



WHISTLEBAY HARBOR | PORT

Welcome to *Whistlebay Harbor*, the waterside district of a large city and major port to hundreds of vessels making their way across the tumultuous seas.

Whistlebay is so named for the frequent winds coming out of the west and the sound they make as they pass through a range of exposed coral on the western shores. The sound can range from a pleasant array of trills and whistles to a cacophony of wailing when the storms bluster and winds howl.

Several piers stand available to receive incoming ships, which range from merchant vessels to fishing boats to massive warships docking for repairs and supplies before heading back out to sea. It is also not uncommon for a suspect vessel to quietly slink into port, carrying an infamous captain or crew, though they rarely tarry lest one of the Kingdom ships find them.

The docks are home to several vendors, merchant stalls, shops and businesses, while the remaining city expands to the south toward the center of the town. Hundreds of homes dot the landscape, a dull tapestry of blues and browns punctuated by the occasional red rooftop.

DAINGEROUS WAVES

Whistlebay Harbor may have a pleasant appearance on approach, but its people are gritty and opportunistic, always looking for an upper hand and a quick score.

Visitors to the docks will often find themselves treated to stolen cargo under covers of darkness, or veiled threats hidden by a sly smile. The locals know one another and often prey upon the newcomers like vultures to a corpse, occasionally coming to blows over who has the chance to claim your property as their own.

POLITICAL CURRENTS

While the city is ultimately ruled by a council of *Sea Lords*, the harbor is a melting pot of greed, corruption and lust for power. Visitors would do well to be aware of the following groups:

SEA LORD'S GUARDS

The city guardsmen, clad in blue and white tabards bearing the black trident of the *Sea Lords* can often be found walking the main streets of the harbor.

While they will step in to deal with blatant acts of theft on the main streets, their presence seems primarily to safeguard the property and interests of the council.

WHARF RATS | THIEVES

A collection of youthful thieves, these urchins primarily work the docks stealing from newcomers, pilfering unattended goods and scrounging abandoned cargo.

BLOOD SWORDS | MERCENARIES

The *Blood Swords* are a mercenary outfit that handles the bulk of the freelance work for the city. They commonly wear crimson cloaks with the emblem of a golden blade, though the ranks are swollen with thugs and bullies.

HARBORMASTER | OFFICIAL

While this may be an official position in service to the *Sea Lords*, the Harbormaster has no small amount of authority over the docks and its inhabitants, keeping a small contingent of personal guards to execute their will.

RISEING TIDE | THIEVES' GUILD

The *Rising Tide* is a thieves' guild that operates out of the eastern part of the harbor, extorting local shop keepers, stealing from visitors and executing the occasional hit for high paying customers.

ART BY MIDJOURNEY

POINTS OF INTEREST

There are several points of interest in *Whistlebay Harbor*, including a range of businesses, markets, temples and taverns stretched across the docks and bleeding southward into the Waterfront District.

DROP ANCHOR INN

A quaint, two-story tavern located on the west waterfront overlooking the coast, the Drop Anchor Inn hosts incoming captains, crews and visitors to the port city.

The Inn is run by **Torm Saltstrand**, an old dwarven sea dog rumored to have once served with the most infamous pirate captain on the seas. Long since retired from his work on the ships, he enjoys the warmth of the hearth, taste of good food and sharing stories with the many visiting sailors and travelers.

[1] COMMON ROOM

The common room of the *Drop Anchor* has two broad windows that overlook the bay, comfortable couches near the hearth and an assortment of weathered wooden tables decorated with the rusty anchors of small ships.

A wooden bar hewn from the hull of an old ship runs along the southern wall, crowded with many stools. Heavy barrels of stout ale squat behind the bar, while a door appears to open toward the kitchens in the back.

Mounted on the eastern wall is a large bull shark, its beady black eyes staring hungrily forward.

[2] KITCHEN

This ample kitchen contains a large hearth, hot stove and several counter tops swimming in onions, fish, fresh greens and baskets of fresh eggs. A pot on the stove bubbles with the Anchor's famous *fish stew*.

[3] LARDER

This small storage room is crowded with wooden crates and barrels brimming with produce in various stages of freshness. Bags of grain lay stacked against the eastern wall, while potatoes and other goods rest in boxes wedged in the southwester corner.

[4] BEDROOMS

The bedrooms offered at the Anchor range from lush private suites to crowded communal living. Most rooms are lightly furnished with end tables, dressers and chests, though some of the more upper scale rooms contain private desks, bookshelves, wardrobes and furniture.

Each guest is provided with a metal key to their rooms, with a hefty cost for replacement.

[5] PRIVATE QUARTERS

Located on the second floor of the Inn are the private quarters of **Torm Saltstrand**, as well as a small office for dealings with important guests, old friends and the occasional visit from one of the local thieves' guilds or city officials soliciting him for payment.



TORM SALTSTRAND | OWNER

Toros is a gruff and salty old dwarf with a massive scar across his face that he claims he received at the hands of a legendary sea serpent rumored to have plagued ships in this area for the last hundred years.

- Torm loves hearing stories of others' sea travels and will frequently trade room/board for good ones.
- Torm doesn't like elves and mistrusts them.
- Torm frequently tries to one-up people's stories.
- Torm did serve with the infamous pirate captain, but when he was injured in a battle, he took the opportunity to leave that lifestyle.

ADVENTURE HOOKS

There are a variety of ways to use the *Drop Anchor Inn*:

- The party begins their campaign here, each having arrived at the port through a variety of means (i.e. ship, wagon, born there, etc...) and meet one day in the Drop Anchor Inn.
- While enjoying a round of drinks, a group of sailors comes in with harrowed expressions and a tale of recently losing their ship to the sea serpent.
- A ship captain enters the tavern, asking around if there are any free hands for an escort voyage to another destination.
- The party is approached by a well-dressed man at the bar who is looking to hire adventurers and a boat to help him track down a relic he believes he's discovered the location of from academic study.

OFFICE OF THE HARBORMASTER

Located near the center of the waterfront docks, the Office of the Harbormaster is a large, single-story building with a clearly posted sign above the doorway.

The office currently belongs to **Brinn Cantwick**, the appointed *Harbormaster* of Whistlebay Harbor. Her basic duties encompass overseeing and directing daily harbor operations, as well as coordinating and maintaining safe and orderly boating traffic.

She employs a number of guards, clad in brown and white tabards bearing the black trident of the *Sea Lords*, that help enforce applicable marine ordinances and ensure enforcement of laws, regulations and policies concerning water or properties, as well as coordinating with the two guard to assist with this enforcement.

While she holds an appointment granted by the ruling *Sea Lords*, her governed domain is substantial and she is well-respected, and feared, within the harbor community, since she could easily refuse a boat the right to dock, evict a market vendor, close a waterfront business or even arrest and imprison anyone seen as a potential threat to the marine business of the harbor.

HARBORMASTER'S AUTHORITY

The Harbormaster represents the highest authority in the Waterfront District. As the active Harbormaster, *Brinn Cantwick*, has the following responsibilities and powers, as it relates to marine traffic and vessels:

- *To regulate the time and the manner of ships entry to, departure from and movement within the harbor waters, and related purposes.*
- *To regulate the time and the manner in which any vessel shall enter into, go out of, or lie in or at the harbor, dock or pier, as well as its position, mooring or unmooring, placing and removing, whilst therein.*
- *To regulate the position in which any vessel shall take in or discharge its cargo or any part thereof, or shall take in or land its passengers, or shall take in or deliver ballast within or on the harbor, dock or pier.*
- *To approve and arrange for the removing of unserviceable vessels, and other obstructions from the harbor, dock or pier and keeping the same clear.*

In addition to dealing with and regulating vessels in the harbor, the Harbormaster also wields significant authority over the people in the Waterfront District, such as:

- *May detain, caution or even arrest persons committing an offense within the port or tidal range of the port's responsibilities.*
- *May investigate criminal acts, maritime and river safety and environmental threats or issues.*
- *May search and seize any vessel found to be in conflict with the ordinances set out by the Sea Lords and detain, caution or arrest its captain and crew.*
- *May direct the local guardsmen to assist in any tasks related to criminal investigation, search, or seizure, and/or in the capture or imprisonment of criminals.*

[1] HARBORMASTER'S OFFICE

The Harbormaster's main office is a small room with a large desk, bookshelves, cabinet and chairs for visitors wishing to speak on official business. Guards will usually be positioned at each door and allow people entry according to the day's list.

[2] COMMON ROOM

This expansive common room features a warm hearth, comfortable couches and chairs, small bookshelf, wine racks and ale barrel, round table and small storage. This chamber is usually filled with a combination of the harbormaster's guardsmen, merchants, captains and others waiting to speak with the Harbormaster.

[3] HARBORMASTER'S QUARTERS

Just off the common room is a cozy private chamber belonging to the Harbormaster. It contains a comfortable bed, desk, dresser, bookshelf and chest for private work and storage. Brinn has a permanent residence, as well, but sometimes work requires that she reside on premise to be able to deal with early morning or late night arrivals.

[4] GUARD BARRACKS

Dominating the southern half of the building is a large barracks devoted to the many guardsmen working on behalf of the Harbormaster. Filled with several bunk beds, a large table, small stove and various dressers, the barracks houses between 16 and 24 guards that rotate in and out of the beds, as needs require.



ART BY HIIDRA STUDIOS

SUUN EMPORIUM | GENERAL STORE

Facing the coast, this spacious store provides access to a wide variety of trade goods brought from every corner of the world, though most of them tend to follow the needs of the many; provisions, food, tools, weapons and other goods in high demand.

The store is owned and run by **Lee Suun**, the enterprising son of the previous owner whom has since retired and lives with his family in the city proper. His wife, **Vella Suun**, is an accomplished adventurer that frequently travels with a group of her friends to locations in search of rare and wondrous artifacts.

Lee will often keep his eyes and ears open about potential locations for the adventurers from the visitors to his shop and the items they sell, especially old maps, keys and other similar goods. He's also interested in any special items that might fetch a price to the right customer, and is usually approached by crews departing from long journeys looking to offload such goods.

While she holds an appointment granted by the ruling *Sea Lords*, her governed domain is substantial and she is well-respected, and feared, within the harbor community, since she could easily refuse a boat the right to dock, evict a market vendor, close a waterfront business or even arrest and imprison anyone seen as a potential threat to the marine business of the harbor.

[1] SELLING FLOOR

The front room of the general store is crammed with tables filled with trade goods, bookshelves lined with maps and tomes and a long counter along the southern wall holding a variety of precious goods, trade books, outgoing shipments and stacks of paper.

[2] STORE ROOM

Located through a door in the southeastern wall, this large store room is lined ceiling to floor with crates, barrels and other containers holding a variety of trade goods purchased by Lee for resale.

[3] PRIVATE QUARTERS

Just behind the counter is a door leading to Lee's private quarters, where he resides most frequently when Vella is away on a mission. The modest bedroom contains a large bookshelf, desk, several chests, wardrobe and bed.

LEE SUUN | STORE OWNER

Lee is a young human with dark features, fine black hair and bright brown eyes. He is slender and handsome and quick with a smile for his customers. While not physically imposing, Lee's ability to procure items has built him a special relationship with the *Rising Tide Thieves' Guild*, who forgo the extortion money provided he give them tips on incoming ships and their cargo..

- *Lee has a fondness for adventurers and will often ask if they have encountered or worked with his wife..*
- *Lee drives a hard bargain, but will only negotiate price once on a given deal. If the second offer isn't taken, he will no longer make the sale.*
- *Lee has a habit of whistling while he works.*
- *Lee loves his wife and would do anything for her, including selling every item in his shop.*

ADVENTURE HOOKS

There are a variety of ways to use the *General Store*:

- *The party has collected various items of interest in their adventures and need a place to sell their rare and obscure goods.*
- *The party is in search of a particular book, scroll or map that has information for a quest destination. While Lee may not have exactly what they need, he could potentially have an item that gives them a clue.*
- *Lee is approached by a stranger one evening who tells him that his wife has been captured by pirates and Lee looks for adventurers willing to rescue her.*
- *The party has tracked an important map, key or artifact to sale at this shop, but Lee is not willing to sell and they will need to find another way to procure or steal the item for themselves.*



FINN'S SHIPMENTS | FENCE

Nestled within a small group of homes near the coast, this small shop is crammed with crates of various sizes, coils of rope, small knives, piles of parchment, wax seals and other packing materials.

The shop is run by **Finn Du'lare**, a well-known merchant in the area handling packaging and receiving for the many boats coming and going from the harbor. Perhaps slightly less well-known is that the building is a front for the *Rising Tide* thieves' guild, and that **Finn** uses his services to hide stolen goods by shipping them out under a particular manifest and receiving them under another from the same ship.

The buildings that surround the shop are all controlled by the thieves' guild, with planks creating a *thieves highway* across the many rooftops, where they can keep a wary eye toward patrols, unwanted visitors and other potential threats to the operation.

The shop is almost always guarded by an array of street thugs doing pretending to do work outside. It is also watched by lookouts on the rooftops and a handful of street urchins paid to track the guard patrols and other groups of interest.

[1] FINN'S SHIPMENTS

This crowded shop holds hundreds of wooden crates, boxes and other containers meant for shipping goods over long distances. A counter spans the western wall, holding lengths of fishing net, stacked crates and barrels and drawers filled with parchment, ink, wax seals and candles for writing up shipping manifests.

A secret door behind a pile of tall wagon wheels leads into the adjoining yard behind the building, emerging within a small space beneath a pile of fishing net.

RISING TIDE | THIEVES GUILD

The *Rising Tide* are the primary thieves' guild of the Waterfront District, controlling a fair number of homes on the east side of town and always looking to increase their sphere of influence.

The guild is led by a mysterious woman known as **Kel Mishra**, a slender woman with long, dark hair and known to carry a poisoned hand crossbow. She is sometimes seen walking the docks with her entourage of thugs and guild officers, but mostly when she wants to make a display of power over a particular street vendor or ship captain that doesn't want to pay their "protection fee".

The guild members wear normal clothes, but most of them will have a black tattoo of three waves somewhere on their body.

GUILD PHILOSOPHY

The philosophy of the thieves' guild is simple – as with the tides, it invades where it wants, when it wants and takes whatever it wants. It does these things without permission and with no way to impede its progress. It is inevitable and your only choice is to accept this truth.



FINN DU'LARE | FENCE

Finn is a dashing human male with long curly black hair, a well-trimmed goatee, curly mustache and calculating brown eyes. Normally clad in fine leathers and expensive black shirt, the rogue is the right-hand man of guild leader, *Kel Mishra*. He can normally be found manning the counter of the shipping business, or in the back alley meeting with other members.

- *Finn enjoys fine wines and jewelry and will often trade favors or information for hard-to-find items of either.*
- *Finn will flee rather than fight unless the odds are greatly in his favor, returning with help.*
- *Finn secretly wishes to lead the guild, but fears Kel Mishra and wouldn't act on it without assurances.*
- *Finn always finishes a lie with a wink.*

ADVENTURE HOOKS

There are a variety of ways to use *Finn's Shipments*:

- *The party needs to make contact with the local thieves' guild and is directed to ask for Finn at his shop.*
- *The party makes port and has many of their possession stolen from their tavern rooms while exploring the city. The right questions, threats or coins to the right people may lead them to an encounter with the thieves' guild..*
- *The thieves' guild had a new member steal from their supply and leave aboard a departing ship. They know the destination and are seeking some help in returning him, or at least some part of him.*
- *The guild has a special shipment that needs to be made elsewhere and cannot make it themselves. They want assurances that it will be delivered in a timely and safe manner and are looking to hire out for it.*



TEMPLE OF DUNAAAN | TEMPLE

The *Temple of Dunaan* is the only major shrine or temple in the Waterfront District and is dedicated to *Dunaan*, ruler of the heavens and seas.

The temple is run by **Wyvar Aradon**, a battle priest of the faith who was shipwrecked en route to another destination. While in the sea, he prayed for salvation and was later rescued by a sailing ship headed toward *Whistlebay Harbor*. Taking it as a sign from above, Wyvar decided to build the temple and serve the people.

Since arriving here many decades ago, Wyvar has become a fixture among the community and there are precious few captains, sailors or fishermen that don't stop by the temple for a *blessing of safe passage* from the priest prior to departing the harbor. It has also become a spiritual center for the people and a place of refuge during storms due to its stone architecture and spacious halls.

Over the years, the temple has attracted a handful of acolytes devoting themselves to the sea god and taking lessons from Wyvar as they help around the temple. It is not unusual to see them walking the docks or offering blessings from the pool located just outside the temple.

BLESSING OF SAFE PASSAGE

Among the many blessings sought out at the temple by the city's people is the *blessing of safe passage*. This rite is normally performed by Wyvar and involves taking water from the fountain and wetting the face, so He knows you.

[1] SANCTUARY

This high arches of this broad stone hall are supported by stone pillars lining the eastern and western sides of the temple. The floor has been carved to represent stone scales, and a golden trident-shaped design leads to large fountain at the southern end of the temple. Raised fountains line the walls of the temple, brimming with cool, clear water that is used in ceremonies.

Standing in the center of the fountain is the large statue of the sea god holding a trident aloft.

[2] MEETING CHAMBER

Located on the southeast side of the building, this meeting room holds a stone carved table, banner and cabinet for hosting small group meetings. The chamber is frequently used for meetings between Wyvar and his acolytes, as well as when visitors call upon the temple in need of more than just guidance and prayer.

[3] PRIVATE QUARTERS

This is the private quarters of the temple priest and contains a large bed, chest, desk, bookcase and wardrobe. The décor is austere and functional, with several books and scrolls usually found sprawled out on the table for study. On a black piece of velvet covering one section of the table is a blue pendant in the shape of a teardrop.

WYVAR ARADON | CLERIC

Wyvar is a grizzled, battle-hardened cleric that came from a life of adventuring. Wyvar is balding with a bushy brownish-red beard and stands over six feet in height. Normally clad in the blue robes of priesthood, it is not uncommon for him to wear his ceremonial plate armor.

- *Wyvar does not tolerate lies and believes everyone should face the hard truth..*
- *Wyvar will not turn anyone away from the temple, as long as they are honest with themselves and him.*
- *Wyvar does not regret his decision to stay in port, but misses his adventuring days and appreciates stories.*
- *Wyvar had a bad experience with a rogue that double crossed the party and doesn't like thieves.*

ADVENTURE HOOKS

There are a variety of ways to use the *Temple*:

- *The party is in need of healing and/or restorative magics that Wyvar can potentially provide.*
- *The party is headed out to sea and wants to stop by and receiving a blessing of safe passage.*
- *Wyvar sends one of his acolytes for the party after having a disturbing vision in the waters of the fountain. He believes it was prophetic and saw the party fighting against a powerful force that threatens the port town with flooding, creatures and a darkness.*
- *Thieves in the area have decided that the temple must have some relics or artifacts worth stealing and plan to break in and hurt or kill the priest to get them. The party catches wind of the planned activity.*
- *Wyvar has a couple of relics from older days he could give to the party, if there were such a need.*

BLOOD SWORDS COMPOUND | OUTFIT

Located east of the temple toward the center of the Waterfront District is the walled compound of the *Blood Sword Mercenary Outfit*. The *Blood Swords* are a well-known group of mercenaries operating out of Whistlebay Harbor, frequently seen hanging about the docks and taverns of the area.

The outfit is run by **Trevan Mort**, an ex-soldier that grew disillusioned with enforcing the *Sea Lord's* will for meager pay and benefits, when he was the one putting his life on the line. He took a handful of other soldiers with him and started the charter for his organization.

Unfortunately, *Trevan* is a better soldier than a leader and has taken to hiring mostly thugs and bullies into the order, which has given the group a reputation for being overly combative, brutal and unpredictable in how they might handle a given situation. That said, they've managed to intimidate or run out the competition and so they remain the premiere mercenary outfit in town.

The compound is where most of the mercenaries can be found residing, training and sleeping when not on a job or carousing at the taverns. They tend to travel in packs and it is not uncommon to hear tell of them engaging in the occasional brawl or fight down at the docks with drunken sailors fresh off a boat or the occasional adventurers.

[1] COMMON ROOM

This spacious common room holds a large round table near the front window, warm hearth and comfortable couches. The walls are lined with a mixture of bookshelves, weapon racks and cabinetry. The table is covered with a red cloth bearing the sigil of the blood swords, a golden blade over the field of red.

Doors lay on the western wall, southern wall and east back to the city street.

[2] LEADER'S QUARTERS

These private quarters belong to *Trevan Mort*, leader of the Blood Swords. They contain a bed, desk, bookshelf and wardrobe, as well as a personal storage chest. The desk usually contains some papers detailing contracted work or logbooks of mercenary pay.

[3] KITCHEN

This modest kitchen contains a large hearth and stove, countertops, wash tub and cabinets filled with baskets of food, cans of spices, plates and cooking utensils.

[4] BARRACKS

This large room is crammed with several bunk beds and a long wooden table, providing the many mercenaries of the outfit with a place to sleep. The barracks can sleep between 12 - 24 mercenaries, depending on the hours, and also contains an ale cart and storage chest.

[5] TRAINING YARD

A walled section of the compound forms an outer yard, where mercenaries can privately train and spar.



TREVAN MORT | MERCENARY

Trevan is a middle-aged soldier that left the guard to pursue his own enterprise. Ambitious and charismatic, he has dark features, close-cropped hair and is usually wearing plate armor with a blood red cloak. While a capable fighter, Trevan isn't the best judge of character and seems to give too many chances to his mercenaries, especially those that step out of line.

- *Trevan is loyal to his men to a fault and will defend them against nearly any accusation, even if the mercenaries in question are in the wrong.*
- *Trevan has a drinking problem he tries to hide from the outside world.*
- *Trevan still has friends in the guard and uses his connections to downplay their bad behavior, and tends to get a lot of work from the Harbormaster.*
- *Trevan interrupts people a lot, especially if he feels like he understands the situation.*

ADVENTURE HOOKS

There are a variety of ways to use *Finn's Shipments*:

- *The party arrives in town and runs afoul some drunken members of the mercenary outfit, potentially being threatened that their guard friends will toss them in jail.*
- *The Blood Swords are always looking for new recruits for work, in case the party needs some quick coin. They're frequently approached by captains in search of fighting men for a voyage/expedition.*
- *The party is approached by some visitors to the port city that were waylaid by members of the Blood Swords and are seeking help returning some particular valuables that were stolen from them.*

WHISTLEBAY STABLES

Located on the eastern waterfront, the Whistlebay Harbor stables are modest and work mostly to stable the donkeys used to help pull ships into harbor once they get close. There are additional stalls available for horses and/or other animals that may be brought over via ship, but it is not the primary purpose of the stables.

The stables are owned by the city and run by common folks managing the working animals.

ADVENTURE HOOKS

There are a variety of ways to use the *Stables*:

- *The party may need to purchase or lease some mounts for an expedition somewhere near the city, for which the stables can accommodate.*
- *A recent ship came with a cargo of pure white horses that were delivered to the stables and posted with guards. The party hears that someone may try and steal the horses that evening.*
- *A particularly fine horse was stabled recently, but the owner hasn't come back to fetch it after heading back to their boat (still moored). The stable hand doesn't know what happened, but doesn't believe he would've just left such a fine animal.*

SMALL STORAGE

Whistlebay Harbor has several small and large warehouses owned by the city and various trading companies for storage of their goods between voyages. One such small warehouse is located near the eastern waterfront, crowded with stacked crates, barrels, chests and other goods.

ADVENTURE HOOKS

There are a variety of ways to use the *Small Storage*:

- *The party notices that the small storage building has guards posted outside of it night and day, which is certainly odd compared to the other storage options.*
- *A ship docks and captain enters the tavern, looking for a few hired hands to watch over the small warehouse for two evenings while he's in port. He doesn't mention what is stored there, but the job pays well.*
- *The party overhears sailors at a nearby table drunkenly talking about a strange artifact they brought on board from an island venture. They mention that it's stored in the city for now, but they plan to head out in the morning.*

FISH MARKET

Located along the waterfront near the *Suun Emporium* is a small marketplace, where merchants come to get fresh fish caught brought in by the fishing boats, as well as a variety of other produce and goods brought to market by the local tradesmen.

Due to the popularity of the market and its fresh catch of the day, the market is usually packed with people in the early morning and the commerce and trade brings both willing buys and opportunistic thieves – both of which could make for interesting encounters.

WHARF RATS | THIEVES

The docks are a constant source of activity, especially when boats arrive and begin to offload their cargo for transport to various warehouses, businesses and into the city proper. Activity of this sort brings no small amount of wandering eyes and quick hands, and the *Wharf Rats* are no exception.

QUICK HANDS

The *Wharf Rats* are a loose collection of young thieves, led by a teenage upstart named **Boots Malloy**. His small gang of young thieves frequently work the docks, stealing anything they can reasonably carry and fit through the tight alleyways or up to the rooftops to escape the sailors, merchants or guardsmen in pursuit.

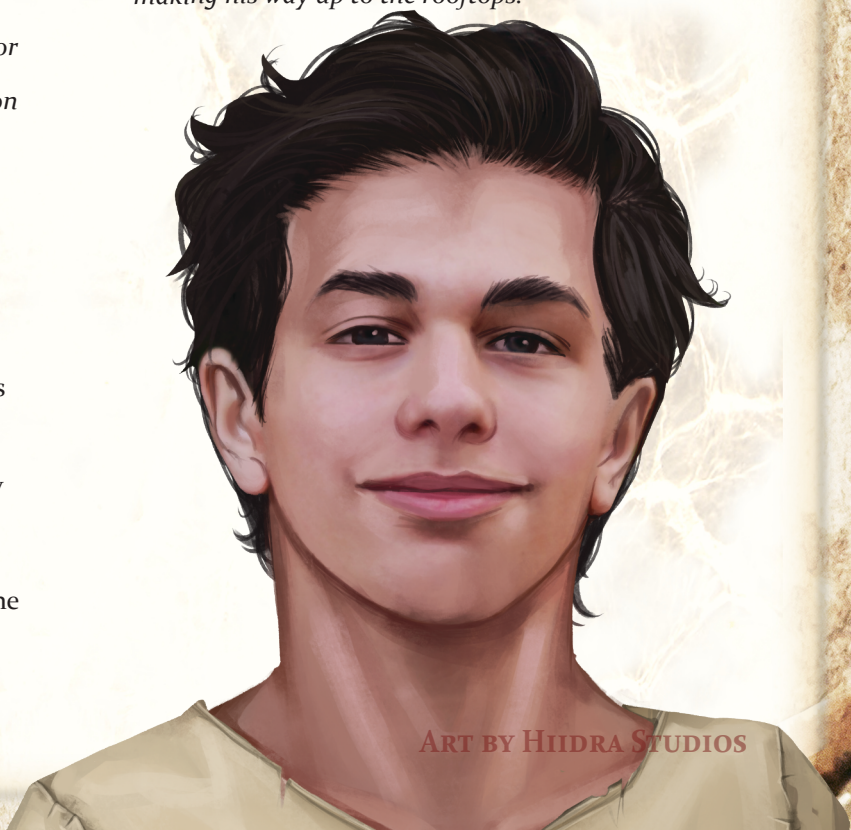
Child pickpockets are also frequently found at the fish market, working the merchants and visitors, giving a cut of what they snag to the merchants and vendors who are keenly aware of what they're doing.

While not a direct part of the *Rising Tide*, the Wharf Rats do pay tribute to the thieves' guild for their right to operate and **Boots** has a standing relationship with some of its members, occasionally asking for help with a particularly aggressive boat crew or captain.

BOOTS MALLOY | THIEF

Boots is a young orphan that grew up on the streets of *Whistlebay* after his parents died on voyage. He was offloaded by a captain, who gave *Torm Saltstrand* a few gold pieces to see to the boy's food and lodging and left to fend for himself. After just a few years, Boots has rounded up a host of young thieves always looking for a score.

- *Boots believes an unguarded crate is an unwanted crate, and he's happy to take it off their hands.*
- *Boots is cocky, brash and likes to insult adults*
- *Boots is an able climber and will usually escape by making his way up to the rooftops.*



ART BY HIIDRA STUDIOS

