

LOW CITY

BY

NIGHT

A RAGING SWAN PRESS MINI-EVENTURE



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LOW CITY 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 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 NIGHT

Low City comes alive at night when its denizens down tools to eat, drink and rest. All manner of inns, taverns and the like serve coin-poor locals and visiting travellers. Thieves lurk in dark alleyways while heavily cowled nobles and merchants wander the streets in search of lowbrow entertainment. Opportunities and threats are rife in Low City, after dark.

FOLK OUT & ABOUT

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

1. **Vilppu Kokko** (CN male human **spy**) wanders the streets half-hoping for trouble, and definitely hoping for a drink. Sadly, he is virtually penniless and thus the night is not going well. If the characters seem wealthy, Vilppu offers to show them around—and such guiding is thirsty work...
2. **Auni Ihalempi** (N female human **guard**) works for the Scythe (location L3). She patrols the streets looking for well-off customers to lure to the tavern; she gets a cut of what such customers spend, and is very persuasive. She knows many people, and hears lots of things; Auni, laden with street-smarts and contacts, is a useful person to know in Low City.
3. **Simo Himottu** (LN male human **commoner**) works at the Father's Hall and has dreams of one day joining the clergy therein as a cleric. Sadly, the boy is too cerebral for his "friends" and prone to bullying. When the characters encounter Simo he is at the centre of a group of vicious street-children who are building themselves up to administer a savage beating.
4. **Lydia Kuningas** (CG female human **scout**) hates being in Languard, but needs must. Her village—Woodridge—has recently been beset by bandits and Lydia has come to Languard to recruit mercenaries or adventurers to fight them off. The downside is this proud woodswoman has comparatively little coin to offer for the job; hence, she is in Low City to see if she can find desperate (or cheap) mercenaries.
5. **Piri Tammi** (CN male human **commoner**) fled to Languard from the plague-riddled village of Ashford. Unfortunately, for Piri he did not flee quick enough, and he is now quite ill. Reduced to begging on the street, he wears a baggy, concealing cloak and has a terrible, hacking cough. He tries to keep his distance from others, but is desperate for coin—or a cure.
6. **Baril Ampuja** (NE female half-orc **bandit captain**) skulks about Low City trying to look inconspicuous. Sadly, her lofty

height and impressive physique make this difficult in the extreme. Baril is a pirate from Deksport on the Picaroon Peninsula fled here after a blood feud got out of hand. She has no plan beyond stealing enough to survive, but does have a map purporting to show where a large hoard is hurried on a tidal island near the village of Hard Bay. She just needs a crew to help her retrieve the treasure.

LOCALES OF INTEREST

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

1. **Grog's Grog**: Run by the half-orc Grog (N middle-aged male human **veteran**) this dingy drinking den opens when the sun sinks below the horizon. Grog is a night-owl and is never seen by day. The common room smells of sweat, vomit, smoke and ale. Grog doesn't sell wine—that's for poncy elves and suchlike—and his customers don't truck with such things.
2. **Asikka's**: Stays open all night to cater for insomniacs and those preferring to be abroad at night. Asikka's seems to sell everything—everything cheap and low-quality that is. This large shop fills an ill-lit cavernous warehouse whose shelves are piled high with everything a city dweller could want. Some believe the shop is a front for the Shadow Masks, and they'd be right.
3. **Rats and Parrots**: This lively tavern features nightly rat and dog fights, and is home to a trio of elderly parrots purchased from a retiring sea captain decades ago. The parrots are beloved of the locals and normally more than a little drunk. The parrots have a "colourful" vocabulary which they use loudly and often. Anyone hurting one of the trio is unlikely to escape this tavern without a fight.
4. **Keepers**: Keepers is a pawnbroker specialising in keeping items for long periods of time while charging relatively low interest rates. Much used by locals for its seemingly benign practises, Keepers is actually a cannily run business. Its owner, the elf, Felaern Naeven (NE male elf **bandit captain**), takes the long-term view, and knows he can earn much more money from long-term debt. In fact, some debts held by Keepers have been passed down through family generations. As a result, Felaern is fabulously wealthy (but hides this well). He revels in his local image as a kindly merchant—and often laughs at his customers' expense.
5. **No Jobs**: Lights blaze at No Jobs through the night. Despite its name—shortened from No Job's Too Small—this business secures work for unskilled workers. Folk on a budget in need of cheap labour come to No Jobs at all times of the day and night. Small knots of workers lounge outside awaiting work. Some desperate souls literally sleep outside the shop. Only in the worst weather is the street outside deserted.
6. **Crumbled Towers**: Locally named Crumbled Towers—for its faded and crumbled old-school grandeur—this large tenement building is semi-ruined. Currently under contested ownership, the situation within is chaotic. Many folk live at Crumbled Towers rent free and the place comes alive at night when all manner of nefarious folk come to conduct business.

WHAT'S GOING ON?

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

1. **Busy:** The street is busy with folk engaged in nocturnal doings. Pick pockets work the area, and the characters may be targeted if they appear wealthy, gullible or naive. Such crimes are opportunistic and none of the local thieves want to fight the characters.
2. **Shouted Argument:** The sounds of a shouted argument filter onto the streets through an upper storey window of a nearby house. A man and a woman seem to arguing—the sounds of things breaking and smashing soon join the shouting match.
3. **The Watch:** A large watch patrol—eight strong—drags a battered and bruised manacled man through the street. Dried blood mats the man's scalp and dirty leather armour.
4. **Stray Dog:** A mongrel puppy scavenges among the filth, at the mouth of an alley. The dog is hungry and eagerly accepts any scraps of food. If treated well, it follows the party around.
5. **Lady of the Night:** A scantily clad woman leans against the wall at the mouth of an alley. She has a welcoming smile but close examination reveals her eyes to be strangely glazed over. Nearby, a burly leather-clad tough keeps an eye on her.
6. **Suddenly Quiet:** The street is suddenly empty—as if Low City's denizens have sensed the presence of impending danger, and made themselves scarce.

OPPORTUNITIES & COMPLICATIONS

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

1. **Weird Lights:** The flickering lights of candles or lamps fills most nearby windows. One narrow garret window, however, is different. From within, strange flashes and swirls of muted colour leak into the night air. Clearly, some sort of sorcery is afoot within the cramped attic.
2. **Band of Toughs & Rakes:** A small knot of hard-looking men and women stand on a street corner. They talk in low voices and watch passersby. Several of the group are drinking from wine flasks; all are armed with rapier, short sword or the like.
3. **Beggars Begging:** Two cloaked figures slump against the wall. They hold out wooden bowls and beg passersby for spare coin. The beggars could be nothing more than they seem, informants for the Shadow Masks or the lookouts for a gang engaged in nearby criminal activity.
4. **On the Roof:** A dark shadow flits along the roofline overlooking the street. A perceptive character spots the figure leap across an alleyway. The figure slips and drops the bag they are carrying. It lands in the alley with a muted clatter. Characters investigating the bag find the thieves' loot—a few choice items could even set the heroes on the path to their next adventure.
5. **Strange Sounds:** A thumping sound followed by a groan and a clatter emerge from the mouth of a shadow-shrouded alley. Other passersby ignore the sound.

6. **Hidden Horror:** As #5 in "What's Going On?", but there is no nearby tough to keep an eye on the lady. In fact, the lady of the night is dead—her body is the shell controlled by an intellect devourer seeking a more desirable host.

WHISPERS & RUMOURS

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

1. **Bats:** Great swarms of bats have been seen flying over Low City of late. The common folk whisper of vampires or other dark, sorcerous doings attracting the nocturnal hunters, and wonder what this portends for their families.
2. **Low Market's the Place:** If you are looking for a bargain, Low Market is the place. Overlooked treasures can sometimes be found among the market's bric-a-brac stalls. Every month or so, an adventurer claims to have found a minor magical item, treasure map or the like at the market.
3. **Haunted Bridge:** Vonya's Span is haunted by the alcoholic spirit of the dwarf that built the bridge long ago. Thrill-seekers and the like often hang around the bridge at night in hopes of catching sight of Vonya's spirit. Many theories circulate about why her spirit yet haunts the span; some—inevitably—speak of hidden passages in the bridge's piers and structure, and of the lost, glittering treasures hidden therein.
4. **The Famed Dricolen Nimblefingers:** Dricolen Nimblefinger (N male middle-aged halfling bard 2) plays mid-week at the Scythe (location L3). There is no better singer in all Languard! (This is a controversial view—one held exclusively by the Scythe's regulars who are bafflingly loyal to their beloved diminutive singer).
5. **The Orc's Head:** Many adventurers head to the Orc's Head (location L6) to meet more of their own kind. The place's proprietor is a retired adventurer who can tell his fair share of Gloamhold stories. The Orc's Head is a cheap, raucous place. Here, brawls are relatively commonplace—but rarely deadly.
6. **Executions:** One day every month, the normal commerce of Low Market is interrupted for Execution Day. Many see Execution Day as a public holiday and hundreds converge on Low Market to witness the prisoners' final gruesome moments—pedlars sell their wares, beggars beg for coin and an almost carnival-like atmosphere fills the air. It's a great day out!

EXPANDING THIS MINI-EVENTURE

Several rumours above reference other eventures available from Raging Swan Press. These include:

- *A Day Out at the Executions*
- *Four Nights at the Orc's Head*
- *Five Nights at the Scythe*

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