

LOW CITY

BY

DAY

A RAGING SWAN PRESS MINI-EVENTURE



5E



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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.

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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 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 **mage**) 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 **spy**) 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 **priest** [Darlen]) 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 **commoner**) 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 **noble**) 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 **commoner**) 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 **commoner**) 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 **veteran**), 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 **mage**) 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 **commoner**), 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 **commoner**), 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 spy) rushes past the party. Two members of the watch are in lacklustre pursuit.
3. **Drunken Warrior:** A drunken warrior, Joosef Uljas (N male human **veteran**) 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 **commoner**) 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 the 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 intensely. 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 **knight**) 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).



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