



*Patreon Adventure Supplement
April 2022*

Harfnaross Docks

Map: Harfnaross Docks

Harfnaross Docks

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Patreon *Map of the Month* GM's supplement

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Regional map made using Inkarnate (www.inkarnate.com).

SETTING & LOCALE



Setting description

A large, fortified town at the neck of the Odeylar Sound, Harfnaross grew rich through its enviable position controlling access to both the settlements that sit along the inland waters and the wider ocean beyond the sound. Today, it is ruled by a succession of hereditary Jarls who live in what appears a rather modest hall – until recently, the Harfnarossian culture was one of moderation and restraint, but the current Jarl has more extravagant tastes and has begun a programme of public works that reflect this interest.

The Dock Gate at the town's eastern end remains a utilitarian structure, despite being the primary means via which many first see Harfnaross. Guarded at all times, it opens onto the bustling docks, a place of constant activity – the arrival of visitors, the unloading of goods, first meetings and final disputes. The moorings are usually full, with boats in dock from ports near and far. Workers who speak many languages fare well on Harfnaross docks.

Just inside the gate, a small, permanent market skirts the edges of Starboard Square, selling an array of

Places around the Odeylar Sound

1	Town of Harfnaross
2	Village of Engi
3	Skarfr Head Drinking Caves
4	Bishopstunge
5	Jar's Ey
6	Kinnasland Mines
7	Dwarven Hills beyond Arnarsfarm
8	Town of Einarshofn

local and exotic goods. More serious trade, however, takes place by the docks, with local importers and exporters often found loudly bickering over prices and customs officials working to make sure no one sneaks anything past them.

As much as the docks are the place that things of significance arrive in Harfnaross, they are also a place of departure, a point from which a young adventurer might set off on their first voyage. Here, journeys begin and adventures start. Here, the world can open up before you.

NPCs & SHIPS

People around the docks

Spearguard Yngvor, a guard at the Dock Gate

Tall, loose-limbed Yngvor always feels like he's on his first day at the job, even though he's been regularly stationed at the gate for 4 years. It's not just that he's forgetful, unobservant and naive - it's also that he's so easy to dupe. That's why he's started keeping a notebook. Everything he spots and everyone he meets is going in it!

Aelf Gautr, a dockworker

Gautr shifts cargo on the docks for a tip. It's a living, but his real interest is birds. Many on the dock say that his pockets full of seeds and crumbs encourage vermin, but he doesn't view his majestic feathered friends as flying rats! The majestic gulls are endlessly fascinating to Gautr and he believes he is starting to learn their language.

Maeva Kelpwash, a trader

Family-run concern the Kelpwash Trading Company ("No sir, we don't trade kelp. Or wash it, no. Very funny indeed.") dabble in a little bit of everything - buying cheap stock from passing boats, doing a bit of work to create a sudden market for said goods, flogging said goods at an inflated price. The Kelpwash siblings are rough, charming and loud, and oldest sister Maeva is no exception, with a shorn head, winning smile and pouch full of coin.

Ossul Grungr, a sailor

An old sailor with a nose liked a rotten, smashed apple and eyes glazed with thick cataracts, Ossul hands around the docks hoping for a crewing job. Despite his proven navigational expertise, few captains believe he is still up to the work. His grog-swilled speech doesn't help much.

Parsionn Split, a traveller

Here from the lands far to the south-west, Parsionn is a learned and erudite man. He was sent abroad by his Queen to record exotic tales of strange folk to entertain her during her regular confinements for flare-ups of the Pukeboil Flux.

Elemwithe Aethrael, a traveller

Waiting on the docks until suitable passage presents itself, mysterious Elemwithe sits wrapped in her blood-

red robes. The guards ask her often to 'move on - no sleeping on the dockside', but she manages to turn their attention elsewhere. She's been waiting here for months - perhaps her ship will come in today.

Ships in the docks or due in today

- 1 ***The Waxing Moon***
Captain - Lefsi Blueshield
A small passenger ferry that runs up and down the settlements near Harfnaross.
- 2 ***Damselfly***
Captain - Madame Domhildr
A ship-for-hire whose crew is enjoying shore leave in town while their captain seeks work.
- 3 ***The Golden Gull***
Captain - Beardless Konall
Waiting for a new mast and rigging to be fitted before they make a cross-ocean journey.
- 4 ***Larksbreath***
Captain - Beyla Galinn
Running trade goods and passengers between Harfnaross and the city of Bishopstunge.
- 5 ***Eynar's Nose***
Captain - Crooked Arnleif
In port as most of the sailors have had an almighty falling out and are refusing to crew together.
- 6 ***The Fighting Fox***
Captain - Old Serjeant Raggi
A former ship of war now rumoured to be involved in piracy.
- 7 ***Whale o' the Waves***
Captain - Ingi the Cormorant
Hunts the large beasts of the ocean, which the crew strips for saleable parts.
- 8 ***Northwind***
Captain - Grimr Sorrowsong
A military patrol ship, one of a number that guard the waters near Harfnaross.

JOBS & ADVENTURES

Join a crew and seek your fortune!

1 *The Shoal of Mermen*

Sailors untroubled by cultic activity (unlike my last lily-livered crew, ALL DISMISSED) are needed to help transport Cleric Githrar (bless his divine name) to meet the setting sun (where he will perform the Rite of Darkness). Contact Captain Lauger in town (where I await the prophesied moment at The Grog Sloser Bar).

2 *The Golden Gull (in dock)*

We are due to set sail in a sennight's time on a great adventure across the waves! New crew members required in a number of roles. We seek the fabled golden mountains known as The Bergilde Hills and are sure to return rich (please note low crew wages reflect expected future earnings).

3 *The Flayer of the Orc King*

Translators needed for a goblin crew travelling on a friendly trade mission to towns near and far. Contact Captain Begriwader Blood Gargler, anchored in the sound.

4 *Little Wanderer*

Cartographers, geographers and explorers wanted! We have been tasked with mapping in detail the islands off the Crest of Fholt and require suitably-skilled adventurers to join our crew. We'll be stopping in Harfnaross to supply ship next week.

5 *The Fighting Fox (in dock)*

Expert fighters sought to join our crew as part of a land-raiding party. Ability to train sailors in effective combat is especially desirable.

6 *Whale o' the Waves (in dock)*

We are planning to hunt the great Vamsnout beast as it comes to warmer waters to feed next moonrise. Ships in this region have too long lived in terror of being pulled beneath the waves. Skilled trackers sought to join our crew.

'Wanted' notes that have been stuck on the wall by the Dock Gate

- 1 Kinnasian silver, from the mines at Kinnasland, 100 bars. Needed to clad the Jarl's flagship, so rates must be preferential and quality must be high. Notify Niall the Small if intend to supply.
- 2 Casual labourers required to scrub the docks. An honest day's work for an honest day's pay. Find Maeggle to apply.
- 3 Help needed. Captain Otr of the ship *Skullfather* is missing. We, his land-family, are very concerned, but his crew-family seem worryingly less so. Last known whereabouts: the drinking caves at Skarfr Head. Locate for significant reward.
- 4 5 giant clam shells needed for the Mead Hall works. Contact Jarlsartist Lofti.
- 5 Three crew of the ship *Damselfly* are absent without leave, refusing to return to the ship for duties. Reward offered for those who bring them in. Descriptions: One-ear Lukas (no right ear); Steevi the Ink (fully tattooed); Uffirmorr Stonebar (bald dwarf).
- 6 Wanted: a herringweight of Tinarsouk Yellow Spice. Seek Surgeon Gefion the Difficult on Butchers Row.
- 7 Live harpy needed for a performance of *The Saga of Good Prince Valborg*. Can supply cage. Contact The Harfnar Players.
- 8 Honest people needed to watch my cargo while I go somewhere for one night - speak to Joarr.
- 9 Temporary customs officers needed to help process large increase in expected imports due to the forthcoming Starboard Market Annual Show. Talented appraisers requested to apply to Tax-officer Kall Ker.
- 10 All persons with international connections are requested to note the Jarl's desire to find a foreign prince to marry the Harfnaross heir. Initial searches have been exhausted and whosoever successfully assists will receive great and preferential reward.

AROUND THE DOCKS

Events that might happen today at the Harfnaross Docks

- 1 Four gate guards get embroiled in a petty argument between each other over knucklebones that spirals from bickering into a fist-fight.
- 2 A small earthquake causes a large wave to crash into the docks, damaging the boats and destroying cargo.
- 3 Mefarinda, a famous fortune-teller, arrives on a passenger ferry and causes quite a stir, with crowds flocking to the docks to queue for their fortunes.
- 4 Garmr, a big, naughty dog, snatches a string of sausages from a market stall and runs amok with them through the market and docks.
- 5 A longboat of Dwarfs from the hills north of Arnarsfarm arrive and begin smashing up boats, escalating an ore trade dispute with the town.
- 6 A mob of townsfolk arrive at the docks dragging Rolfling the Bard. They have noticed that Rolfling has been including them as unflattering characters in his humorous sagas and they plan to drown him.
- 7 The portcullis at the Dock Gate malfunctions and crashes to the ground, trapping a dock trader, Beautiful Johan, beneath it.
- 8 Maeva Kelpwash, of the Kelpwash Trading Company, stands up on a crate and begins a noisy auction of the stock owned by her brother Delinn.
- 9 The Jarl is due to inspect work on his new flagship *Runecutter*, but little does he know that work has barely begun and '*Runecutter*' is a pile of planks.
- 10 The Larksbreath is set aflame, the third boat in a month that has been the victim of arson committed by persons unknown.

Stalls, traders and artisans around the docks and in Starboard Square

- 1 Victuals for Sailors - Friendly Bo stocks everything you need to survive at sea. With a prime position on the docks, our prices may be on the high side, but you'll find them fully justified when you see the quality of our wares.
- 2 Bric's Brac Stall - Take a look at our amazing finds from all over the world that have been discarded here in Harfnaross (may contain midden and sewer items). You're sure to find something you'll like!
- 3 Warehouse of Whales - Come inside and see our Whale products. On special offer: whale-fat balm to keep you warm on cold nights at sea.
- 4 Portraits in Scrimshaw by the artist Flosi - your likeness engraved in bone!
- 5 Garments of the Gods - Need a new outfit? Talk to loan Magnus, who'll know just what suits you. With all the latest animal-derived fabrics, dyed in all the latest plant colours, you'll be 'the latest at the thing' in loan's woollen cloaks, leather tunics & seal-skin pants.
- 6 Bjeony's Barrels - if you need a barrel, for dry goods, wet goods or something unusual, Bjeony's got you covered, in all shapes and sizes.
- 7 Lucky's Charms - take a piece of luck to sea with you from Lucky's emporium of charms. New in stock: woven seaweed dolls, hagstones and crow's feet necklaces.
- 8 Fish of the Day - we sell today's catches, fresh from the fishermen's nets. Will also buy fish - speak to Namni.
- 9 Harfnaross Pots by Eitilla the Potter - browse my hand-thrown pots and mugs, all crafted in forms familiar to those who love the sea - whale-mouth jugs, conch shell mugs, blowfish bowls.
- 10 Ship Supply Stall - I have things you might need for your boat. Please ask if you can't see what you need as I probably don't have it but there is always a chance it has fallen off the stall. Owner: Eddgar.