# Nassau Town Shops, NPCs, and Quests

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## *List of Shops and Shopkeepers*

- **Blacksmith/Armory:** ***Smith Bros Armory***
  - Owner: **Henry and Paul Smith**. Henry, the younger brother, is tall, thin, and overly excited. Paul is gruff, quiet... and does all the real work.
  - Items of note: Blacksmith/Armory
  - In addition, they have a magic +1 Cutlass that they've just finished crafting for 1,00gp.
- **Gunsmith:** ***The Powder Keg***
  - Owner: **Hawk's Talon,** a North American Native
  - As a boy, he was always fascinated with technology, especially gunpowder. He grew up in the Ohio valley, and left when he was a young man. After making his way south to Tampa Bay, he saw a pirate raid and the cannons amazed him. He joined a crew sailing the next week, and eventually ended up here in Nassau Town as a weapon smith.
  - Items for sale: Gunsmith/Fletcher/Bowyer
  - He is proud of his work, and will happily show off his newest creation, a flintlock pistol that fires the cantrip firebolt, though he says it's not ready just yet. If they push him to demonstrate, it works, but also explodes in his hand.
- **Leatherworker:** ***The Hideout***
  - Items for sale: Leatherworker
- **Voodoo shop:** ***The Shrunken Head***
  - **David Bones Wiley,** bocor(witch doctor) and shop owner
- **Book store:** ***Rum & Tomes***
    - A coffee shop book store with new and used books and a small bar.
    - Barista is an emo young pirate with black hair in his face and a black top hat. He knows nothing about the books and is a rum snob.
- **General Store:** ***Bullseye***
  - A large general store.
  - Make jokes about the sign looking like a shooting **Target** if they don't get the joke.
- **Adventuring Supplies -** ***Arrrrr E Aye Aye!***
- **Shady Thief Shop**
  - Not a shop but a NPC with things under his coat
- **Shipwright -** ***Joran Locke.***
  - There are several vessels for sale, all have been sacked by pirates and some might need repairs.
  - He also has all weapon and ship upgrades, but can't do magical upgrades.
- **Tavern -** ***Bourbon Outfitters, The Awful Angler.***
  - Both taverns are owned by an old retired monk that is an English immigrant. He discovered a new recipe for what he is now calling **bourbon**. He has a bar and a small shop where people can buy barrels of rum.
- **Inn -** ***The Rapscallion***
- **Brothel -** ***The Treasured Chest***

- Map shop - *Cartographer's Boutique*
    - Artey Dalton

## *Ships in the Port*

- The Harbinger
- Longshanks
- Royal Fortune
- Orca
- Banshee's Cry
- Obago
- Cutlass
- Tiger
- Fallen Angel
- Raven
- Loa's Justice
- Bonny Kate
- Freedom
- The Barnacle

## *Job Board*

- Lonely old widow looking for a date to the governor's ball in Port Royal/Havana/Port-au-Prince
- Missing dog - answers to "Poop Dek." Reward offered. Return to Gus in shanty town.
- Buying and selling old maps! Visit Artey at the Cartographer's Boutique
- Escort a retiring pirate to Santiago.
- Reward: Orc Pirate captain wanted dead or alive. 1000gp
    - Reward. See Clarence at the Rapscallion.
    - Clarence is an envoy to the British Navy. Orc pirates have been sacking ships and pillage towns all along the western Leeward Isles. He describes the orc ship as a massive floating fortress filled with a orgy of orc pirates and their pirate monkeys (goblins). The party will need more than one well armed ship to handle such a task.
- Seeking Mercenaries and passage to Trinidad. 10,000gp plus and plunder from the journey offered. Must be extremely well armed. Men of God a plus. See Father Warren at the church for more details.
- A group of cleric and clergy men have travelled to Tortuga to recruit warriors to deal with a growing threat to their interests in the south. Plot hook for a Mummy King, but they won't reveal plot details until they get closer to Trinidad.
- Seeking delivery of 50 crates of Coconuts to Port Royal (or anywhere you want them to go).
    - There is a stow away hidden in one of the crates.

## *Side Quests*

- Collect a debt

    - **Will Catten**, a young English boy who can be found on the streets of Nassau, is trying to find some muscle to help collect a debt from one **Albert Pygott**, a drunken bully that stole a crate of sugar from his father. He owes Will's father 30 pieces of eight.
    - Albert can be found by asking around town for a "tall, fat man with an ugly nose and a pet rat". He'll be near a tavern or passed out near the docks.
    - Albert and his 3 goons will put up a fight in provoked, but aren't very strong. They can also be persuaded by other means, but depending on the manner in which they resolve things Pygott could cause issues while they are in port.
    - If they return the money to Will and his family, will thanks them will a reward of a tip -
- Explore a region and report back - A englishman at a tavern is reporting that the English navy is paying people to hunt pirates, but also to scout out the new presence of *a new big foreign factio* in the South West.
- Find a famous NPC - Jack Hawkins.
    - An old first mate of Jack's has an important message for Captain Hawkins. Last he heard, Jack was in Port Royal, but no one has seen him or his ship in weeks. There is an untrue rumor that he was killed by ghost pirates, but while his ship was sunk by ghost pirates, he swam ashore to a nearby desert island. The party might find the island if they search for it, but they'll see he's been taken into the jungle and is being held captive by pirates.
- Help a dying man - An old pirate captain who is dying just wants to feel the breeze of the open seas before he dies. If they help him, he draws them a map to the treasure hoard he buried years ago.
- Help the Royal Navy
- Hunt pirates
- Save an innocent man
    - A man is due to be hung for stealing another man's gold. If the party investigates they learn he was framed by a group of corrupt power hungry pirates that are puppets for the secret Spanish Inquisition. Interfering may earn them an ally, but might also put them on the radar of the Inquisitors.
- Seek wisdom from a Voodoo Witch/Witch Doctor
- Recruit Crew