

# THE BROKEN SERPENT

*Looks clean but does not smell clean.*

**Shopkeeper** Dale Gregg

**Hours of operation** 12pm – 7pm

In a small stone and wooden building, the farthest in the town from the harbor, sits The Broken Serpent. A fishing gear shop as far away from the water doesn't seem like a smart business choice, but people come to seek out the small trinkets that are produced here.

Opening the front door sends a wave of air that smells like fish, sea air, and grease into the street. This shop is run by Dale Gregg, a twitchy burly hermit trained in light artificing. Though, greeting customers is not up to Dale, it's up to his homunculus servants, Rod, Line, and Bait. These small humanoid with rabbit legs servants run the day-to-day work of the shop. During slow days, customers might be able to see the three juggling dead fish head between each other through the front window.

There are many bottles of pickled rations on the shelves. With the salty humid air, rations tend to go bad. Dale sells pickling kits to help with this. There's nothing worse than being on the sea without proper food.

Dale is oddly gruff towards dwarves, often muttering about some rock ale incident from long ago. Dwarves are usually refused service or chased out of the shop by the servants. Ole Fairweather from down the road stepped in the shop last week for some gear, he was soon running from Rod, Line, and Bait chasing and throwing chum from a bucket at his head.

## Exclusive Items

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Dale spends a good amount of time tinkering in the back of the shop. He's in no way a super

knowledgeable Artificer, but he can do a few smaller things. He has two specialty items that he creates, the fish locators and the hunter fishhook.

The fish locators are marble sized silver and glass beads. When one is thrown into the water, the locator will glow brightly until it is next to a fish. Then it will sink to the bottom of the water. Dale can make ten of these a day.

The hunter fishhook seeks, kills, and attempts to return a fish once per day. Fishhook comes back in ten minutes with or without its prize. Can only bring back fish the size of a goldfish or kills larger fish but is unable to bring them back. Dale can make one every three days.

## Rumors & Secrets

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**Meril's Nightly Trips.** These aren't just ordinary fishing trips. Meril goes after large dangerous catches. She is skilled, but folks have died on these trips with her. Anything smaller than a large she isn't interested in bringing back to land. She goes out at night to gain a little bit of surprise to the sleeping fishes, but not everything in the sea sleeps at night.

**From the Past.** Dale spent four years imprisoned in a dungeon for crimes that his parents committed. During that time, He had a neighbor that took interest in him, but not the good type of interest. They had a few more years left in the dungeon after Dale was released. They vowed that they would come and find him. There was nothing good to come from this neighbor. Dale only know their voice; he never came face to face with them. Though, he knows they have a tattoo of a heron on the outside edge of their left hand.

## Notable NPCs

**Dale Gregg.** Twitchy burly male owner (good). Spends the morning away from folk on his small fishing boat. He's not fond of people ever since he was convict of crimes that his parents committed. He moved to town, after spending four years in a dungeon, looking for work and ended up getting the shop from an old man. He's an artificer but doesn't take custom orders from people.

**Rod, Line, and Bait.** Small humanoids with rabbit legs. Dale's three Homunculus servants that run the shop.

**Meril Starcatcher.** A gangly ranger female triton (good). She regularly frequents the shop. She's always looking for extra hands on her boats for her nightly fishing trips. Always bugging Dale for him to join her. Everything that she says is awkwardly flirty towards Dale. Usually, she's in the shop from 5pm to 7pm.

## For Sale

Item	Description	Cost	Inventory
<b>Spear</b>	<i>Dale's choice for fishing. Just make sure the sharp end is pointing the right way.</i>	1 gp	7
<b>Net</b>	<i>Bait gets stuck in these a lot in the shop... Great for catching smaller creatures.</i>	1 gp	6
<b>Fishing Tackle</b>	<i>All that you need to go fishing. Includes a rod, line, and a hook.</i>	1 gp	3
<b>1lb of Fishing Bait</b>	<i>Rod, Line, and bait find many things in a nearby woods that fish will love.</i>	5 cp	10
<b>Fish Oil</b>	<i>Smells like it's been sitting for a bit too long...</i>	1 sp	10
<b>Bucket of Chum</b>	<i>And you thought the fish oil smelled bad...</i>	1 sp	10
<b>Pickling Kit</b>	<i>This kit would be able to convert rations to pickled rations.</i>	10 gp	2
<b>Pickled Ration</b>	<i>Lasts double the amount of time when in humid climates than regular rations.</i>	7 sp	10
<b>Tide Chart</b>	<i>A chart of the local tides.</i>	1 sp	5
<b>Carpenter's Tools</b>	<i>Great for repairing boats.</i>	15 gp	2
<b>Cartographer's Tools</b>	<i>Make sure that you don't get lost in the seas!</i>	15 gp	2
<b>Navigator's Tools</b>	<i>Make sure that the cartographer doesn't get lost in the seas!</i>	25 gp	2
<b>Fish Locators</b>	<i>Dale makes these. Takes him one day to make 10. When one is thrown into the water, the locator will glow brightly until it is next to a fish. Then it will sink to the bottom of the water.</i>	10 gp	10
<b>Deck of Solidarity</b>	<i>Someone left this in the shop. Dale hates the thing and Bait won't let him get rid of it. When sitting alone, pull out the deck and play a game of solitaire. The closest person will come to you and strike up a conversation.</i>	1 sp	1

<b>Stones of Skipping</b>	<i>Perfectly smooth circular river stones. Once these are thrown, they will return to the thrower's pocket every time.</i>	3 sp	10
<b>Hunter Fishhook</b>	<i>Dale makes these. Takes him 3 days to make another. A fishhook that seeks, kills, and attempts to return a fish once per day. Fishhook comes back in ten minutes with or without its prize. Can only bring back fish the size of a goldfish or kills larger fish but is unable to bring them back.</i>	10 gp	1