a chance encounter Borsavage met Lara Bellewood, the two became fast friends, and they've been working together ever since. The members of the warband live on the premises of the Bellewood House in the staff housing. When off duty they will often go to the Sandbar, a favorite hangout of the Bellewood House staff.

Overall Goal

Lara Bellewood and Ed Bunce want to keep their business running. They also want the Bellewood House to remain a dominant force on the island and are wary of the growing influence of the Hallaways. They are looking for a way to knock the Hallaways down a notch without exposing themselves to retaliation and open hostility.

Bellewood House in Play

Lara Bellewood and Ed Bunce work tirelessly to maintain their reputation and the standards of their services. They are also deeply invested in the lawlessness of Sargosa and will stand firmly opposed to any forces seeking to pacify it and bring it under a meaningful rule of law. Lara Bellewood is very outwardly friendly and warm. She is not a pushover however and if the players cross

her she will come back at them with no pulled punches. Ed Bunce is a less friendly character. He likes to make snide underhanded comments about the patrons of the Bellewood House behind their backs. If a player joins him in making these remarks he will think highly of them. If they admonish Bunce for making such remarks or present themselves as “common” adventures he will look down on them.

The Triumvirate

A tenuous alliance has been formed between the three most powerful pirate crews on the island. Each, for their own sake, has agreed to treat Sargosa as neutral ground. So far this agreement has worked out nicely for the pirates. By not having to worry about each other, these crews have been able to focus on enriching themselves and now have a place where they can recover after long voyages without fear of hostilities. The locals of Sargosa have also benefited from this alliance as with the three largest strongest crews on the island remaining at peace, Sargosa has seen a marked drop in violence.

Captain Lobo

The name Lobo is feared all throughout the New World. From New Bastion in the North to Basilisk Bay in the far South. Captain Lobo is one of the most successful and prolific pirate captains of recent memory. Lobo the black phantom, Lobo the sea devil, Lobo the accursed, these are just a few of the many names that sailors whisper to each other in crowded taverns in fear that the man himself might somehow hear them. Lobo and his crew are known for their brutality. He commands hundreds of violent murderers and

thieves using naught but fear and his sheer force of will to control them. He is truly a creature to be reckoned with.

Lobo’s Fleet

Black sails over a black hull, a burnt twisted figurehead of kraken birthing a gnarled ebony serpent, four decks and sixty guns to a side, this is *The Aboleth*, the flagship to Lobo’s Fleet. The sight of this ship alone is enough to make enemies surrender and towns pay ransoms, and its legacy is synonymous to the reign of terror Lobo has bestowed upon the Gulf of Ghosts. Lobo’s fleet consists of four ships: *The Aboleth* (Man O’ War), *The Illithid* (Frigate), *The Drider* (Brigantine), and *The Thrall* (Schooner).

Ismael Hondras

For the past five years Ismael Hondras was the right hand and quartermaster of the famed Dread Pirate Tavok. Tavok, who originally was one of the three members of the Triumvirate, never truly appreciated Hondras and treated him poorly. This proved to be his downfall. After a drunken argument between the two Ismael shot and killed Tavok. Respected and well liked by most of the crew, Ismael was then voted the new captain of Tavok’s ship *The Backward Hand*. He has since taken Tavok’s role in the Triumvirate and is now working to expand the scope of his operation to match his two senior partners.

Hondras’ Fleet

Dark oak planks painted with red and orange stripes, a weather beaten figurehead of a Rakshasa hanging from the bow, forty guns a side, and a hundred hands aboard, *The*

Backward Hand has been a thorn in the side of the Dracean treasure fleet for years. Ismael Hondras and his crew favor plundering the rich Dracean colonies of South and Central Valmaria, taking advantage of the Dracean weakened post war state. Hondras' fleet consists of three ships: *The Backward Hand* (Frigate), *The Orphan* (Sloop O' War), and *The Bloody Fiend* (Sloop O' War).

Qybart Quinn

The self styled gentlemen privateer Qybart Quinn is a favorite figure for tabloid newspapers and dime novels. Hundreds of daring acts, perilous adventures, and dastardly heists have been attributed to the larger than life pirate because of these sources. But do not let the drivel fool you. Though most of what is written about Qybart is false, the truth that is missed is a hundred times greater. Qybart is a charismatic force of nature. In half a lifetime he has risen from impoverished orphan on the streets of Blackcliff to grandiose pirate lord. He inspires, delights, and awes the sailors in his command. He spouts his own brand of philosophical teaching getting them to fight for more than just loot to fill their pockets but ideals of freedom, adventure, and comradery.

Qybart's Fleet

Four decks, forty-one guns per side, golden banners fluttering in the wind over a line of flags from every nation, and figurehead of a mermaid clutching a human heart thrusting from the bow, this is the *Royal Misfortune* the pride and joy of Qybart Quinn and his fleet of pirates. At one time she was the largest prison ship in the Kaldish Navy, now she is the instrument of Qybart's unending mission

for gold, glory, and liberty. After slow merchants and fat treasure ships, prison ships and slavers are the preferred target of Qybart and his pirates. As Qybart finds those he has personally freed are easier to recruit and indoctrinate with his teachings. Qybart's fleet consists of five ships: *The Royal Misfortune* (Man O' War), *The Regicide* (Brig), *The Poor Man* (Galleon), *The Beggar* (Cutter), and *The Liberator* (Slave Ship)

Sargosa Overview

Sargosa is a cosmopolitan town despite its rather small size. This was true even before its decline but now that a large number of pirates, sailors, and other wayfarers frequent the port, the island's population has become even more diverse. Humans of Dracean, Kaldish, and Native Valmarian descent still make up the largest chunk of the town's local population but they are closely followed by hobgoblins, halflings, and orcish peoples who are largely representative of the sailors, freebooters, and mercenaries who constantly pass through. Though they are slightly more uncommon, the sight of dwarves, gnomes, elves, tieflings, and dragonborn certainly wouldn't raise any eyebrows around the island. In fact on Sargosa one might even occasionally see some of the more elusive peoples of the world like lizard folk, tritons, and yuan ti (though a sighting like this would definitely stick out).

At any time there are usually around four thousand to two thousand people on the island. About a thousand of these people are full time locals, three hundred being farmers who live self-sustained lifestyles on the outskirts of town, and the remaining seven

hundred living spread out in town amongst the Shanty, Waterfront, and Church Market. Pre-colonization the island served as a seasonal home for many different indigenous nomadic sea peoples. Tribes such as the Arbo, Sachi, and Lercha who would come to the island several times a year to intercept the migratory paths of whales and birds. In fact the Arbo name for the island is “Pimachotal” which roughly translates to *Bird Island* in Common, due to the large number of migratory seabirds that visit the island annually. Many tribes of these nomadic peoples still seasonally come to Sargosa to this day, but years of conflict with the powers of the Old World and incidents such as the Copperwood Massacre have left them wary of those outside of their tribes.

Rule of Sword and Club

Might makes right on Sargosa. There is no formal rule of law here, no courts, no guardsmen, no judges. When disputes break out offended parties sort them out themselves either through parley or arms. That being said, the strongest factions on the island prefer the fragile peace that exists and work to keep things running smoothly.

Commerce

Many of the full time locals have embraced the town’s new status as a shelter from the law. They provide goods and services to the criminals and fugitives who pass through, and have created a thriving economy of vice and hospitality. General good suppliers, rope makers, shipwrights, and blacksmiths all do good business tending to the ships that pass through. Taverns, brothels, and gambling halls are plentiful and profitable (though they

range in quality). Whatever your vice, if you’ve an appetite for it, it can probably be found somewhere on the Shanty Isle, and if not, there is no shortage of shady characters happy to help you get what you need for the right price.

The Waterfront Watch

As a way of dissuading outright violence and theft, a few of the more prominent local merchants of the Waterfront have gotten together and formed a loose militia and night watch. They keep tabs on each other's businesses and help each other out when necessary. They have a rotating roster of volunteers who watch certain areas of the Waterfront, and together they regulate who is and is not allowed to do business with the members of the watch. Should anyone mess with one store they will soon find themselves blacklisted from every other store on the Waterfront. Each member also pays monthly into a shared emergency fund. Alpert Tovas, the de facto leader of the confederation, keeps this fund locked away in a safe hidden somewhere in his pawnshop.

The Farmers

The farmers living on the outskirts of Sargosa are an insular community. They mainly keep to themselves only coming into town to buy the things they can not make and occasionally to see Father Martell’s sermons. Sailors and pirates from out of town have little reason to bother these farmers and hardly ever wander out far enough to come across them, but when they do they usually find themselves on the wrong end of a musket and a threat, and promptly return from where they came.

Many of these farmers are the descendants of the prisoner, indentured servants, and enslaved people who once toiled in the fields of Old Sargosa. Because of this, they are wary of the Hallaways and wish to see them gone from the island. They are fiercely opposed to any who would seek to restore Kaldish or Dracean law over Sargosa.

Sea Nomads

As they have for the past millennia, tribes of sea nomads still visit Sargosa every season following the migratory paths of whales and birds. In addition to following these migration routes many tribes now also come to Sargosa to trade for Old World luxuries and manufactured goods. Most of the time these groups choose to isolate themselves from town, out of fear of drawing the attention of dangerous characters such as pirates and slavers. They often anchor in natural inlets or beach their keel boats in secluded spots where they set up camp. Many tribes of Arbo sea nomads have also befriended Captain Aquilo, a local Sargosi fisherman and will sometimes stay at his private dock in Church Market.

Sargosa Locations

1a. The Waterfront

The Waterfront is the best kept part of town. It is one of the few places where the buildings of Old Sargosa have been well maintained or restored. Nearly all of Sargosa's most successful trades workers and merchants can be found here. Rope makers, sail makers, shipwrights, blacksmiths, and more line Harbor Street, the one and only cobbled road on the island. The merchants

here have formed a tight knit community, almost all of them having joined the Waterfront Watch.

2a. Church Market

The area of Church Market is a relatively new addition to Sargosa. It is a collection of humble homes and businesses which have sprouted up around the old church. Slightly away from the bustle of the Waterfront and mayhem of the Shanty, Church Market makes for a nice quiet place for locals to keep to themselves without being too far from the action.

3a. The Shanty

Sandwiched between the Waterfront and Ivy Row lies the Shanty. The Shanty is a sprawling collection of tents, shacks, and makeshift tenement houses built on top of the remains of Old Sargosa. The bulk of Sargosa's transient population stay here when in town, making it a place of constantly changing faces. During the day the shanty is quiet. Servants go about their chores here and there. Tired sailors nap quietly on balconies in the afternoon sun. But at night the shanty comes alive. It becomes awash with music, festivities, and oddities beyond description as people take to the streets looking for strong drinks and cheap thrills. Lone travelers beware: fights, stick ups, and murders are common in the Shanty especially after dark.

4a. Ivy Row

Ivy Row is the colloquial name for the old high streets in the foothills. Long ago this part of town was where the rich planter families of Sargosa resided. Now all the fine town homes and mansions here are

abandoned husks, overgrown with thick stands of ivy, left to wither away into the hillsides. The abandoned mansions of Ivy Row are popular places for clandestine meetings and wild parties. Often when pirate crews come to town they will claim the nicer, larger, more intact homes and use them as bases of operation.

5a. The Cottages

Dozens of cottages dot the fields and forested hills beyond Ivy Row. They make the perfect homes for locals looking to seclude themselves and criminals trying to lie low.

Hallaway Estate

The Hallaway Estate is the grand home of the Hallaway family. Constructed only five years ago there are still some small ancillary buildings around the property that are under construction, though for the most part the main house is finished and is as impressive as ever. Even with most of their wealth confiscated, the Hallaways still had quite the nest egg tucked away. Roland used a considerable amount of this money, as well as a plethora of owed favors and blackmail, to build the Hallaway Estate and establish his family on the island. The Hallaway Estate is integral to [1st Adventure] and is detailed more on [page #]

Mercenary Camp

Nearby the Hallaway Estate there is a large campsite where the majority of the Hallaway mercenaries reside. The camp consists of an orderly grid of cabins, complete with a mess hall, armory, kennel, stable, and perimeter wall. Off duty mercenaries either spend their time in their cabins or if they get leave from

Joss Beargard they are allowed to go into town and blow off steam. Joss himself does not stay in this camp (he stays in the main house with the rest of Roland Hallaway's personal bodyguards) but he does visit daily to inspect the mercenaries and make sure things are running smoothly.

The Watchtower

Overlooking the town from the East there is an old crumbly limestone watchtower. The Watchtower was built by the Dracean navy when the Colony of Sargosa was first established. Despite its age and weathered appearance it has held up surprisingly well over the years. The Hallaway mercenaries now control the tower. They post sharpshooters and lookouts there around the clock to monitor what ships come and go from the harbor.

Bellewood House

The Bellewood House is located near the edge of Ivy Row. The Bellewood House is one of the most influential institutions on the island. Every day hundreds of people visit it and spend countless sums of coin. The Bellewood house is integral to [1st Adventure] and is detailed more on [page #]

Cistern Square

Located in the heart of the Shanty, Cistern Square is stuffed to the gills with a motley assortment of shops and vendors. Cheap brothels, crowded cardhalls, and smoky taverns all line the edge of the square. A bitter war for attention and coin is fought here everyday as these establishments vie for the same patrons. Spectacle is the main weapon of choice in this battle. Criers and

promoters man every corner advertising good times at low prices. Displays of dancing lights, gaudy signs, and exhibitions of exotic animals are used to try to draw in the crowds. Underneath the square lies the Great Cistern of Old Sargosa. The cistern has long been in disrepair. People still use it, but the water found within it is foul and must be boiled and treated with a disinfectant—like poppy tincture—before it is safe to drink. Rumors are circulating of people missing and strange noises coming from the cistern at night. Some believe that a creature is living down there, preying upon those who wander too close to the cistern’s openings. These people are correct. A carrion crawler has made the cistern its new home, and it will opportunistically attack those who enter or stray too close.

The Bird Market

On the West end of the Shanty, travelers in Sargosa can find one of the island's truly remarkable sights, the bird market. Held on a large open field, here folks from all over the island gather to buy and sell goods, chief among them hundreds of colorful tropical birds. Every year thousands of migratory tropical seabirds flock to Sargosa. Enterprising locals catch these birds, some even breed them, and then sell them to sailors passing through town. Sailors buy the birds because they make great pets and can be resold for a much higher price in Northern Valmaria and the Old World.

The Old Church

The Old Church was built shortly after the First War of the Imperiums when the Kaldish Empire took control of the island. Originally

it was built as a church to [Kaldish God] but when the fields stopped yielding the local clergy left along with the bulk of the town's affluent population. When Father Martell arrived in Sargosa he found the church abandoned and took it upon himself to restore it and use it as a place to practice his faith.

Vardas Shipyard

While new ships are very rarely constructed here, there is no end to the repair and re-outfit requests made by Sargosa’s many pirates and smugglers. Jordin Vardas, the owner of the shipyard, is more than happy to accommodate these requests. At the moment most of Jordin’s time is going towards re-outfitting Captain Lobo’s newest conquest, a small schooner, *The Thrall*.

Mrs. Mia’s Boarding House

Mrs. Mia runs a tight ship and suffers no fools. If you are looking for a good, clean, and quiet place to stay during your time on Sargosa then look no further than her boarding house.

Tovas Pawnshop

Tovas Pawnshop is a staple business of Sargosa’s Waterfront. Alpert Tovas and his son Weylan run the shop together. For the past twenty years the Tovas’ family have curated a large collection of strange trinkets from all across the Shattered Coast and Gulf of Ghosts. Any adventures looking for magic items or new gear would do well to look here.

[pawn shop table]

The Copper Lady

The Copper Lady is a rundown inn in the Shanty. Its name comes from the patinated copper bust of an old Dracean Empress which hangs above its front door and the fact that rooms can be rented here by the hour for just a single copper. Devlin Malcask uses the inn as a meeting place whenever he needs to get in person updates from Varstag.

The Sandbar

The Sandbar is one of the nicer drinking establishments in the Shanty. It is owned by a human named Todd “Hot Toddy” Hotspur who has a reputation for being a shrewd businessman. The Sandbar is a favorite haunt for many of Sargosa’s visitors and locals. In particular it is a favorite hang out for many of the staff of the Bellewood House.

The Sandbar is a two story-building. On the first floor there is a long well stocked bar against one wall and an open spacious dining area full of tables for patrons. On the second floor there are several rooms which Hotspur rents out, and a wrap-around balcony which overlooks the bar and dining area below.

Every week or so the dining room is cleared and the Sandbar hosts bare knuckle boxing matches. Onlookers can watch from the sides of the room and the second floor balcony as combatants face off. So far the reigning champ of these bouts is Borsavage, the Hobgoblin, head of security at the Bellewood House. The Sandbar is also a popular venue for watching the boat races that are sometimes held on the lagoon as it was built on a small rise and has a great view of the lagoon from its second floor.

The Pit

Formerly a clay quarry, The Pit is now Sargosa’s premier venue for bloodsport. Dogfights, cockfights, wrestling matches, duels, melees, and gladiatorial contests of all kinds are held here regularly.

When tensions flare between members of the different crews of the Triumvirate, Captains Quinn, Hondras, and Lobo will often arrange to have the offended parties settle their differences in the Pit.

Passing by the players may see fights happening in the pit. Roll on this table to see who's fighting.

[pit fights table]

The Gallows Tree

In an overgrown yard of a long abandoned ruin, nestled between a caved-in garden shed and a half standing brick wall lies an immense copperwood tree. This tree is one of the oldest living things on the island. It is so old it predates the founding of Old Sargosa by at least a hundred years. This tree is known as the gallows tree. It is so called because of a running tradition amongst Sargosa’s pirates. Whenever they want someone dead and they want to send a message, they will kill that person and hang their corpse from one of the tree's many branches. Deep scars criss cross the tree’s bark from where years worth of ropes have been tightly tied and then left to rot. At any given time dozens of old nooses can be found dangling from the gallows tree’s boughs like morbid fruit.

Long ago tribes of the Arbo people used this tree as a gathering place. Each year before they departed the island for the season they would hold a feast under its branches and the

tribe elders would carve a message describing the important events of the season in the base of the tree. Next season when that tribe returned the carving would be healed and they would continue the tradition by carving a new message about the new season, symbolically moving on from the past. When the Dracean navy seized control of the island several Arbo tribes were taking part in this tradition under the tree. Caught off guard they were slaughtered by Dracean marines in an event now known as the Copperwood Massacre.

The violent acts committed here have left an impression on the tree and the ground that surrounds it, tainting them both with dark energy. Forlorn spirits of the dead dwell in this place, anchored to it, unable to find closure. At night visitors to the gallows tree have a chance to spot these spirits. Roll a d10 to determine what apparition(s) reveals themselves.

[ghosts table]

In addition to this, people who are hanged at the gallows tree have a chance of returning to life as a revenant. Everytime someone is hanged here, roll 1d100 on a 100 that character becomes a revenant.

Hallaway Warehouse

The Hallaways refurbished this waterfront warehouse to be the headquarters of their new shipping company. Much of their harvested poppy crop is stored here as well as a large quantity of the other trade goods. The warehouse consists of one central storage area, a small office, and a small enclosed private dock. Between shipments one of the

Hallaway's two schooners the *Patriarch* or the *Pride* can usually be found docked here. The warehouse is under strict watch by the Hallaway's mercenaries. No less than thirty guards are posted here at any given time.

Poppy Fields

Long ago these poppy fields were the lifeblood of Sargosa. Now most of them are overgrown and in disrepair however this may change in the near future.

The Hallaways have restored the Western most fields closest to their estate, and are slowly expanding outward, restoring additional fields every season.

Mounted patrols of Hallaway mercenaries watch over these restored fields looking out for any would-be thieves and saboteurs.

Given how much ground they have to cover, these patrols are easy to avoid but the threat of them is enough to deter most trespassers.

So far there have only been a few instances of their crops being intentionally damaged but these were minor, most likely the result of drunken vandalism by local farmers. The Hallaways are content at the moment to let these transgressions slide as a violent reprisal would most likely turn all of the locals against them.

Farmer's Fields

Sargosa's local farmers have claimed these grounds for themselves. They are fiercely protective of them and keep trespassers out under threat of violence. Decades ago only row upon row of scarlet poppies would have been grown here, but now these fields are home to a variety of subsistence crops like rice, beans, peanuts, breadfruit, yams, and corn.

Sancelia, a leader in the local farmer's community, has just recently plowed a new field awakening a long dormant earth elemental. She is looking for adventures willing to help her get rid of the elemental in exchange for a reward.

Malcask Greenhouse

Devlin Malcask has set up a greenhouse near the Hallaway poppy fields. Inside he toils away experimenting, trying to grow new strains of Scarlet Poppy. No one other than Roland and Margaret Hallaway, Joss Beaurguard, and a handful of chosen workers are allowed inside. Against the insistence of the Hallaways, Malcask's has also chosen to reside in the greenhouse and keeps his personal quarters here. The Malcask Greenhouse is integral to [adventure #1] and is described in greater detail on page [#]

Pritchard's Place Cemetery

In the waning hours of the First War of the Imperiums Kaldish Admiral Pritchard Hardwell retreated to the recently captured Sargosa, gravely wounded, after his failed raid on the Dracean port city of Roxanna. Within a couple of days the beloved Admiral succumbed to his wounds. Pritchard's soldiers erected a ceremonial headstone on a small hill overlooking the sea to honor him. Ever since the locals of Sargosa have buried their dead around this monument. Like counting the rings on a tree stump, when walking through Pritchard's Place one can see the past tragedies and hardships of Sargosa laid bare. Many veterans of the First and Second Imperiums Wars are buried here. Along with the dozens who died in Sargosa's blood plagues and the great drought of 1755.

Kidnappers Cove

Tucked away on the northern shore of the island there is a small cove which conceals a sea cave. Slavers in the employ of the Hallaways use this cove and cave as their hideout. Every month they return from abroad in the Gulf of Ghosts and Shattered Coast with captives to sell to the Hallaways. The Hallaways use these captives as sacrifices to their demonic patron. The slaver's do not know what the Hallaways do with these captives but they do not care as long as they are paid. Captain Lobo and his quartermaster, Mr. Pip, are the only others on the island who know of the slaver's presence (as Lobo is a long time acquaintance of the slaver captain, Roderick Casterly and recently purchased a tiger from him). Captain Lobo and Mr. Pip however do not know the specifics of the slaver's business, and believe that they are using Sargosa the same way everyone else is as a place to hide from the law.

The Rainforest

Sargosa's wild rainforest is very typical of those in the region. It is composed of tropical trees, vines, and shrubs, and is the home to many species of insects, lizards, snakes, and birds. There are no large natural predators here. In fact the largest "wild" animals on the island, with a meaningful population, are the goats and dogs who've wandered out of town and become feral in the forest.

Though there is talk of a single solitary lion living in a remote section of the rainforest. It is said that several years ago, one escaped from the Pit and ran away into the hills, but this is generally believed to be a rumor.

Hunters and hungry pirates regularly venture into the rainforest to hunt goats and none have ever reported seeing any signs of a lion.

Dasari's Yurt

Far out of town, past the cottages and the farmer's fields, atop a ridge overlooking a small stream there is a thick hide yurt. The outside the yurt is adorned with hundreds of painted handprints, the inside with what appears to be hundreds of years worth of nick nacks and strange mystical oddities. Rugs and cushions clutter the floor. Lanterns with green and red flame hang from the hut's wooden supports casting dark flickering shadows. This is the home of Dasari, an Arbo lorekeeper and shaman.

Dasari is a well known figure throughout Sargosa. Some call her a witch, some a fortune teller, others a crazy old bat. But one thing nearly all accounts of her agree upon is the fact that she wields great power. Many hike out to her yurt in search of her advice and wisdom. It is known that for a price Dasari may even tell you your future. This price is not money or goods or services, rather it is stories.

If Dasari agrees to tell you your future she will sit you down and paint your palm while you tell her about your life. When she decides you have shared enough she will lead you outside and have you place your hand on the wall of her yurt. She will then tell you what she sees.

The Lagoon

A large lagoon lies on the northeastern edge of town. This lagoon is fed by the many small streams that flow down from the rainforest. At high tide it is connected to the

sea by a shallow channel making it accessible to smaller ships with a short draught. Boat races are often held in the Lagoon as well as the occasional swimming contest. Onlookers can watch such contests either from the marshy reed covered banks of the lagoon or from the balconies and rooftops of the Shanty.

Ruins of The Little Citadel

When Old Sargosa was first established by the Dracean Empire, they built a small fort on a rocky island in the harbor to protect the town from invaders. This fort, affectionately referred to as the little citadel, was shelled to pieces by the Kaldish when they seized the island in the First War of the Imperiums. The sun bleached ruins of the little citadel now serve as a reminder to all those who enter Sargosa of the destructive forces of war. The ruins are now home to a colony of seals. They lay amongst the warm rocks and bark wildly at anyone who approaches. Captain Tovak buried a chest full of gold under these ruins. Since his death people have been searching all over Sargosa for it but the only person who knew where it was, was Tavok himself.

People of Sargosa

Major NPCs

Roland Hallaway

Traits: Well Mannered, Intelligent, Cold Hearted, Master Manipulator

Occupation: Plantation Owner; Shipping Company Owner; Investor/Landlord, Governor

Physical Description: Roland Hallaway is a heavy set middle aged man with sandy blonde hair and light blue eyes. Accustomed to the finer things in life Roland can often be seen wearing fine colorful frocks and silk smoking jackets, and he never goes anywhere without his silver topped cane. He has a flashy smile but dead eyes, and the hands of a person who has never done a day's hard labor in their life.

About: Roland Hallaway did not come to Sargosa by choice. At the end of the Second War of the Imperiums his family was disgraced and was forced to leave Kaldland. Officially Roland is now the governor of Sargosa, but this position provides only nominal power and in reality is exile in everything but name. He knows this and is now biding his time trying to once again rebuild the Hallaway family fortune and influence. Rolland feels no loyalty towards Kaldland or its emperor. In truth he serves a dark master, a Devil of the lower planes. The Hallaway family has long been in cahoots with this entity offering souls to it in exchange for plentiful Scarlet Poppy harvests. For the last two hundred years this has been the Hallaway family way. As a means to the end of restoring his influence in the Old World, Rolland seeks dominion over Sargosa. Once he controls the island he can begin to extract all of the wealth possible from it and use that to fund his greater machinations of political dominance.

Daily Life: Despite his leisurely appearance and manner Roland rarely spends his time simply relaxing. Most often Roland is either managing the affairs of his shipping company or overseeing the running of his plantation. Any spare time he finds between these activities he devotes to finding sacrifices for/consorting with his dark patron.

Quirks: Roland tries constantly to reach out to Sazzath in the hopes that he can speak to his patron and get more power from him. This involves long hours of mediation alone in his office. He very seldom reaches Sazzath and when he does he is never able to negotiate alterations to their current arrangement. However Roland does often reach lesser devils, many of whom he converses with and makes dark deals.

Goals:

- Procure a steady stream of souls for patron
- Gain complete dominion over Sargosa
- Take ownership of the Bellewood House
- Eliminate the Triumvirate
- Start to restore Hallaway influence abroad
- Expand Hallaway business and fortune
- Take ownership of the Bellewood House
- Continue to repair and replant the poppy fields
- Develop a stronger strain of scarlet poppy

Margaret Hallaway

Traits: Ambitious, Intelligent, Calm, Collected, Sadistic, Self-Interested

Occupation: Aristocrat; Diviner

Physical Description: Margaret is the picture of aristocratic grace and beauty. She has a symmetrical face, good posture, and dark black hair which she styles in fashionable ringlets and braids. She has a brilliant smile and sharp laugh and carries herself with the assured confidence of someone who thinks they are both envied and desired.

About: Margaret was born to an obscure noble family, but through clever social maneuvering was able to marry into the much more prestigious Hallaways. Ironically despite her knack for divination, she did not foresee that twenty years down the line the Hallaway family would be disgraced and she would be sent into exile. Margaret hasn't let herself be too brought down by recent events however. She sees the disgrace of the Hallaways as somewhat of a good thing. Now that Roland's father and older brothers are dead, Roland is sole heir to the titles the Hallaways once held. Granted these titles were stripped from them, but should the Kaldish Empire undergo sudden "restructuring" then perhaps these titles could be reclaimed once more. Margaret loves schemes and machinations. She loves to work in the shadows pulling strings to subtly enact her will on the world. At the moment Margaret is set on cementing the Hallaways as the strongest force on Sargosa. Her main focus is getting rid of all the other powerful mages on the island starting with Father Martell and Dasari.

Daily Life: Margaret manages the affairs of the Hallaways Estate, which is quite the job given the size of the house and the number of

people who work there. More often than not she is on the Hallaway property figuring out budgets, writing letters, overseeing workers, and organizing events. In her time outside of this she practices and studies the arcane art of divination, honing her abilities everyday. Even though she has never attended a formal training institution (she has had private tutors) Margaret is an exceptionally powerful wizard.

Quirks: Many nights Margaret goes to Pritchard's Place Cemetery. She wanders alone through the graves weaving between the headstones muttering to herself under her breath. She is trying to develop a magical method of seeing into the past of the dead and tests her work here when she can.

Goals:

- Find out Devlin Malcasks true intentions
 - Eliminate Dasari and Father Martell
 - Hold dominion over Sargosa
 - Expand Hallaway business and fortune
-

Rodney Hallaway

Traits: Vain, Arrogant, Spoiled

Occupation: Accountant; "Helps" his father run the family shipping company

Physical Description: Rodney is a plain looking young man. He has sandy blonde hair and bright blue eyes. He is of average build and fitness.

About: Rodney grew up with everything that he could ever want. Just as he entered into

the stage of his life where he would begin to make his own name and move out of the large shadow of his father (and the even larger shadow of his grandfather), he was shipped away to a hot dirty miserable little island on the other side of the world. Rodney is bitter about this. He feels that the life he was raised to have has been stripped from him and now is wallowing in that sadness. Rodney is the only one in the family that does not know about the secret pact with Sazzath.

Daily Life: Everyday Rodney does a few minor tasks for the Hallaway shipping company. He either completes these tasks from home or from the warehouse office. Rodney spends the rest of his time at the Bellewood House, gambling and seeing his favorite Bellewood House worker, Mitsy. Because they are close in age Rodney also often hangs out with Devlin Malcask (that is when he's not sequestered in his greenhouse) and the two have become friendly.

Quirks: Despite his hedonistic and idle demeanor Rodney is actually quite good at maths and can solve complex mathematical problems in his head with ease. He often does this as a party trick when intoxicated.

Goals:

- Spend time with Mitsy
- Cook the books of the Hallaway Shipping Company

Devlin Malcask

Traits: Innovative, Well Read, Charming, Two-Faced

Occupation: Wizard

Physical Description: Devlin Malcask is tall and lanky. He has dark brown hair, nice teeth, and kind eyes. When he talks he often moves his hands and taps his fingers on hard surfaces. He has an infectious smile and laugh, and many tiny scars and burns on his fingers and hands.

About: Is the son of a low level court wizard and a minor noble. Throughout his life he has always struggled with dark urges. Whether it's stealing, lying, manipulating, or flat out physically harming others, Devlin has always had the urge to hurt people. He has always had the urge to use things to his advantage to the detriment of others. Until recently Devlin studied at the Royal Academy, first as a student and then after graduating as a professor's assistant. He worked in the school of illusion with specializations in botany and alchemy and was a rising star in his department. Devlin, however, was accused of secretly experimenting on his peers and though nothing could be proven he was fired from the Academy and forbidden from ever returning. After his disgrace he looked for work in the New World hoping to distance himself from the scandal. He found a job with the Hallaways, working to develop a stronger strain of scarlet poppy and was content to do this job, working happily at it, until one day he realized something was not as it seemed. By all his tests there was not enough latent magical energy on Sargosa to make the Hallaway's fields yield and yet still

they did harvest after harvest. Not only that, the Hallaway poppies seem to have strange properties. When consumed they sometimes cause nightmares and dark hallucinations. Devlin is onto the fact that the Hallaways are hiding something and wants to figure out what. And on top of that he has come up with new plans to supplant them and take their position of power on Sargosa. He plans to first become a confidant of Rodney Hallway and then with the use of his new poppy strains and illusion magic to drive him insane. After that is done he will stage an accident that kills Roland and Margaret Hallaway and when Rodney inherits their wealth he will stay by his side as his “adviser” and “physician” and use him as a puppet for power and wealth.

Daily Life: Devlin splits his time between working in his greenhouse laboratory, schmoozing with Roland, carousing with Rodney, and working on his secret plans.

Quirks: Devlin is deathly afraid of sharks.

Goals:

- Learn Hallaway family secret
 - Kill Roland and Mararget Hallaway; Drive Rodney Hallaway insane
 - Take over Hallaway business and position of power
 - Continue work and research on scarlet poppies
-

Joss Beauregard

Traits: Stoic, Level Headed, Efficient, Devoted Leader

Occupation: Bodyguard/Enforcer/Overseer

Physical Description: Joss Beauregard is an older man. He is tall, lean, and surprisingly muscular for his age. His skin is wrinkled and lined and he has many small scars all over his body. He has white hair and a white handlebar mustache. He keeps himself well groomed and well dressed as befitting of his job, but does not shy away from dirty work.

About: Joss comes from a long line of Lysani fur trappers. He was raised in marshy wetlands surrounding Cardola and learned at a young age how to survive alone in the wilderness. He joined the Kaldish Army as soon as he was old enough and stuck with it, working his way up through the ranks and becoming a career officer. But merit could only take Joss so far in the army. Eventually, despite his expertise as a commander his rank stagnated. For years he watched as fresh faced aristocrats soared up the command structure in a fraction of the time that it took him and he became disillusioned. He retired with honors and entered into the private sector and now works as a mercenary and military consultant. Joss quite enjoys his job with the Hallaways. With them he has finally found the respect and authority which he has wanted for so long. Joss is an excellent judge of character and he greatly distrusts Devlin Malcask, fearing the wizard is up to no good.

Daily Life: As head of security for the Hallaways, Joss has a busy schedule. He spends his days going about with Roland or

Margaret acting as their personal bodyguard, inspecting and assigning the other Hallaway mercenaries' duties, and advising Roland on security related matters.

Quirks: Every morning before starting duty Joss will take tea with Margaret Hallaway. This morning ritual started as a way for Joss to update Margaret on the happenings of his security force, but over the months has slowly developed into a chat between friends. Joss never had children but if he had he hopes they might have turned out like Margaret. He finds her very pleasant to be around and often acts as a sort of surrogate father figure to her giving her advice.

Goals:

- Protect Roland and Margaret Hallaway
 - Figure out Devlin Malcaster's true intentions
 - Improve security of Hallaway Estate
 - Train Hallaway guards
-

Lara Bellewood

Traits: Determined, Patient, Ruthless, Charming

Occupation: Madam of the Bellewood House; Information broker; Fence

Physical Description: Lara Bellewood has long hair that she wears in a different magnificent style everyday. When around the Bellewood House she is often dressed in elaborate gowns, but at other times such as when she is traveling she dresses in a coat and pants. Lara is of average height and

build. She has brown eyes and brown hair and a speckling of freckles on her face and shoulders.

About: Lara comes from humble beginnings. For most of her childhood she grew up alone on the streets of New Bastion. She fell in with gangs of thieves and pickpockets to survive, eking out a harsh life stealing pocket change and bread. One day Lara tried to pick the pocket of an infamous con artist, Sylvia Freegard, Sylvia caught Lara but instead of punishing her, she took her under her wing. Under the tutelage of a master Lara learned everything that has made her the woman she is today.

Lara Bellewood has her finger on the pulse of the criminal underworld. If you are worth knowing she knows you. She is everyone's go to contact, from gear to gossip if you want it she has it or knows someone who does. So if you are thinking about giving her trouble you might want to think again.

Daily Life: Lara spends most days at the Bellewood House meeting with clients and patrons, making deals and keeping updated on all the latest happenings.

Quirks: Sylvia Freegard's mentorship completely turned Lara's life around. Because of this Lara tries to do for others what Sylvia did for her. She tries to find proteges, scrappy young individuals who just need a chance, and give them the guidance they need to succeed.

Goals:

- Find blackmail on Hallaways
- Find out what Devlin Malcask is up to

-Grow business

Edmund “Ed” Bunce

Traits: Witty, Haughty, Ambitious

Occupation: Co-Owner of the Bellewood House; Fence

Physical Description: Ed Bunce is short and thin. He has a slender gaunt face, long fingers and is balding (though he often sports a wig). He wears round wire frame glasses and is always slightly behind on the newest Old World fashions.

About: Before meeting Lara Bellewood, Ed Bunce was a New Bastion debutant. Hailing from a line of wealthy merchants Bunce was decidedly new money and was constantly fighting for the approval of the old money aristocrats who ran in his circle. He never got that approval. While still in New Bastion Bunce made the acquaintance of a young woman by the name of Lara Bellewood. Bellewood was passing herself off as an Old World heiress as part of a fake investment scheme. Bunce found her out but instead of going to the authorities he approached Bellewood and told her he wanted in on the con. The two have been business partners ever since.

Daily Life: Ed Bunce spends most of his time in the Bellewood House talking to clients and writing letters arranging buyers for stolen goods. Occasionally he will go to the waterfront to shop for himself and the business. About every month he travels to

Cardola to sell the stolen cargo that he and Lara buy from pirates.

Quirks: Ed Bunce used to be an art dealer in New Bastion. He had a true affinity for the job and dearly misses the work. Because of this he jumps at the chance to inspect stolen paintings that are brought to be sold at the Bellewood House (even if they aren't good) and will often go on long tangential speeches about art history to any thieves who bring them in. Talking intelligently about art to him is a quick way to his heart.

Goals:

-Grow the business

-Stay alive and well by any means

Borsavage

Traits: Professional, Confident, Loyal

Occupation: Mercenary; Works as an enforcer for Lara Bellewood ensuring that no one causes trouble or skips out before paying at her brothel

Physical Description: Borsavage is tall, muscular, and overall physically imposing. He has dark red skin, straight black hair, and dark brown eyes. He dresses practically, most often sporting a black captain's coat, over a hardened dark leather vest accompanied by heavy seal skin boots.

About:

Daily Life: Borsavage spends most of his time at the Bellewood House. Between

accompanying Lara Bellewood as her personal bodyguard, making the rounds checking on his warband, and overseeing the entry of guests, his days are busy. In his spare time he enjoys sitting at the bar in the Bellewood house and listening to the stage acts the House puts on or going to the Sandbar where occasionally he will participate in bare knuckling boxing events.

Quirks: Over the years working at the Bellewood House Borsavage has developed a crush on Lara Bellewood. He suspects that she does not feel the same way about him, but despite this he has been slowly working up the courage to reveal his feelings to her. He does not want to affect their working relationship but he feels that after all these years he can no longer betray his feelings.

Goal:

- Protect and do fair business with Lara Bellewood
- Keep his warband together and well maintained
- Work up the courage to tell Lara Bellewood how he feels about her
- If Lara rejects him find replacement for his position at the Bellewood House and return with his warband back to the Old World

Varstag

Traits: Vicious, Greedy, Cunning

Occupation: Mercenary

Physical Description: Varstag has light red skin, short curly brown hair, and dark gray

eyes. He has large muscular arms and legs but moves gracefully and quietly, often sneaking up on those who aren't paying attention. He has an old Dracean Hussars jacket that he likes to wear.

About: Varstag is the lieutenant to Borsavage. He is his right hand and works to maintain cohesion amongst the rest of the warband, making sure they obey the leadership of Borsavage while at the same time giving Borsavage the warbands feedback on his plans and policies. Varstag thinks Borsavage has gone soft. He is secretly working with Devlin Malcask helping him in his plan to destroy the Hallaways. In exchange for his help he expects Malcask to give him a small fortune, and he plans to use that fortune to win over the respect of his warband and steal them away from Borsavage.

Daily Life: Varstag spends most of his time on duty, patrolling the Bellewood House and accompanying Bellewood escorts to parties. When Varstag is off duty he will often go to the Shanty, where he drinks and fights to his heart's content. He will often also use his trips to the Shanty as an excuse to meet up with Devlin Malcask in secret so the two can discuss their plot.

Quirks: Varstag enjoys singing sea shanties. When he gets excited or is happy, often when he hatches a new scheme, he will start singing them to himself.

Goals:

- Take control of the warband

- Convince the warband to become brigands under his leadership
 - Work with Devlin Malcask to kill the Hallaways
 - Leave Sargosa but stay in the New World
 - Try to make a fortune through any means
-

Maryargav

Traits: Remorseful, Kind, Tired

Physical Description: Maryargav has blotchy red skin and hazel eyes. He is tall and muscular and his shaved head shows a criss-cross of old scars. He has broad shoulders, a thick neck, and looks like he could snap an arm like it was a twig. He usually dresses in a hardened leather vest and loose sailing pants.

Occupation: Mercenary

About: Maryargav is tired of his life of violence. He wants to leave it all behind and start anew, but he feels obligated to stay with his warband. Tempted by his want to leave, months ago Maryargav agreed to help Varstag in his schemes with Devlin Malcask in exchange for money to help him leave Sargosa. Maryargav did not know what the full extent of the scheme was. Now he is fully embroiled in a murder plot and is desperately trying to find a way out for himself and for Mitsy, a worker at the Bellewood House who has also gotten caught up in the plot.

Daily Life: Maryargav spends most of his time working at the Bellewood house. In his

spare time he likes to take hikes into the rainforest and swim on the northern shore on the island.

Quirks: Maryargav is an excellent dragon chess player. He loves to play and often fields challenges from the patrons of the Bellewood House. Players who face him must make an intelligence check DC 19 to beat him in a game.

Goals:

- Get out from under the thumb of Devlin Malcask and Varstag
 - Find a path in life that doesn't involve being a mercenary
 - Find a way to leave his life without abandoning his brothers in arm
-

Anne “Mitsy”

Mittismorvo

Traits: Demure, Cunning, Ambitious

Physical Description:

Occupation: Sex Worker at the Bellewood House

About: Both of Anne's parents died when she was young and she was sent to live in an orphanage. At the age of sixteen she ran away from the orphanage and started floating from place to place finding work where she could. Sometime in her early twenties she stowed away on a Roxanna bound cargo ship in hopes of starting a new life in the Gulf of Ghosts. Part way through the journey

however the ship was attacked by pirates. They found Anne but rather than letting herself be captured she leapt from the side of the ship and started swimming away into the open sea.

She swam over ten miles before she was found by Sargosi fishermen. They took her back to the Sargosa and the harrowing tale of her escape quickly circulated the island. Impressed, Lara Bellewood offered Anne a job, and with no other prospects Anne accepted. Work at the Bellewood House proved to be one of the best jobs Anne had ever had. Originally she was hired as a housekeeper but after a while as she grew more comfortable in the House she approached Lara Bellewood about becoming one of House's sex workers. She has since become one of the Bellewood houses' most sought after working girls.

Rodney Hallaway has become her most frequent client. Because of this Devlin Malcask has offered Anne enough money to fund her dream of opening a tavern in exchange for her help in slowly poisoning Rodney. Anne has reluctantly agreed and every time they spend a night together, Anne slips him the poison that Varstag and Malcask sneak to her. She is having second thoughts however and wishes to stop, but is too afraid of what will happen if she backs out now.

Daily Life: Mitsy spends her days relaxing and preparing for her busy evenings with clients. She enjoys going to the bird market on her days off and will occasionally accompany Ed Bunce to the Waterfront to pick up items for the House. On her walks through town she often stops in the shanty to give urchins bread and pennies. She will

sometimes use excursions like these to hide the fact that she is going to the Old Church to meet Father Martell and ask him for advice in her current predicament.

Quirks: Every night before she goes to bed she meticulously imagines building the tavern she would like to own. She pictures every detail– from buying the lumber, to painting the sign, to ordering the ale and she smiles as she drifts off thinking about it.

Goals:

- Don't get caught poisoning Rodney
- Get out from under the thumb of Varstag and Devlin Malcask
- Make enough money so that she can open her own tavern

Father Martell

Traits: Empathetic, Brave, Forgiving, Repentant

Physical Description: Father Martell is an older man

Occupation: Cleric

About: When he was a younger man Father Martell was a pirate. He was a lost violent man who robbed and killed the innocent. But one day when he was far out at sea his ship got caught in a raging storm, and an uncanny wave swept him overboard. He tried his best to battle the sea but it was hopeless and soon he slipped below the water and he sank into inky darkness. What happened next Father Martell can not say for sure, but the next

thing he knew he opened his eyes and was on a beach. He didn't know where. He didn't know how. At first he didn't know if he was alive or not or stuck in purgatory or some strange version of the hells. But before he could parse it out a voice called to him. He turned and saw a monk walking down the beach. He had washed up on a secluded island that was home to a monastery of Margo, the god of forgiveness. The monks took him in. They nursed him back to health and taught him their ways. And when Father Martell took their teachings into his heart he saw the light, and dedicated himself to making amends for his past actions.

Daily Life: Father Martell spends his time working around the church, listening to people's confessions, giving sermons, and going out into town and helping people in need.

Quirks: Ever since the day when he should have drowned Father Martell has had a fear of the ocean. He does not like to travel over open water.

Goals:

- Make sure the locals of Sargosa are treated well
 - Help Maryargav get a fresh start
 - Help Anne get out from her current predicament
 - Practice his Faith
-

Minor NPCs

Todd “Hot Toddy” Hotspur

Traits: Shrewd, Loud, Brash

Occupation: Owner of the Sand Bar

Physical Description: Todd Hotspur is a tall man with a large gut and a grimy red beard. He's got greasy black hair and dark brown eyes and always looks as though there's something bad eating away at the back of his mind.

About: Todd Hotspur came to Sargosa when he was a young man. Originally from Wardkirk, Hotspur, a common man, had been in a long time secret relationship with the aristocratic son of Wardkirk's colonial governor. No longer able to hide their love, the two agreed to elope. They made a plan to leave town separately and chose Sargosa as a meeting place. Todd liquidated all of his assets, and spent all of his money to charter a ship to Sargosa. When he arrived his lover was nowhere to be found. He waited, and waited, and waited but the governor's son never came. Todd was stuck on Sargosa penniless. Eventually he was able to get work as a bartender at a local establishment, the Sandbar, and after more than a decade of working there was able to save enough to buy the place from the owner.

Daily Life: Todd Hotspur spends most of his days tending to his bar. Whether he is doing the books, fixing broken furniture, or literally actually tending the bar, he is almost always there working away.

Quirks: Todd is an excellent marksman. When he was younger his dad would always take him pigeon hunting and he got very good at hitting small fast targets.

Goals:

-Keep the Sandbar open till he has enough money to move someplace nice and retire.

Yarny

Traits: Haunted, Wild Mood Swings, Unreliable

Physical Description: Yarny's body shows his age and the hardship that he has endured. He has shaky hands

Occupation: Beggar/Petty Thief/Drunkard; Sailor (Former)

About: Yarny only wants one thing in life, he wants to sit at his stool in the Sandbar and drink. He wants years of hardship, cruelty, and bloodshed to melt away from his mind as he slowly slips into oblivion. When asked what he wants from life Yarny will always give the same answer. He'll raise his glass, give a wink and say "Long as I can remember I always wanted to be a pickle."

Daily Life: Yarny spends his days doing one of two things. Either he is wandering the muddy streets of the Shanty looking for easy money, or he is spending what little money he has at the Sandbar drinking himself blind. Yarny is called so because of his disposition to storytelling. Yarny loves to tell stories. Truth, fiction, or somewhere in between but Yarny drinks and he will spin you yarns all day long.

Quirks: Yarny's given name is Ben Bowdry. No other mortal knows this name. Sometimes Yarny himself even forgets it but sooner or later it always comes back to him. He likes that it's a secret. He likes knowing that there is a part of him that is just his. If the players befriend Yarny or perhaps if he is on his deathbed he might reveal his name to them.

Goals:

-Drink

Incidental NPCs

Blackcliff Jenny

Traits: Sly, Savvy, Secretive

About: Blackcliff Jenny, Captain of the sloop *The Stoat*, is an infamous smuggler known throughout the Gulf of Ghosts for her ability to get any cargo anywhere, no matter how tight the security. She is currently in Sargosa to meet with Lara Bellewood.

Stock Pot

Traits: Loud, Proud, Grumpy, Short Tempered

About: Stock Pot is a goblin who runs a little soup stand in the Shanty. He sells bowls of mysterious brown stew for a copper piece.

Jarko

Traits: Crazy, Old Salt, Self Proclaimed
Bird-Whisperer

About: Jarko sells birds at the bird market but it is unclear how he catches and trains them as he has a peg leg, a bad eye, and a disdain for bird cages. Jarko himself explains that he's never caught a bird, he just simply talks to them and convinces them to come along. His peers at the market guffaw at this idea and suspect that he enlists local urchins to help him catch birds and then trains them in secret. If talked to at the market Jarko will try to sell the players a parrot.

If the players reveal they have been directed to Jarko by another NPC and are looking for information, then he will reveal that he's been known to see a thing or two. For 5 GP he will reveal the only bit of interesting information he has at the moment: That is he's noticed a certain cloaked Hobgoblin from the Bellewood House has recently been visiting the Old Church in secret in the wee hours of the morning. In secret Jarko really can communicate with birds, and uses this to gather secrets from around town.

Marcelo Bonte

Traits: Friendly, Hard Working, Loyal

About: Marcelo works as a foreman for Jordin Vardas. He oversees the shipyard when Vardas is away, and at the moment has taken charge of re-outfitting *The Thrall*, the newest ship to enter Lobo's fleet. He lives in Church Market with his wife and daughter. At the end of every week the three of them attend Father Martell's sermon.

Fjola the She Bear

Traits: Strong, Confident, Boastful

About: Fjola hails from the Sjkir Isles in the far North of the Old World. When her home island was annexed by the Kaldish Empire she was one of many who resisted. She was captured in the resulting short conflict and sent to a penal colony in the New World. The prison ship she was aboard however never arrived at its destination. On route to Little Gian it was intercepted by Qybart Quinn's pirate fleet. They killed the crew of the ship and freed the captives. Fjola was one of many who afterward signed on to join Qybart's crew.

Standing at seven feet tall and built like a petrified oak tree, Fjola is a force to be reckoned with. And a local fan favorite at the Pit.

Hal Gibbon

Traits: Loyal, Hearty, Clumsy

About: Hal Gibbon is Ismael Hondras' quartermaster and right hand man. Before becoming a pirate he was a bosun for many years in the Kaldish Navy. After Ismael killed the former captain of the *Backward Hand* Hal was instrumental in persuading the old guard crewmates that Ismael should become the new captain.

Mr. Pip

Traits: Strange, Violent, Wild

About: Mr. Pip has been Lobo's personal lackey for years. For one reason or another he is wholly devoted to the man and will eagerly do anything he asks. Some believe that it is because Lobo has cast a spell on him. Others think that Lobo perhaps tortured him into insanity. Either way Mr. Pip is a madman completely devoid of remorse, who he takes great pleasure in doing Lobo's dirty work.

Mrs. Mia

Traits: Stern, Commanding, Kind

About: Mrs Mia runs a boarding house in Church Market. She is a single mother to three now grown children who help her run her business. She also plays an active role in the community, often volunteering to help those in need..

Captain Aquilo

Traits: Honest, Friendly, Firm

About: Captain Aquilo operates a small fishing boat. He and a few other fishermen ply the water around Sargosa daily and sell the catch to fishmongers in the Shanty. Aquilo is on good terms with many of the sea nomad tribes that visit Sargosa and in exchange for giving them a safe place to stay on the island they will help him and his crew fish.

Weylan Tovas

Traits: Earnest, Adventurous, Cooped Up

About: Weylan Tovas is the son of Alpert Tovas, owner of the Tovas Pawnshop. He helps his dad run the business but has always dreamt of more. He wants to be an adventurer. He wants to get off the tiny island where he has lived his whole life and see the wonders of the world.

Mary O'Catly

Traits: Hardworking, Fiery, Sarcastic, Smart

About: Mary is the halfling chef of the Bellewood House. She is hands down the best cook on the island. She is a stern taskmaster in the kitchen and a unifying force at the Bellewood House. She is well loved by staff and patrons alike and though she may only be the cook her word carries lots of weight.