The cabin urchins come tumbling out from under one of the spare boats, bruises on their knees, inexplicable dirt on their faces. The big one is Nat. The small one is (Kit/Toby). You assume they're siblings, but really, it's anyone's guess. They look put out.
NAT: We wanted to help board the *Endeavour*.
KIT/TOBY: Yeah, you never let us fight!

You're too little.

PLAYER: You're too little. You'd get hurt.
NAT: I am not. I'm almost five feet!

Kid = Kit

KIT: I can bite really hard!
Nat nods vigorously and shows you their arm.
NAT: That's from last week. The mark is still there!

Kid = Toby

TOBY: I'm little but I'm tough.
Toby wipes his runny nose.

You're too ruthless.

PLAYER: You're too ruthless. If we let you loose on an enemy ship, it would just be too dangerous.
They consider this, looking slightly mollified.

You never do what I say!

PLAYER: You never do what I say! A soldier has to follow orders. Don't you know that?
Kit/Toby sticks out their tongue.
NAT: We're not soldiers. We're pirates!

Kid = Kit

Toby runs up and joins the other two urchins, his hands and shirt smudged with gray-green dust.

You actually did what I asked?

PLAYER: You actually did what I asked? Will wonders never cease!
Toby scowls at you.
TOBY: All we do is work. Who made you the boss, anyway?

It's literally my ship!

PLAYER: It's literally my ship!
They ignore you. It's like talking to a brick wall.

I could always put you ashore.

PLAYER: I can always put you ashore, you know.
NAT: Yeah, but you won't.
They have you there.

Go get cleaned up.

PLAYER: You're filthy. Go get cleaned up. You too, Kit. Where did that dirt on your nose even come from? We're on a ship!

Go play.

PLAYER: Go play. You've worked hard enough for one day.

You didn't steal anything, did you?

PLAYER: You didn't steal any of the gold, did you?
Toby looks every direction except at you.

Kid = Toby

They're trying to distract you from a very important fact: Usually there's three of them.

Let it slide.

Count them. Pointedly.

PLAYER: One. Two. One...Two.
They look up at you innocently as though they have no idea what you're talking about.

All right, where's Kit?

Nat and Toby look at each other and shrug.

Is Kit on the *Endeavour*?

NAT: No.
Just then Kit comes scurrying down the ropes and joins the other urchins as if she'd been there all along.

Kit, were you just on the *Endeavour*?

PLAYER: Kit, were you just on the *Endeavour*?
She doesn't even bother lying to you. She just pins you with a knife-eyed glare.

Forget it.

Check their pockets.

You hold them upside down and give them a good shake. A gold watch/nugget of gold comes tumbling out of their pocket.

Kid = Toby

Well, that explains the state of the captain's cabin.

Take the watch/gold nugget and let them go.

You pocket the watch/gold nugget.

PLAYER: Well, run along then. I'm sure someone has something that needs doing.
You're a softie when it comes to the urchins. You know you should be tougher on them. But you can never bring yourself to punish them, no matter how feral they act.
The urchins scamper off, their bare feet sliding on the wooden deck.

Chew them out.

PLAYER: You never do as you're told, you eat enough for an entire crew, and now you're stealing straight from under my nose! I should flog you down to your bones! I should keel-haul you! I should put you off on the first cay we pass!
Their eyes glaze over. Eventually you run out of steam.

Throw them in the brig.

You call your second mate, who takes them by the arm and leads them below deck. They hiss and the other urchins scream bloody murder. You'll let them out in a couple of hours. It won't do them any harm to cool their heels for a bit.

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