

FISHSHAMBLES
— BY —
DAY

A RAGING SWAN PRESS MINI-EVENTURE





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FISHSHAMBLES 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 is designed to be easily 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.



FISHSHAMBLES BY DAY

Fishshambles sprawls along the waterfront to the north of Cheap Street. Here, a tangled, reeking labyrinth of narrow, tenebrous alleys—punctuated by a few wider roads—runs down to the Svart and the network of rickety wharfs and jetties jutting from its southern bank. A few folk maintain tottering decrepit warehouses, hard against the docks; most such locations are used for nefarious activities such as smuggling. At least two are controlled by the Shadow Masks.

The folk here are tough, well used to dealing with the vicissitudes of life and Hard Bay's perils. Adventurers seeking a boat and its master brave enough to sail to Gloamhold will likely eventually gravitate here.

Many of the folk and businesses in the Fishshambles—unsurprisingly—make their living from the sea. Most of the choicest fish is landed in High City; Fishshambles's folk must make do with the cast-offs and leavings of the wealthier folk across the river.

FISHSHAMBLES BY DAY

By day, Fishshambles is a buzzing hive of activity. The sounds, sights and smells of industry and commerce create a feast for the senses. Fishshambles is one of the busiest parts of Languard—this is particularly so when the fisherfolk unload their daily catch.

FOLK OUT & ABOUT

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

1. **Samu Aikio** (CN male human **spy**) wanders Fishshambles on the lookout for an easy purse to lift. Perceptive characters spot the thin, nervous man watching them. He trails the party for a while, before deciding they are better left alone.
2. **Tuuli Montaja** (N female human **bandit captain**) proudly displays her muscular, tattooed arms; extensive tentacle tattoos decorate both. She swaggers down the street—the picture of a relaxed, confident warrior.
3. **Piri Ilma** (CN old male human **commoner**) sits on the docks, drinking morosely from a leather flask. Now retired, he does little but sit, drink and think of the friends he lost to Hard Bay's capricious waters. Piri sees much of what happens on the docks, and could have valuable information for the characters—if he is vaguely sober.
4. **Mauno Himottu** (N male human **veteran**) recently escaped from a pirate ship, and ended up in Languard with little more than the clothes on his back. However, he does have a map purporting to show the location of a pirate cache hidden on a nameless island far out into Hard Bay. He is desperate for coin and offers to sell the map (for as much as he can get).
5. **Sikke Rahikka** (CN female human **spy**) hunts the streets for a rival who beat her to her next planned job. She is fuming and muttering to herself as she bumps into one of the characters. Although dressed nondescriptly, Sikke exhibits the fluid grace of a dancer which suggests there is more to her than meets the eye. She is so angry, she demands an apology from the

character. While she won't get into a fight, she may mark the character as one who needs taking down a peg or two in the future.

6. **Valpuri Kultamies** (LG female human **knight** [Darlen]) desires to save the folk of Water Lane from the horrors of the witch Toivottu. Wearing brightly polished, but old, scale mail Valpuri stands out from the crowd. She is attempting to gather information from the locals regards several recent sightings of the hideous witch.

LOCALES OF INTEREST

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

1. **Money for Old Rope:** This rambling building is an outpost of the Minudain family business. The Minudains specialise in rope, and unsurprisingly do a good trade in Fishshambles. They not only sell new rope, but buy—at bargain prices—old ropes and the like.
2. **Hull & Mast:** Set hard on the docks, this sprawling low-roofed warehouse boasts a covered dock accessible directly from the Svart. Within, master shipwright Teppo Mieho (LN middle-aged male human **commoner**) directs teams of apprentices in building fishing boats, rowboat and the like. While he is undeniably skilled, Teppo specialises in building small boats and is not interested in larger commissions.
3. **The Saucy Mermaid:** This low-class, low-quality tavern offers cheap drinks and the comfort of anonymity. The ostler—Tahvo Kaukiainen (N middle-aged male human **veteran**)—ignores his patrons' business as long as they don't cause any trouble. Salacious paintings decorate the Saucy Mermaid's walls. A positively scandalous sign identifies the place.
4. **Box and Chest:** This rambling, one-storey warehouse rents space to merchants who lack their own facilities. Inside, the place is subdivided into dozens of small rooms. The owners (sensibly) don't ask too many questions about what their patrons store here. Four (easily bribed) mercenary guards protect the place.
5. **Antero's:** This tiny tavern only has seating for 20 patrons. Its patrons are uniformly old, retired fisherfolk. Most have nothing else to do and spend many hours here. Newcomers are viewed with suspicion, unless they buy several rounds of drinks. Antero's patrons are mostly light on coin but rich in sea-lore. This is a good place for adventurers to learn more about Hard Bay and its many islands.
6. **Oars and Sails:** This large, chaotically organised, shop stocks everything a sailor or fisherfolk could need. The owner, Taavi Joutsu (N male human **commoner**), is a devout follower of Serat, Mistress of Storms, and peppers her conversation with references to the goddess.

WHAT'S GOING ON?

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

1. **Busy Day:** The cries of fishermen bringing in their catch add to the general hubbub of industry rising above Fishshambles. When the wind blows in from the docks, the heady scent of salt and fish is strong in the air.
2. **Basket of Fish:** A stout woman carries a basket filled with fresh fish on her shoulder. Seagulls wheel and swoop in the air above her. Sometimes, brave birds swoop to claim a prize from her basket. The woman is vigilant and quick, however, and few birds succeed in stealing a fish.
3. **Fish Pies for Sale:** Samuli Kokko (N male human **commoner**) pushes a battered handcart from which he sells cold fish pies and the like for 1 cp each. Samuli hears much, and for a 1 sp relates one rumour to a customer.
4. **Loaded Wagon:** Two horses pull an overloaded wagon toward the docks. Provisions for an extended voyage fill the wagon—someone is clearly planning a notable expedition.
5. **Net Fixing:** Two small boys—Laaus and Niilo—(both CN young male human **commoner**) sit in the doorway of their home, attempting to fix a fishing net. Neither is skilled at the task, and both are people watching. If the characters are looking for someone, the pair may have seen them.
6. **Argument:** Two drunk sailors are arguing loudly about a dolphin one of them thought they saw fighting a shark near the Svart's mouth. The argument is getting increasingly bad-natured; a brawl may result.

OPPORTUNITIES & COMPLICATIONS

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

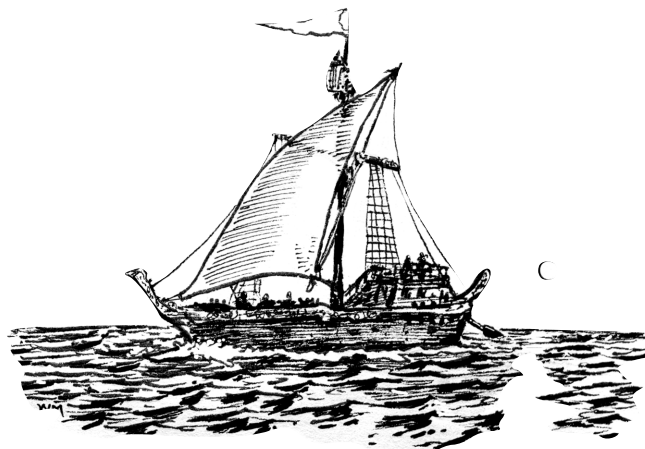
1. **Boat for Sale:** A street urchin wanders the street calling out about a fishing boat for sale. The boat is called *Weejas* and its owner wants 250 gp for it. The boat is in good condition.
2. **Lost:** A well-dressed woman—Mateli Janakka (LG female human **commoner**)—stands at an intersection. Lost, she is trying to get her bearings. Several seedy, nautical-looking folk are watching her with a keen intensity that speaks of nefarious intent. Mateli is grateful, for the characters' assistance.
3. **Crew Wanted:** Lauri Salme (LN male human **commoner**) bangs a small drum and shouts the details of his patron's offer as he move through Fishshambles. The merchant Vilutar Pakkanen (see *Wreck of the Sea Sprite* for more information) requires brave crewmen for a voyage to the far-off Coral Sea. Prospective crew should report to captain Liekko Arpia aboard *Star Chaser* (docked in High City) for interview.
4. **Laina's Missing Friend:** The fisherwoman Laina Eronen is known to be searching for her missing friend Jalmari Lemmäs. She has offered to sail any adventurers helping her find her friend across the bay to Gloamhold. She often drinks at the Drunken Sailor (location F2 on the City of Languard map and detailed in *Drinking at the Drunken Sailor*).

5. **Smugglers:** Smugglers are a perennial problem for Duke Nenonen as they deprive him of his rightful share of goods flowing through Fishshambles. Many fisherfolk have ties with the smugglers—some willingly and some not so willingly. The duke may smile kindly on adventurers solving, or at least mollifying, the problem.
6. **Old Toivottu Abroad:** Old Toivottu Vilja—the hideous, death-dealing witch—has once again been seen on dismal, flood-prone Water Lane. Folk avoid Water Lane at the best of times—few willingly go there now. (See *A Trip Down Water Lane*, for more details.)

WHISPERS & RUMOURS

Characters out and about in Fishshambles may overhear or learn one or more rumours (which may or may not be true).

1. **Bad Catches:** Many of the fisherfolk complain of bad catches, of late. Some catch only small fish while others pull up a notable amount of diseased or dead fish. Some mutter of sorcery or the actions of a foul cult.
2. **Storms:** The clergy at the Fane of the Waves Eternal have predicted a savage storm will strike Languard during the next full moon. Some low-lying areas are bound to flood, and most fishermen are preparing for a few days in port. The price of fish will likely soon rise.
3. **Pirates Ahoy:** Talk of pirates is rife. Several merchantmen report an increase in pirates cruising the nearby waters. Some of the pirate ships may hail from Deksport as goblins and orcs have been reported among the crews.
4. **A New Fishing Tax:** The fisherfolk are incensed the duke is considering a new tax on their catches. (This may be true or could be a false rumour spread to discredit the duke).
5. **Getting to Gloamhold:** Adventurers without the requisite skills or boat often hire a brave sailor to convey them across Hard Bay. The best place to find such folk is at the Drunken Sailor—a popular dockside tavern. The Drunken Sailor is location F2 on the City of Languard map and appears in *Drinking at the Drunken Sailor*.
6. **Floating Body:** A body was found floating by the docks yesterday morning. The creature was man-like, but hideously ugly and covered in barely-visible grey scales.



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