

LOW CITY

— BY —

DAY

A RAGING SWAN PRESS MINI-EVENTURE



OSR



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

# LOW CITY BY DAY

---

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.

## CREDITS

---

**Design:** Creighton Broadhurst

**Development:** Creighton Broadhurst

**Art:** William McAusland. Some artwork copyright William McAusland, used with permission.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2021.

To contact us, email [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com)

To learn more about Raging Swan Press, visit [ragingswan.com](http://ragingswan.com)

To learn more about Raging Swan Press on Patreon, visit [patreon.com/ragingswanpress](https://patreon.com/ragingswanpress)

## CONTENTS

---

Credits .....	1
Contents .....	1
What's a Mini-Eventure? .....	1
Using this Mini-Eventure .....	1
The Low City .....	2
Low City By Day .....	2
Folk Out & About .....	2
Locales of Interest .....	2
What's Going On? .....	3
Opportunities & Complications .....	3
Whispers & Rumours .....	3
OGL V1.0A .....	4

## 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 LOW CITY

---

The name given to the bulk of Languard sprawling to the south of the Svart, the Low City is home to most of the city's populace. Also comprising the Shambles, Fishshambles and the Wrecks, the Low City is named both for its position below the High City and for the low-born status of most of the folk dwelling therein.

### LOW CITY BY DAY

---

By day, Low City is a hive of activity. Comprising a large swath of the southern part of Languard, Low City houses much of the capital's population and is where many honest (and not so honest) craftsfolk and merchants go about their business. The day's business begins as the sun's first rays caress the city's rooftops and ends when the sun drops below the Mottled Spire.

### FOLK OUT & ABOUT

---

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

1. **Helga Asikka** (CE female human wizard 5) plots to rescue her husband, Iisak Asikka (see "Whispers & Rumours #2). If she realises the party are also adventurers she subtly sounds them out on joining her for the attempt on Execution Day. (Her plan is to *fireball* the crowd as a distraction—she doesn't care who else dies—before she rescues her man). She thinks, the party could make good patsies.
2. **Eeva Hirvi** (NG young female human thief 1) dreams of being an adventurer and of supporting her aged parents. The problem is she's afraid of the dark. If the party aren't going to Gloamhold, she tries to join them. If the party rebuff her, she sulks and spreads bad rumours about them.
3. **Juhani Ano** (LG male human cleric [Darlen] 3) searches Low City's busy streets for another acolyte struggling with the temptations of the flesh. Juhani is a fanatic, and cleaves to the strictest interpretations of Darlen's teachings. He's in a bad mood, and takes umbrage with one of the party's behaviour.
4. **Kauko Ihalempi** (N male human) sells bric-a-brac from a hand cart for his master, Heikki Ampuja. Heikki owns The Harpy's Nest ("Locales of Interest" #1) on Warrior's Way. He waxes lyrical about the shop's inventory—"everything you could possibly want". If the characters follow his recommendation to visit, they'll likely be sorely disappointed.
5. **Hilppa Mielo** (NG male human) aspires to be a great poet and has come to Low City to experience the lives of the peasant folk. The son of a wealthy merchant, he is naive and an easy mark for several bands of loitering thugs who have already spotted the well-dressed young man. Hilppa recognises the party as adventurers and follows them about in the hopes they'll do something heroic.
6. **Jaakko Ahti** (CN old male human) rants and rave from atop an empty barrel. He harangues the crowd about the inevitable end of the world and the coming time when "the stars are right". Jaakko is incurably insane. He was once the servant of a wealthy merchant in High City. The merchant, and

her family, dabble in occultism and Jaakko accidentally saw something that sent him mad. Unfortunately, he can't remember the name of the merchant he once served.

### LOCALES OF INTEREST

---

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

1. **The Harpy's Nest:** This large premise fronting onto Warrior's Way is gloriously disorganised and abundantly stocked. Its windows have been flung open to reveal the packed interior—shelves piled high with the mundane necessities of life in a city. This shop is busy.
2. **The Lady's Light:** Offering a vast array of candles, candlesticks and related items this chandlery is a popular shop. Its owner, Cecilia Valtari (LG old female human) is a devout Darlenite and several ornate wrought iron sun-decorations festoon her shop. Inside, the Lady's Light is hot and fragrant; Cecilia keeps many candles burning to showcase her work. She has a lucrative agreement with the clergy of the Watcher's Spire to supply candles and the like to the worshippers.
3. **The Laughing Hydra:** A once beautiful, but now weatherworn, painting of a bard and a hydra marks this tavern. The hydra is depicted with all five heads thrown back, mouths wide open with mirth. The tavern's taproom is decorated with a riot of "authentic" adventurers' memorabilia. At the Laughing Hydra, the drinks are cheap and the atmosphere merry. Bards receive a warm welcome here.
4. **The Church Inn:** This inn was once a chapel dedicated to Melandia, lesser goddess of fire, passion and love. Ironically, the chapel suffered a devastating fire several decades ago and fell into disuse. It's now a gloomy, quiet place where folk come to drink themselves insensate. The chapel's wide stone fire pit remains and local legend speak of its unknowable depths and of what lies deeply buried amid the ash.
5. **The Flaming Anvil:** The clamour of metal on metal echoes from this blacksmith's at all hours of the day. The owner, Ausk Tiera (N male half-orc fighter 2), is unpopular with his neighbours, as a result. Still, Ausk's work is good and he is in much demand. The locals confidently assert he can fix almost anything. Always in need of extra coin, Ausk is happy to prioritise a wealthy adventurer's work over other more mundane tasks.
6. **Coin Alley:** Many tiny shops, little more than one-room family affairs, open onto this shadowed alleyway. The local shopkeepers pay the four survivors of a mercenary company a pittance to maintain order here and to deter shoplifters and troublemakers. Lanterns light the alley during the day. The shops here offer a wide range of mundane services, including a baker, a cobbler and the like. Vilutar Untamo (LG female human wizard 6) works from a cramped cellar shop that extends under the alley. In hiding from a powerful enemy, who she won't name, she works as a scribe and fortuneteller.

## WHAT'S GOING ON?

---

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

1. **The Crush:** The streets are filled with people. In some places the crush is intense, and the party's progress slows to a crawl. Many of the other folk on the street are distracted or irate.
2. **Curse the Wind:** A strong northerly wind whistles through the city's streets, blowing up dust and leaves. It tears at folks' clothes, and the temperature drops precipitously. Dark clouds on the horizon rush toward Languard.
3. **Woman, Accosted:** An attractive woman, Lusía Vesivalo (CN female human), wearing revealing clothes lounges casually against a wall opposite a tavern. A drunk man staggers out of the tavern and across the road. She smiles widely at his approach, but he grabs her roughly by the arm before dragging her into a nearby alley.
4. **Dogs:** Two stray dogs nose about in the mouth of a shadowy alley. Suddenly, both bolt into the busy street. A character wise in nature's ways can tell that something in the alley scared the dogs.
5. **The Watch, Aboard:** Four members of the watch patrol the street. Their equipment is threadbare and their morale low. Here to act as a deterrent, they only make the minimum effort to stop thievery and the like. None are keen to risk their lives.
6. **Manure Cart:** A cart piled high with manure edges its way down the street. Anyone who can give the cart a wide berth.

## OPPORTUNITIES & COMPLICATIONS

---

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

1. **Broken Wagon:** A wagon blocks the street. The wagon is missing one wheel, and traffic is snarled up both behind and in front. The teamster, Esko Toivio (N middle-aged male human), is vainly trying to reattach the wheel, but cannot do it on his own. He is grateful for any help and relates one rumour from "Whispers & Rumours" in thanks.
2. **Stop, Thief:** Cries of, "Stop Thief!" precede the sudden arrival of a skinny urchin clutching a loaf of bread. The young boy, Heikki Vaania (CN young male human thief 1) rushes past the party. Two members of the watch are in lacklustre pursuit.
3. **Drunken Warrior:** A drunken warrior, Joosef Uljas (N male human fighter 3) staggers into a character. He then vomits copiously. Joosef is morose. Just yesterday, a rival stole a treasure map from him. The map shows the location of a hidden hoard buried on one of Hard Bay's many nameless isles. If the characters seem sympathetic Joosef offers to split the hoard with them, if they help retrieve the map and find the treasure.
4. **To the Moaning Halls:** A street urchin, Edvard Ihamuoto (N young male human) approaches the party. He works for Marja Sianio who owns Marja's House of Sighs (location L8 on the City of Languard map). Edvard gets a copper for every customer he can lure to the establishment. His knowledge of

"adult matters" is surprisingly comprehensive, and his language is foul.

5. **Beggars:** Realising the characters are adventurers, and therefore wealthy beyond the norm, a ragtag group of beggars forms about the party, and follow them around begging for mercy and spare coins.
6. **Rakes:** Three men lounge outside a low-class tavern swilling ale. All wear light armour and bear a rapier or short sword. They watch the passing townsfolk intently. Perhaps they are bored or perhaps they are waiting for their next victim.

## WHISPERS & RUMOURS

---

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

1. **Missing Beggars:** There are fewer beggars about than normal. Some think this is a good thing, others wonder at their disappearance and worry what it portends.
2. **Looking Forward to Execution Day:** Execution day this month should be a cracker. Adventurers have been busy, and captured several bandits who will meet their gruesome fate as entertainment for—and a warning to—the commonfolk. The adventurer Iisak Asikka (NE male human fighter 4) will also meet his doom. He killed two members of the watch, resisting arrest after a barroom brawl.
3. **The Orc's Head:** The Orc's Head (location L6 on the City of Languard map) is a favoured haunt for adventurers, mercenaries and the like. The landlord doesn't mind the occasional brawl and the drinks are cheap and plentiful.
4. **Haunted:** Vonya's Span (location L2 on the City of Languard map), the only bridge spanning the Svart, is haunted. Vonya Madann's ghost appears on the bridge she built every year on the anniversary of her death.
5. **Sell Your Stones:** If you've got poor quality jewellery or gems to sell, Arlo Itkonen at Arlo's Stones (location L4 on the City of Languard map) is the person to see. He's tight, and generally untrusting of others, but his gold is good.
6. **Strange Rituals:** The Esoteric Fellowship perform strange rituals atop the White Tower (location L12 on the City of Languard map).



The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10 Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12 Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13 Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14 Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

**15 COPYRIGHT NOTICE:** Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

**Open Game License v1.0a.** Copyright 2000, Wizards of the Coast Inc.

**System Reference Document:** ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Gloamhold Campaign Guide.** ©Raging Swan Press 2017; Author: Creighton Broadhurst.

**City Backdrop: Languard.** ©Raging Swan Press 2017; Author: Creighton Broadhurst.

**Languard Locations: Low City.** ©Raging Swan Press 2018; Author: Creighton Broadhurst, Jeff Gomez and Amber Underwood.

**Low City by Day.** ©Raging Swan Press 2021; Author: Creighton Broadhurst.

To learn more about the Open Game License, visit [wizards.com/d20](http://wizards.com/d20).

**Product Identity:** All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

**Open Content:** Except material designated as Product Identity, the contents of *Low City by Day* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Creighton Broadhurst to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.



# EVERYTHING

is Better with

Tentacles



