

The PC's may end up in Oysterborg of many reasons. Maybe are they passing through, seeking passage overseas — maybe have they heard some of the rumours that goes around this area these days. The GM may decide whatever he or she finds necessary.

Anyhow, this module contains, except for the town of Oysterborg, four minor adventures, all related to Oysterborg, which may be used in a sandbox as well as in a more structured kind of scenarios.

## Adventures

- The Island Inquiries
- Mischief in the Mountain
- Gone in the Gutters
- The Wrathful Wolves

## Oysterborg

Along the southeastern shoreline lies a small town called Oysterborg, populated by approximately 4000 people. The main sustenance comes from the sea — fishing and shipping, though most famous for the oyster fishing of Orlaf Bluewave's Shipping Company. Even though there are a lot of oysters in this area, most of them dwell in deeper waters, which means they are not picked on low tide, but fished by using a combination of dredges and divers.

The western side of Oysterborg constitutes of the town harbour — a large basin of docks framed by two diagonal piers acting like wave breakers. The blocks closest to the harbour are mainly occupied by taverns, inns, shipping offices, a couple of tattoo shops, warehouses and fisheries.

The north end of town is the domicile of the rich people, a few wealthy families owning the larger shipping and fishing companies. This is where would stroll to find the better taverns, inns, restaurants and most exclusive and expensive merchants.

In the centre resides the bourgeoisie — craftsmen, dealers, captains and alike. This is also the place to find the town hall, the official temple, the barracks of city guard, the bathhouses, infirmaries and guilds. Houses and shops surrounds the town square, which is also known as The Market, where one may find whatever needed for daily life but of course primarily all kinds of seafood.

The south side goes around as The Scruff; the poor side of town where the low-wagers, unemployed and outcasts deprive in their dirt of many colours. Naturally also The Scruff got dealers, craftsmen and different professionals, but the ways of their professionalism and doings are indeed most often questionable. But if one would like to escape the long arm of the law, have a good fight, buy cheap drugs, or get mugged to be left in one's own excrements to die — The Scruff is the place to be.

## The Snoring Turtle

This is among commoners Oysterborgs' most famous inn. It lies between the town centre and the harbour area. It is in most ways what thirsty men and women and tired travelers are looking for. The

building is well built and nice looking, the prices are fair (common)<sup>1</sup>, food and drinks are always decent, and there are plenty of rooms and well kept dormitories. As well as a place for rest it is a place of information and business.

## The Innkeepers

The innkeepers is a heartily and serviceminded couple in their late 40's, named Lourly and Burtam Tullilly, but goes by the townsfolk as Ma' and Pa' Turtle. Ma Turtle is fourth generations innkeeper. The couple runs the establishmen with good help from their children and nephews and nieces, keeping them busy with stable services, cooking, cleaning and maintaining the building as well as the guests.

Most of the Tullilly family members and short and chubby, redcheeked blondes – dressed in greenish garments decorated by a turtle of silverthread on the back.

## The House Specialty

Lorum, the oldest daughter, is the brewery master of the house. Her masterpiece, a most infamous creation of the inn, is known for miles as the strongest and smokiest whisky one may get for money. It is called Blue Whales' Balls, holds around 66% worth of alcohol, and comes by the price of 8 sp per shot.

## The Island Inquiries

Yasawan Hoos, a captain of Bluewave's Shipping Company, has recently discovered a new area rich of oysters — the reefs of a smaller island two weeks offshore. Problem is that this island this pretty much unexplored, at least by any sailors alive in Oysterborg today. It is also heavily vegetated and seem to be the home of several creatures of different kind and mood.

When this island was first discovered as a good place for oysters, the ship anchored for a few days to fish oysters, but also sent some men ashore to explore the island — preparing to set up a base camp for future fishing events. The fishing was prosperous but the men sent to the island never returned. No one dared go looking for them thanks to strange noises in the night and disturbance in the water.

Orlaf Bluewave himself has now advertised that he is willing to offer any explorers, bold enough to explore the island and the destiny of the lost men, 3200 gp in reward.

The PC's may encounter this man in several ways. In taverns and inns are they likely to hear rumours about the island and the offered reward. Are they asking around for jobs or quests are there many of Orlaf's employees and friends who are willing to direct them.

If the PC's show a genuine interest in this they will soon be invited to Orlaf's quite luxurious office in the better harbour area.

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<sup>1</sup> You may use *The Basic Fantasy Equipment Emporium* regarding services and prices throughout this module. <https://basicfantasy.org/downloads/EE1-Equipment-Emporium-r24.pdf>

# Orlaf Bluewave

Orlaf Bluewave is a tall, overweight man in his late 50's. Red-greyish hair that is beginning to thin is set in the neck with a bow. Overall is he well dressed and looks rich and tidy, though the face is both grave and and scarred. A keen eye may spot thrilling tattoo motives on his skin, lurking under these fine garments of Orlaf Bluewave.

Orlaf's manners are those of a man with both a rough history and great success. He always means business and seldom stand down or answer to anyone.

Orlaf has worked his way up from a young sailor and naval artillery man, has sailed around the world to notice both splendid and horrid things. Though he always keep his company well guarded, there is a heavy, well used cutter in his belt. When drunk he may tell gruesome yet adventurous stories of sea battles, monsters from the depths and greedy pirates.

## The Quest

If the PC's accept Orlaf's offer of 3200 gp to explore the island and retrieve the lost men, or what is left of them, he will call for Captain Hoos, to let her tell her story and then sail the adventurers to the present location.

Captain Hoos will gladly do so but also be very clear that neither she or any of their crew will go ashore on that island. While sailing, there and back again, she will be at whatever service possible, but when at the destination the PC's will be all on their own.

## Captain Hoos

## The Voyage

Captain Hoos Will make this fortnight long journey with a smaller schooner called Dhianah. Except for her and the PC's there is a crew of approximately 12 people.

The PC's may use their own rations or be fed by the crew — the latter will be drawn from their reward (12 sp per person per day).

## Weather (1d12)

Roll every other or third day.

1–6: Fine weather, good winds

8–11: Lull, no gain (add 1 day)

10–11: Uneasy and rainy, resistance (add 2 days)

12: Storm, losing course (add 1d4+1 days)

## Random encounters (1d10)

Roll once or twice per week.

1–5: Friendly ship, fishermen or tradesmen

6–7: Killer whales or alike creatures are spotted.

8.

9.

10.