

# PORT PERIWINKLE

## Setting description

The quiet fishing village of Port Periwinkle is the only human settlement in this part of the country. Just up the coast from the mouth of the River Tayth, the port faces out into Taythion Bay and is the means by which folk from the city of Kingsalter, to the south, access the sea and the lands beyond. With a scattering of houses and a tavern above which travellers can find rough accommodation, there is little to recommend the village other than its rustic charm and connection to the sea.

## Tavern and bunkhouse information

The low roofed building known as The Basking Shark sits on the Periwinkle dockside, a small alehouse run for many years by Nissien Ives, who resides in the small room behind the bar. For a few coins, travellers can spend a night in the bunkhouse in the eaves (blanket hire extra), accessing the single room of truckle beds via the rickety ladder at one end of the building. Hot food and a meagre selection of drinks are served in the bar room.

## Food served

- 1 Godspot, a gurnard and mussel stew
- 2 Coal-baked potatoes, with butter
- 3 Mercakes, a fried, seaweed-puree patty served on honey-enriched bread

## Drinks available

- 1 Forecastle Best, a sweet, dark stout
- 2 Bosun's Ration, a sweet, dark rum
- 3 Dromodare, a sweet, dark coffee

## Events that might happen today

- 1 Adoc Goongoose will catch a giant blue fish that talks.
- 2 A terrible storm smashes boats and loosen the cliff face.
- 3 A giant crab will crawl out of the harbour and attack!
- 4 At night, sea raiders will silently disembark in the dock.

## People of Port Periwinkle

- 1 Adoc Goongoose, who has fished Taythion Bay since he was a boy. Nets 'em, guts 'em and sells 'em. Has fish bones through pierced holes all the way up his ears, a roiling disposition and acts like the king of the dock.
- 2 Louncen Wendrow, a lonely fisher who catches the ear of anyone in The Basking Shark to tell of the time a mermaid lived in the Wendrow cottage all winter. A romance to ruin a person's heart forever.
- 3 Moreth Stariol, a Port-born sailor and skilled navigator who owns a small boat that can be hired for ferrying purposes. Quiet, with staring eyes and a tobacco-chewing habit, Moreth has a light touch of weather magic that she uses on her boat *Shadowcrester*.
- 4 Telen Skilliard, a loud, laughing marketstall holder who sells produce that comes in from the sea and from local craftsfolk. Usually has six or seven ruddy-faced children bickering around her feet. Hagglers will turn her otherwise unassailable temper sour and will receive a strong telling-off.
- 5 Angust Nandilly, who in her youth rarely set foot on land, now spends all her time either drinking in The Basking Shark, hobbling between her house and The Basking Shark, or sitting in her house waiting for The Basking Shark to open. Sick of fish, sick of the sea, and sick of other people, Angust is particularly annoyed by visitors with questions. Yes, she could answer, but why should she?

## Legends of Taythion Bay that sailors tell

- 1 Ghosts of *The Saltheart* – the lost sailors of this long sunken ship try to kidnap new crew and down boats.
- 2 St Tiwith's Temple – a legendary treasure trove, said to have been sunk by an angry god & still down in the bay.
- 3 The Whitecliffe Witch – a shapeshifter who lives in a cave along the coast. It is bad luck to catch sight of her.
- 4 Folkeel – said to be ancient cursed humans, catching one of these large eels brings death by drowning in a week.