

# URBAN LOCALE #01: DOCKSIDE TAVERN

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*Urban Locale #01: Dockside Tavern provides you—the busy, time-crunched GM—with the details to effortlessly bring to life the urban locales in your campaign.*

*Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your adventures, dungeons and campaign to life? This short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your dungeons. Use the material herein either before or during play and bask in your players' adulation.*

## CREDITS

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**Design:** Creighton Broadhurst

**Development:** Creighton Broadhurst

**Art:** William McAusland. Some artwork copyright William McAusland, used with permission.

## CONTENTS

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Credits.....	1
Contents.....	1
Using This Urban Locale .....	1
Dockside Tavern.....	2
1: The Dockside Tavern .....	2
2: Major Locale Features .....	2
3: Minor Locale Features .....	2
4: What's Going On?.....	3
5: Visitors & Customers.....	3
6: What's For Sale?.....	3
OGL V1.0A.....	4

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## USING THIS URBAN LOCALE

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You can use these lists, either before or during your game, to help breathe life into an urban locale. Adding depth and verisimilitude to your game helps the players' (hopefully willing) suspension of disbelief and leads to a better game.

These lists are compatible both with published modules and your own adventures. The lists appear in the order you'll likely need them. Roll on a list and use the result to spark your creativity. Re-roll, modify or ignore inappropriate results.

1. **The Locale:** Use this list to determine the locale's name, basic details and notable members of staff.
2. **Major Locale Features:** Use this list to determine the locale's major feature(s). Such feature(s) are so obvious that the characters automatically notice them. Only reveal details in brackets if a character discovers them.
3. **Minor Locale Features:** Use this list to determine the locale's minor feature(s). The feature(s) might be obvious, or the characters may have to find it. Only reveal details in brackets if a character discovers them.
4. **What's Going On?** Use this list to determine what's happening when the characters arrive at the locale. Remember, the characters' actions may render some entries moot.
5. **Visitors & Customers:** Use this list to determine who else is present when the characters reach the locale. Determine each NPC's class, level and so on to best suit your campaign.
6. **What's For Sale?:** Use this list to determine what special goods or services are for sale at the locale. Use the noted value or set one appropriate to your campaign.



## DOCKSIDE TAVERN

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Whether the characters are looking for a berth on a ship, a knowledgeable sailor or a smuggler gang, a dockside tavern is the best place to start.

### 1: THE DOCKSIDE TAVERN

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1. **The Anchor & Parrot:** The once jaunty, now faded sign of a parrot perching atop an anchor swings over the door of this dilapidated one-storey tavern. The common room is gloomy and grimy. Isto Arpia (N old male human) owns the tavern, which is only open at night. Stuffed parrots fill a shelf above the tavern's bar.
2. **The Sailor's Arms:** A cut above the average dockside tavern, this place caters to merchants and their servants. The food and drink are of good quality; rough sorts are not welcome here. Tuuli Kare (LG female human) ably runs the establishment.
3. **The Jolly Sailor:** Only open in the evenings, the Jolly Sailor offers cheap drinks and rowdy entertainment. Grimy murals cover the taproom's walls, and a simple low wooden stage runs along the wall opposite the bar.
4. **The Waterside:** This sprawling tavern also comprises a boathouse giving out into the harbour. The boathouse has two berths—one is for hire. Hopea Mielo (NE female half-elf), the ostler, doesn't pry into her customers' business. She also engages in some light smuggling.
5. **The Albatros:** This little-visited tavern is on its last legs. Bad luck bedevils the owner, Inkeri Leino (N female human), who is bitter and desperate. Would the adventurers like to invest in—or buy—the Albatros?
6. **The Lusty Mermaid.** This boarded-up tavern has closed down. It is rat-infested; thieves use it as a lair to watch the docks for easy marks and easily-stolen cargo.
7. **The Rusty Anchor:** A rusty anchor hangs above the door of this two-storey building. The bumbling landlord—Juho Panu (NG male human)—lives above the tavern with his latest "friend". She—Lyyti Rauma (NE female human)—is arrogant, and the regulars do not like her.
8. **The Pirate's Head:** Run by the one-armed Jegor Susi (N middle-aged male human), a seaman who fought pirates in his youth, this is a place for hard drinking. The clannish regulars are tough, no-nonsense folk. The portly, gregarious owner is perpetually unshaven and red-eyed.
9. **The White Whale:** The mural of a gigantic whale fighting two (much smaller) ships decorates this tavern's frontage. The mural is faded, and some of the paint is peeling. The rotund, alcoholic owner, Fosco Slycaller (N male halfling), has never actually seen a whale.
10. **The Admiral Vilimzair:** Named for the legendary pirate captain, this tavern offers cheap drinks and virtually nothing else. Its owner, Venla Saarelainen (N female human), wants to sell up, but no one is buying.

## 2: MAJOR LOCALE FEATURES

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1. Several ship figureheads are mounted to the walls as decoration. The figureheads are in bad condition; dirty, with their paint faded, they are also scratched and worn.
2. The taproom's floorboards are repurposed deck planks. Some are almost bowed with age.
3. The tavern stands on a jetty and has no cellar. A trapdoor behind the bar allows the staff to dump rubbish and so on directly into the harbour.
4. Part of the taproom has been repurposed as a small shrine to Serat, Mistress of Storms. Every week, a priest of Serat visits the tavern to take a service, collect donations and tend the shrine.
5. Smugglers use the tavern as their base of operations—without the ostler's knowledge. Many of the regulars are part of, or are affiliated with, the gang.
6. The taproom ceiling is low, and the room is gloomy.
7. The taproom's windows afford an excellent view of the harbour; the shutters are normally wide open.
8. A tidal tunnel in the tavern's cellar leads out under the dock; it is wide enough for a rowboat.
9. The drinks here are cheaper than normal. The ostler is a spy for a powerful merchant and gathers much intelligence from his drunken customers.
10. A rowboat hangs from the taproom's ceiling.

### 3: MINOR LOCALE FEATURES

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1. The tavern's tables and chairs are made from driftwood scavenged from the harbour. Consequently, many are almost dangerously unstable. A "special" table is kept empty for newcomers and the hilarity of the regulars.
2. A fire burns in the tavern's taproom; regulars get a free drink if they bring an armful of dry, seasoned wood.
3. The regulars have adopted two stray dogs. The dogs virtually live in the taproom and have places of honour by the fire.
4. One wall near the bar serves as a noticeboard. Layers of scrawled-on bits of paper hang on the wall. Some offer services while others seek such. Many of the bills are old.
5. A prayer to Serat, Mistress of Storms, has been painted on the wall over the taproom's bar. Another—much more faded—is painted over the tavern's front door. Regulars tap the prayer as they leave.
6. A smuggler's contact lingers in the tavern. Roll on "Visitors & Customers" to determine their details.
7. The landlord has several cats. The cats often lounge in the taproom, and they have developed a taste for ale.
8. Nautical memorabilia decorates the taproom's walls.
9. When it rains, the roof leaks; buckets are placed strategically throughout the tavern.
10. The owner thinks gnomes bring bad luck; they do not allow such folk in their tavern.

#### 4: WHAT'S GOING ON?

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1. The tavern has a pickpocket problem, and the owner may be oblivious to the situation. Alternatively, the owner may get a kickback from the thieves.
2. A brawl has just finished as the characters arrive. They enter the taproom as the tavern owner throws out several drunk, battered and bruised patrons.
3. Two rival crews glare at one another across the taproom. The crews are embroiled in a feud centred on a missing sail, ripped nets and so on. The tension in the taproom is palpable to even the least observant character.
4. The taproom is mostly empty; only a couple of diehard regulars nurse their drinks. The ostler is bored.
5. The taproom is jammed with fisherfolk and their families; a celebration of some sort is in full swing.
6. A bard leads the regulars in a series of loudly-sung sea shanties. Everyone is having a great time!
7. As the party arrives, a regular staggers outside and vomits on the ground near an unlucky character's feet.
8. The watch arrives in search of a seaman accused of murder. They question everyone; no one is talkative.
9. A cat chases a rat across the taproom floor.
10. The locals are celebrating a regular's good fortune—one of their numbers pulled up a golden tiara with today's catch! See "What's for Sale?" #10 for more details.

#### 5: VISITORS & CUSTOMERS

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1. **Helena Päiviä** (CN middle-aged female human) searches for her brother, Perttu. A sailor-for-hire Perttu told her about a big job before he disappeared a week ago. She is frantic with worry.
2. **Simo Rauma** (NG young male human) wants to serve on a fishing boat but has got a reputation as an unlucky sailor. Hence he cannot find a birth. He is morose and deep in his cups. If he latches onto a character, he whines of nothing but his ill fortune and how it is not fair.
3. **Tahvo Lempinen** (N male human) thinks his exotic pet—a sour-faced parrot—makes him popular and a talking point. The parrot perches on his shoulder and glares at anyone nearby. No one likes the parrot. Tahvo also likes to dress how he thinks a pirate would dress. He is not a clever or observant man.
4. **Arvi Koveri** (CG male human) seeks a reliable hireling to convey him and his friends to a remote island. Treasure is said to be hidden thereon, and Arvi and his friends mean to find it. Arvi is bluff and friendly but won't reveal the island's name or location.
5. **Eufrosyne Kainu** (LN female half-elf) works for the watch and is here investigating rumours of a smuggling operation. She is trying to get a job at the tavern. She is friendly but tries a little bit too hard to be liked.
6. **Gaeral Narrick** (CG female gnome) seeks a hireling to get her fresh crabs and lobsters. She's a bit drunk and enjoying herself immensely. The regulars find her exotic, and she is the centre of attention.
7. **Karl Jurva** (N male half-orc) owns a boat but never seems to be where the fish are; he is available for hire by adventurers and not afraid of a little danger. As well as a competent sailor, this burly half-orc is a skilled warrior.
8. **Juhana Lemmä**s (LG male human) slums it at the tavern. A holy warrior, he has heard rumours of foul doings on the docks and is investigating. He's not having much luck. Wearing a gleaming breastplate and armed with a fine longsword, he sticks out like a sore thumb.
9. **Hille Osma** (CN female human) works the taverns looking for a lonely sailor. This attractive woman is part of a mugging gang; her job is to lure the (preferably drunk and distracted) mark into a nearby alley.
10. **Iisak Paasia** (N old male human) slumps across a table, comatose. This lonely, retired fisherman has a vast knowledge of the surrounding waters—when sober.

#### 6: WHAT'S FOR SALE?

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1. **A Berth** (1 sp): Customers can sleep in the taproom, but the owner provides no bedding or a fire overnight.
2. **Safe Storage** (variable): Patrons can place small items and packages in the tavern's "secure store". The ostler doesn't ask many questions about the item and charges what they think they can get away with. The "secure store" is a badly hidden niche in the attic.
3. **Boat for Hire (1 gp/day)**: A local will convey the characters wherever they want to go as long as there is no danger. Danger costs extra—a lot extra.
4. **Boat for Sale (50 gp)**: This fishing boat is in good repair. The owner is keen to take interested parties to see it.
5. **Brandy (10 gp a bottle)**: The ostler has three bottles of brandy distilled in a faraway land. They are on display behind the bar.
6. **Map (5 gp)**: Although old and weather-beaten, this map shows the coastline for about 20 miles in all directions.
7. **Orphan Iisak Ano (upkeep)**: Both Iisak's (N young male human) parents are dead, and he needs a protector. He is skinny and lives on the streets. He is intensely loyal to anyone taking him under their wing.
8. **Ring of Water Walking (50 gp)**: This is a hilarious joke. The ring has no powers, but the locals like watching gullible folk fall in the harbour. Prospective buyers are invited to try the ring out before they buy it...
9. **Rumours (1 sp a rumour)**: The ostler knows much going on around the harbour; they share this information for a price. Juicer, time-sensitive rumours cost extra.
10. **Golden Tiara (2,000 gp)**: Found in a fishing net, this old golden tiara is a strange thing clearly not designed for a human head. A thorough cleaning reveals faint engravings depicting huge fish preying on humanoids.

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