

THE SHAMBBLES
— BY —
NIGHT

A RAGING SWAN PRESS MINI-EVENTURE



OSR



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THE SHAMBLES BY NIGHT

Languard is the Duchy of Ashlar's capital city. It is a vibrant, dynamic place full of opportunities, complications and adventures. So often, though, characters moving about the city experience none of this rich flavour—they simply arrive at their destination. Use the lists herein to add depth and flavour to your characters' exploits in Languard.

Designed specifically for you, the busy GM, this supplement enables you to effortlessly bring your characters' next urban adventure to life. This supplement is designed for use with *City Backdrop: Languard*, but can easily be used with virtually any town or city.

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WHAT'S A MINI-EVENTURE?

A mini-eventure is akin to a normal encounter, but does not (normally) feature violence or physical challenges. Instead, a mini-eventure focuses on the use of social skills and role-play to resolve the challenges, or events, therein. Most mini-eventures take place in an urban locale. Mini-eventures are an excellent change of pace and can be used as filler between adventures or as situations in which characters who have invested in social skills can shine. They are also perfect for players who enjoy role-playing.

USING THIS MINI-EVENTURE

This supplement provides everything you need to run a short, flavoursome eventure.

Use the lists herein to add depth and flavour to the characters' exploration of Languard. Use the entries as nothing more than local colour or as springboards to encounters, side quests or even full adventures. You can use this mini-eventure repeatedly, as long as you keep track of which entries you have previously used. Of course, some of the listed NPCs and locales could become staples of your campaign. Be sure to note the location of locales on your GM's city map and develop any your characters seem particularly interested in visiting again.

You can either plan events ahead of time or just "wing" the whole mini-eventure using the tables herein to facilitate play.



THE SHAMBLES

Lying exclusively to the south of the Svart, between Cheap Street and Low Gate, the Shambles is a place of narrow, twisting alleyways, tottering tenement buildings and cloying desperation. Here dwell Languard's poor in cramped, unsanitary conditions.

Most of the Shambles' dilapidated buildings are of shoddy wooden construction. Typically, three—or sometimes four—stories high, they cluster together; upper levels jut out over the surrounding alleys giving the whole district the aspect of a gigantic sunken maze. The streets are nothing more than packed, worn earth that turns to slippery mud during heavy rainfall. To the north, Cheap Street divides the Shambles from the Fishshambles.

THE SHAMBLES BY NIGHT

At night in the Shambles, torches blaze and the tone and character of the district changes. Taverns and inns do a roaring trade while footpads and muggers lurk in the many tenebrous, twisted alleys snaking through the district. Few folk out after dark in the Shambles are honest, law-abiding citizens.

FOLK OUT & ABOUT

While the characters are out and about they may encounter one or more folk of interest.

1. **Prusi Vaania** (NE male human thief 3) stalks the twisted alleyways and lanes in the search for easy, lucrative marks. If the characters are acting suspiciously this weasel-thin fellow follows them to see what they are up to. He is a coward, but greedy. If he can steal something while the party are distracted, he takes his chance.
2. **Rekiina Toivas** (NG female human fighter 1) staggers from an alleyway having just come round after being mugged. Her coin purse is gone, and she sports a huge bruise on the back of her head. She remembers nothing about the attack other than smelling a horrible stench moments before being knocked unconscious.
3. **Tuulitar Ukko** (N female human) sobs uncontrollably in the street. She just witnessed her husband in a clinch with another woman and is devastated. If the characters stop to help, she recovers enough to offer them 5 sp—all she has—to “teach the cheating swine a lesson”.
4. **Lusia Miekka** (N female human thief 2) works at night in the Shambles as an informant and spy for the watch. If the characters are acting suspiciously (skulking about, asking many questions and so on) she takes an interest. Skilled at impromptu disguises and moving silently Lusia is a Shambles local and can go unnoticed where the characters can likely not. An eagle-eyed character may notice Lusia, however, and assume ill-intent on her behalf.
5. **Taavi Jurva** (N male human fighter 1/thief 1) wants to be left alone—unless a “friend” wants to buy him a drink (or two or three). Taavi is down on his luck and has but a handful of silver left to his name. A failed adventurer he has come to the Shambles to eke out his money as long as possible.

Reluctantly, he is considering a life of crime. If the group seem open to a new member, he makes the effort to be friendly. Otherwise, he morosely nurses a half-empty wineskin.

6. **Penna Ano** (NG male human fighter 5) loves life in the Shambles. The Penna is comparatively wealthy, but he grew up in the Shambles and the Shambles is in his blood. He desperately wants to make the place better for his friends and family, but he is just one man. If the characters seem like decent people, he tries to recruit them to his cause. This burly, bearded warrior has travelled all over Ashlar, and has many wild tales—most of them true—to share.

LOCALES OF INTEREST

The Shambles features many notable and not-so-notable locales such as shops, workshops, private homes and the like.

1. **Svort's**: Svort's only opens after dark, and closes at dawn. This tiny alehouse is a Shadow Mask front, and overlooks a busy crossroads. Thieves drink here, to watch for the watch, meddling do-gooders and easy marks. The crowd is surly when strangers are present—unless the strangers are naive and wealthy. A small cellar below the alehouse connects with the building to the rear.
2. **The Soggy Drum**: No one remembers the reason for this tavern's name. Unsurprisingly, an upturned drum over the entrance marks this dingy drinking hole. A few straw-filled stalls in the attic serve as rooms for those who can literally afford nowhere else to go. Dead straw, and splatters of vomit and spilled ale cover the taproom floor. Only candles on the tables and a lantern behind the bar illuminate the common room. The doings here are literally shady.
3. **Sven's House**: Sometimes, neighbours come here to chat and drink, in the evenings. Light wells from the house's door and windows. Inside, laughter and talk fill the air. If the characters enter, they are greeted cautiously and politely. This is a good place to learn rumours about the locality. If the weather is warm the fellowship drag tables and chairs out into the street.
4. **Ahti's**: This general store stays open late—the owner Sipro Ahti (N male human) has no real friends or life to speak of, and so works all hours. If the characters peruse his wares this lonely man practically falls over himself to be helpful. He relates two rumours to friendly characters, if they chat with him.
5. **Pouch and Coin**: This moneylender and pawnbroker does most of her trade at night. Owned and operated by Leena Ikitiera (LE female human fighter 4) the place has a reputation for not caring about the origin of things pawned here. Several motley warriors are always hanging about outside.
6. **The Bloody Tooth**: Ostensibly an apothecary and surgery, like so many businesses in the Shambles, this place has a hidden side. Lotta Auvo (NE female human thief 5) is a skilled healer, but is also steeped in poison lore. She has many contacts in Languard's underworld. If she didn't make a poison, she can almost certainly identify it. A faded sign of a tooth crossed with a bloody knife hangs over the front door.

WHAT'S GOING ON?

While the characters are out and about, one or more things from the list below may occur.

1. **Vilimzair:** Loud music and laughter float down the street, from a nearby tavern. A bard leads the throng in a cheerful rendition of *Vilimzair and the Mad Kraken* and the drunken crowd seem in good spirits. The tavern is a good place to lose a tail or gather information.
2. **Street Performer:** A street performer tells the tale of the epically unlucky Balasar. Balasar was a strange half-dragon, half-human adventurer plagued by terrible luck. The small crowd gathered around the performer seems to find Balasar's many misfortunes—including his ignoble end at the "hands" of a hungry, irate red dragon—hilarious.
3. **It's Raining Night Soil:** Without warning, someone empties a bucket of night soil from a high window. Several of the characters are struck by the "falling debris", which likely puts them in a foul mood. Any complaints are met with laughter from several windows overlooking the street.
4. **Arpia's:** This dark, warehouse-style shop is seemingly locked up tight, when the characters pass by. However, a perceptive character may spot the faint glimmer of a candle through the building's poorly fitting shutters. Does a burglar lurk within or is some shadowy colloquy in progress?
5. **Cloaked in Shadow:** A heavily cloaked and cowed figure moves furtively along the street. Perceptive characters note the figure avoids light and other folk. Is the figure a thief? Are they aboard on other discreet business or is there some other explanation for their suspicious behaviour?
6. **Dark Night:** Dark clouds crowd the sky, blotting out the moon. It is a good night for sinister doings.

OPPORTUNITIES & COMPLICATIONS

Lucky adventurers can find opportunities almost anywhere. Unlucky adventurers can find complications almost anywhere.

1. **Watch About:** An eight-strong patrol of the watch make their way through the Shambles. They carry clubs and lanterns, and keep an eye out for illicit doings. If the characters are heavily armed and armoured (or acting suspiciously), the watch stop and question them.
2. **Moaning:** Faint moaning issues from a dark alley. Investigation reveals the moans come from around a steep bend—and the cause is invisible from the street. The moaning could be anything—a mugging victim coming round, a ruse to lure a do-gooder into the alley or the sound of two lovers snatching a few minutes of privacy.
3. **Come Hither:** As the party pass a decrepit tenement building, a door creaks opens soundlessly, and an arm emerges from the gloom to beckon them inside. This could be a trap, a case of mistaken identity or a potential patron attempting to hire them discreetly.
4. **Screaming Fall:** A short scream presages a body landing on the street not ten feet from the party. The now dead man is

wearing dark clothes, has two daggers in his belt and a pouch of thieves' tools. Another pouch holds a curious, worn bronze idol of a faintly magical, squat toad-thing recently looted from a nearby house. Will the characters try to return the idol to its owner or will they keep it?

5. **Stray Dog:** A half-starved stray dog emerges from an alleyway and sniffs about the party. If they treat it well—offering it food and petting—it follows them. This could cause a problem, if the characters are trying to be stealthy. However, the dog's powerful sense of smell and hearing might warn the party of lurking dangers before they strike.
6. **Argumentative Drunk:** An exceptionally drunk man—Vilhelm Hellikki (CN male human)—staggers along the street. He's had a bad night, and can barely see. If the party don't get out of his way, he attacks them. It is obvious, he is no threat to an adventurer.

WHISPERS & RUMOURS

Characters out and about may overhear or learn some of the rumours (which may or may not be true) below.

1. **Sell Your Loot:** If you've got loot to sell, get yourself to Raisa's Curios on Cheap Street. Raisa buys practically anything, and has many interesting things on her shelves. Sometimes she even hosts auctions of wondrous items of magical power, on behalf of her clients!
2. **Get Lost:** If you want to get lost in Languard, the Shambles is the place to go. The watch rarely enter the Shambles after dark, and its innumerable cramped buildings and apartments offer many excellent hiding places. The Shadow Masks have their base in the Shambles and can spirit wanted folk out of the city—for a price.
3. **Hive of Thievery:** Few honest folk go to the Shambles after dark. If you are looking to hire a thief, the Shambles is the place to go.
4. **Meet the Shadow Masks:** If you seek the Shadow Masks, the Bloody Eagle (location S2 on the City of Languard map) is a good place to start. The landlady, Fruen the Unlucky, is less than welcoming to strangers, but has many contacts among the Shambles's denizens.
5. **Watch out for Takolen:** On dark nights, the takolen sneak forth from the Wrecks to prey upon the vulnerable folk of the Shambles (and Fishshambles). On such nights, people sometimes go missing and the takolen are universally blamed. Some say, they worship dark powers of depraved and unknown origin.
6. **Orcs, Goblins and Worse:** Evil humanoids are aboard in the Shambles. Some say they are allies of the pirates dwelling in the Picaroon Peninsula; others that they have other unguessable goals. Whatever the reason for their presence, they can sometimes be found at night creeping around the Shambles's darkest, foulest alleyways.

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