

A DAY OUT — AT — HIGH MARKET

A RAGING SWAN PRESS MINI-EVENTURE





YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

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

A DAY OUT AT HIGH MARKET

All manner of things can be had in Languard if one has the coin. For luxury items, there is no better place to go than High Market. Here, in the shadow of Castle Languard, the great and the good—or the merely wealthy—browse stalls overflowing with fine clothes, perfectly balanced weapons, exotic foods, antiques and the like. For characters with coin to spare, a day out at High Market is the perfect distraction from their last harrowing adventure.

Even the smallest town has more locations than all but the most diligent and time-rich GM could ever hope to detail and design. To make matters even worse, when an adventuring party gets to a town or city, the characters often have the irritating habit of going off exploring. What's a GM to do? Designed specifically for you, the busy GM, this urban locale is designed to help you bring depth and flavour to your characters' next urban adventure. This Urban Locale is designed for use with City Backdrop: Languard, but is designed to be easily inserted into virtually any town or city.

CREDITS

Design: Creighton Broadhurst

Development: Creighton Broadhurst

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

CONTENTS

Credits	1
Contents	1
What's a Mini-Eventure?	1
Using this Mini-Eventure	1
Shopping at High Market	2
Notable Folk	2
Other Folk at the Market	2
For Sale	2
Notable Things for Sale	3
Opportunities & Complications	3
Whispers & Rumours	3
OGL V1.0A	4

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 2020.

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit patreon.com/ragingswanpress

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. As well as presenting an in-depth look at a locale this supplement also present several tables for use during play. Roll on any or all of them as often as desired to create interesting, engaging situations. These tables include:

- **Opportunities & Complications:** Fate often throws opportunities and complications at adventurers. Use this list, to determine what befalls the characters while at the locale.
- **Whispers & Rumours:** Many rumours, half-truths and outright lies circulate among the folk patronising High Market. Use this list, to determine what rumours the characters hear.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.



SHOPPING AT HIGH MARKET

In contrast to Languard’s Low Market, High Market is well ordered and regulated. Here, stand neat rows of tented stalls ready to receive wealthy patrons who can browse their offering freely without fear of thievery or assault.

By ancient gift, family Pasanen—a commoner family—owns the land upon which High Market stands. Consequently, although they are obliged to pay a hefty tax on their income to the ducal family, they have grown exceedingly affluent. (In fact, they may be the duchy’s wealthiest commoner family). To protect their business and revenue, they recruit guards to patrol the market; consequently this is one of the safest public places in Languard.

NOTABLE FOLK

Many people visit or work in High Market. Notable examples of such folk include:

- **Reima Sianio** (LN old male human fighter 2) has unrivalled knowledge of High Market and its folk, and is—thus—a useful person to know. High Market’s longest-serving guard, Reima is a beloved fixture of the place. His duties are now really honorific rather than actual, but he still wanders the aisles using his spear as a walking stick.
- **Eleonora Pasanen** (LN old female human aristocrat 2) oversees her family’s business in High Market. Eleonora’s frail health means she no longer walks the market, but instead watches over day to day operations from her ornate, guard-flanked black carriage. There she receives a stream of stall holders, society guests and the like all eager to gain her attention and favour.

OTHER FOLK AT THE MARKET

The characters are not the only folk in High Market. Use this list, to generate details of other interesting people the characters meet while browsing the stalls:

1. **Niku Ilmarinen** (NE male human rogue 4) knows it would be madness to attempt a theft in High Market; that doesn’t stop him, however, scouting out potential victims (either shoppers or stallholders) for later. Perceptive characters may get the sense Niku is paying them a little too much attention.
2. **Miina Tammi** (LG female human paladin [Darlen] 3) wanders the market; she recently came into some money and is conflicted: should she spend it on herself, give it to the church or donate it to the city’s needy? If a character seems virtuous, she may strike up a conversation in search of advice.
3. **Reeta Miemo** (N female human commoner 1) works as a herald-for-hire. She strolls the marketplace loudly calling out the virtues and offerings of various stalls. Friendly and ever-smiling Reeta is attractive and has a piercingly beautiful voice—she would make a good bard, if circumstances allowed.
4. **Zainnis Allyshe** (NG male half-elf wizard 4) likes drink a little too much, and is slightly worse for wear. Zainnis has come to the market in search of sturdy, waterproof pouches and

certain exotic spell components. He bumps into a character, burps and loudly, and grandly, offers his sincere apologies.

5. **Osmo Puukko** (NG middle-aged male human expert 1) sells refreshments—ales and wine—from the ornate handcart he pushes through the crowds. Osmo hears much of note and for an extra silver penny can relate a piece of news from Whispers & Rumours.
6. **Lauri Raita** (CN young male human rogue 1) skulks about the market on the lookout for guards (who will chase him away) and unattended things (which we will steal). Lauri is skinny, dressed in ragged clothes and has a cunning, feral energy about him. Even unperceptive characters realise he does not belong in High Market.

FOR SALE

All manner of fine and expensive goods are for sale in High Market. Many of the city’s most skilled crafters maintain stalls here, staffed by their apprentices and servants, from which to sell their merchandise and hawk their services. Much can be had in High Market. Use this table to determine what a stall sells:

D20 STALL SELLS		D20 STALL SELLS	
1	High fashion clothes	11	Furniture
2	Leather goods (boots, belts and so on)	12	Pets (exotic or otherwise)
3	Perfume, makeup and the like	13	Food (pastries, cheeses and so on)
4	Books, scrolls and maps	14	Fresh fruit, vegetables and flowers
5	Noble weapons (longswords, rapiers, daggers etc.)	15	Noble armour (breastplates, platemail, heraldic shields etc.)
6	Jewellery and gems	16	Antiques
7	Rugs	17	Exotic imports
8	Gold and silver ornaments	18	Wind-up, mechanical devices
9	Accoutrements	19	Fortunetelling, spellcasting services
10	Wine and spirits	20	Fresh meat (exotic and otherwise)

IN YOUR CAMPAIGN

High Market is location H2 on the City of Languard map, but is easily added to almost any fantasy town or city. High Market is best suited to a wealthy neighbourhood—it is not somewhere the great unwashed congregate. The market is a good place for the party to find high-quality or luxury items for sale. Depending on your campaign the characters might even be able to find minor magic items for sale here.

NOTABLE THINGS FOR SALE

Many high-quality things are for sale in High Market. For all that, some things are particularly notable. Roll on the list below, to determine what notable items are for sale:

1. **Used Parchments (5 gp):** A sheaf of old, used parchments fills an old worn boot. (Sometimes scholars re-use parchment). A character examining the bundle could discover the fragment of an adventurer's diary, an old map and so on. Any of these could propel the party into their next adventure.
2. **Bronze Dagger (1 gp):** Covered in verdigris, this bronze dagger of obviously ancient design seems out of place among much finer weapons. A wavy snake-like pattern decorates the weapon's blade. An artefact from a long-fallen civilisation, the dagger holds the trapped spirit of Sangasu Kuara—a shaman of his people. Sangasu is mad, and tries to dominate the weapon's owner.
3. **Fine Rug (100 gp):** Depicting a stylised map of Gloamhold this six-foot square rug is a beautiful, supremely useful object.
4. **Wolf Cub (50 gp):** Growling at all who come near, this jet black wolf cub is terrified of the surrounding hubbub and nips anyone trying to pet it.
5. **Wind-up Dragon (150 gp):** Painted a lurid scarlet hue, this puppy-sized wind-up red dragon is an intricate work of genius. When activated it toddles along, flaps its wings and even opens its mouth.
6. **Golden Torc (500 gp):** Wrought of gold and highly polished this thin torc is a thing of beauty. It is so exquisite, it could form the base of a magic item.

OPPORTUNITIES & COMPLICATIONS

Canny adventurers can find opportunities almost anywhere. Unlucky adventurers can find complications almost anywhere. Roll once on this list, to determine which the characters find:

1. Kirsti Purho (N middle-aged female human aristocrat 2) approaches the party. She has them pegged as adventurers and needs to sell a magical dagger so she can settle her wastrel husband's debts. She doesn't want to sell the blade as it is a family heirloom but feels she has no choice. She has approached the characters because they are not part of Languard's "high society" and thus—she hopes—the transaction will stay private.

RUNNING THIS EVENTURE

A Day Out at High Market can be nothing more than an interlude between adventures, the venue for the characters to find a skilled craftsperson or even the unlikely place to meet a patron. You can either plan events ahead of time or just "wing" the whole mini-eventure using the tables herein to facilitate play. (These tables could form the basis of repeated visits to High Market as long as you keep track of what results the characters have already experienced).

2. Virpi Korpela (N female human expert 1) has ideas above her station (or so her rivals think). A clothier by trade, she has a stall in Low Market, but desperately wants to expand to High Market. When the character encounter her, she has just been denied a booth and is angry; she has invested her savings in a shipment of fine cloth and now has nowhere to sell it. She approaches the party to see if they will invest in her business.
3. A character witnesses a rare crime in High Market—a pick pocketing. If they intervene, the victim, Aaro Ahokas (NG middle-aged male expert 2), is grateful and could be a valuable contact in the future.
4. Drizzle falls on the city, which does nothing to dampen the market's bustle. After an hour, however, the rain strengthens and the market begins to empty. Deals may be available from stallholders desperate to shift their stock.
5. The market is either particularly busy or particularly quiet. If it is busy, the characters hear an extra rumour from "Whispers & Rumours". If it is quiet, they learn nothing new.
6. Four grim-faced, mail-clad guards, escorting a richly-clad woman, Sohvi Tuiretuinen (N middle-aged female human aristocrat 2), force their way through the crowd. Servants follow the woman, carrying several bulging bags and sacks. The burliest member of the party catches Sohvi's attention and she demands to know their name and business. She might be on the lookout for a new bodyguard or could have a minor mission for the characters to complete.

WHISPERS & RUMOURS

Many rumours, half-truths and outright lies circulate through High Market. (Some or all of the rumours below may be false, as you decide.) Characters chatting with folk in the market may learn some or all of the rumours below:

1. Family Pasanen—the people who own High Market—are the richest commoners in Ashlar; some say (quietly), they are even richer than the Nenonens! The family wields great influence through their wealth, and should not be crossed.
2. Foul things live in Hard Bay. Fishermen often go missing, when they sail too close to certain islands.
3. The pirates of Deksport grow restless and eager for loot; they will come north this summer to prey on merchant ships sailing to and from Languard.
4. Sometimes the duke moves among the crowds in the marketplace in disguise to spy on his wealthy subjects and to see what they really think of him and his family. Beware any half-elf paying too much interest in your business!
5. Watch out for thieves, beggars and other agents of the Shadow Masks in the market. While the market is as safe as the Pasanens can make it thieves often come here to find their next marks.
6. Reima Sianio (see "Notable Folk") is a fixture of High Market and knows much of what goes on in and around the place. He has worked the market for decades and is a tremendously useful source of news and introductions to other market folk.

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.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

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

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

A Day Out at High Market. ©Raging Swan Press 2020; Author: Creighton Broadhurst.

To learn more about the Open Game License, visit 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 *A Day Out at High Market* 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.



GLOAMHOLD AND ITS SURROUNDINGS



Visit us at ragingswan.com

