

GM'S MISCELLANY

MINI-EVENTURES I



OSR



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MINI-EVENTURES I



OSR

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, the mini-ventures herein help you bring depth and flavour to your characters' next urban adventure. This compilation is designed for use with *City Backdrop: Languard*, but can be easily used in virtually any town or city.

This compilation presents the first 14 mini-ventures.

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USING A MINI-EVENTURE

A mini-venture is like a normal eventure but smaller! An eventure is akin to a normal adventure, but does not (normally) feature violence or physical challenges. Instead, an eventure focuses on the use of social skills and role-play to resolve the challenges, or events, therein. Most eventures take places in a settlement or on the road. Few occur in traditional adventure locales such as dungeons, ruined castles and so on.

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.

The mini-eventures in this book are all set in Languard, capital of Ashlar but, with minimal work, they could be set in virtually any town or city.

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LANGUARD AT A GLANCE

Ruler: Duke Armas Nenonen

Government: Overlord

Population: 7,923 (6,614 humans, 287 dwarves, 189 elves, 236 half-elves, 264 half-orcs, 189 halflings, 144 gnomes)

Notable Folk: Atro Ahokas (leader of the Worshipful Company of Freetraders), Elmo Rekunen (First Protector), Hannele Auvuinen (High Priestess of Conn), Heimo Karppanen (High Priest of Abarin), Marja Pasanen (Chancellor), Taneli Eronen (Serat's Stormlord), Taneli Laitnen (Guildmaster of the Shadow Masks), Varma Nikkonen (Lady Protector [of Darlen]), Veli Nikkonen (Captain of the Watch)

Alignments: LN, N, NG

Languages: Common

Resources & Industry: Fishing, commerce, general industry

Languard is a busy, noisy place. The administrative and mercantile heart of the Duchy of Ashlar it is, however, also a place of fear and gradual decay.

Sprawling over a series of rocky bluffs, and heavily fortified, the town defends Hard Bay's narrow mouth and the settlements beyond. Many adventurers, sell-swords and mercenaries come to Languard. The closest settlement of note to Gloamhold, and the duchy's largest port, here are found the greatest opportunities for fame, gold and advancement. Here also (for the unlucky or careless) are found the greatest opportunities for infamy, poverty and death.

CITY LORE

A character may know something about Languard. Determine how knowledgeable the characters are and then impart some (or all) of the information below:

- Capital of the Duchy of Ashlar, Languard is its largest and wealthiest settlement. It is also the nearest settlement of note to Gloamhold's doom-shrouded halls.
- Languard is the oldest human settlement in Ashlar, founded almost 500 years ago by the first duke. Castle Languard is the city's oldest structure.
- Caves and caverns honeycomb the rock beneath Castle Languard; some run all the way down into High City.

LIE OF THE LAND

Visitors approaching Languard likely first spy Castle Languard's towers and battlements towering above the city. Then, the spires and lofty roofs of various churches and abbeys come into view along with the city's impressive defences.

From each of Languard's gates, a broad and muddy street leads into the city. The finest houses and inns of each district flank these roads. Here, merchants and craftsfolk live above their shops, sea captains rest and other rich folk—members of the clergy, adventurers (both retired and active) and so on—enjoy life. Narrower roads lead away from these bustling thoroughfares; along these, the houses are narrower, taller and in worse repair.

From these streets, a warren of alleys and tiny lanes radiate into the depths of the city.

Languard has five distinct districts.

HIGH CITY

Set upon the Svart's northern bank, High City rises above the stink and muck of the rest of Languard by dint of a series of bluffs rising from the river's waters. Here dwell the great and the good (or perhaps just the wealthy) of Languard.

In High City, the streets are cleaner and broader, the houses are of stone and slate, and the folk are wealthier and healthier. The concentration of so much wealth and power should attract thieves and other ne'er-do-wells. However, given the large numbers of men-at-arms, bodyguards and other armed personages serving the folk dwelling here, it is a brave, stupid or superlatively skilled burglar who works in High City.

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. It is named both for its position below the High City and for the low-born status of most of the folk dwelling therein.

THE SHAMBLES

Called the Shambles by visitors and locals alike, much not available in the nicer (and safer) parts of the city is on offer here. Respectable folk rarely visit the Shambles. Lying exclusively to the south of the Svart, between Cheap Street and Low Gate, the Shambles is a place of narrow, twisting alleyways, tottering tenement buildings and cloying desperation. Here dwelling cheek to jowl live Languard's poorest citizens in cramped, unsanitary conditions.

Perpetual gloom cloaks these alleys—the jetties of the ramshackle and dilapidated shoddily built wooden houses—typically, three or sometimes four-stories high—almost meet those of the house opposite high above the street. Thus, the Shamble's alleys have the aspect of a gigantic sunken maze. The streets are nothing more than packed, worn earth that turns to slippery mud during heavy rainfall.

There are worse places to live, though, than the Shambles.

THE FISHSHAMBLES

Where the dilapidated houses run down toward the Svart's southern bank, the Shambles blurs into the Fishshambles. Here among the tangled, reeking labyrinth of narrow, tenebrous alleys dwell many of the fisherfolk and other ne'er-do-wells.

The Fishshambles sprawls along a waterfront replete with rickety wharfs and jetties to the north of Cheap Street. A few folk maintain totteringly decrepit warehouses, hard against the docks; most such locations are used for nefarious activities such as smuggling. At least two are under the Shadow Marks' control.

The folk here are tough, well used to dealing with the vicissitudes of life and Hard Bay's perils. Most of the folk and businesses in the Fishshambles make their living from the sea. Adventurers seeking a boat and its owner brave enough to sail to Gloamhold will likely eventually gravitate here.

THE WRECKS

The basest folk—the degenerate and debased takolen—dwell in the Wrecks, a swath of waterfront dominated by rotting wharves and fetid, half-sunken boats. A singular air of ruin and decay hangs heavily over the rotting wharves and the festering, stinking boats moored alongside or grounded in the shallow water thick with silt, seaweed and jetsam. The whole forms a confused mishmash of homes, warehouses, whorehouses, taverns and other unsavoury businesses. A cancerous darkness lurks within the takolen's hearts; one day it might ooze forth to draw Languard and its folk into darkness.

Even the Shadow Masks dare not work here, but some of the braver—or perhaps more debased—souls do sometimes visit certain of these uniformly foul, unwelcoming businesses.

INHABITANTS

Appearance: Languardians are a fair-skinned folk. Brown or sandy coloured hair and brown or hazel eyes predominate. Facial hair is worn mainly by the lower classes—being clean shaven (for men) or sporting elaborate and impractical, hairstyles (for women) are the marks of breeding, class and wealth.

Dress: Woollen tunics and breeches, along with heavy woollen cloaks in the winter, predominate. Clothes worn by the wealthy are of finer quality and more colourful.

Nomenclature: male Armas, Einar, Jani, Onni, Taisto, Veijo; female Aila, Elina, Kaari, Laina, Saini; family Ahokas, Eskola, Korpela, Ojanen, Rintala, Varala.

DAILY LIFE IN LANGUARD

Although it is a city—and Ashlar's largest and richest settlement—living in Languard still feels like living on the frontier. Although the city has not been attacked or overtly threatened in living memory, its proximity to Gloamhold's doom-drenched halls throws a pall over its alleys and thoroughfares. The high proportion of adventurers, retired adventurers and other folk well used to magic and/or violence means the city is rarely truly peaceful.

Winter storms all but cut off the city and the duchy from the outside world. With travel by sea too perilous the populace turns inwards. Little of import or excitement is accomplished over the winter months.

TRADE & INDUSTRY

Daily life in Languard centres around the Low Market (location L1) and the sea. A great, wide-open space of mud and sparse, worn grass the marketplace hosts weekly markets. Then, small stalls and tents crowd the place as merchants and tradesmen from the nearby settlements, as well as visiting merchants and itinerant pedlars, flock here to sell their wares.

Languard's harbour hosts a multitude of small fishing boats, which set sail daily to haul in their catch to the fishmongers, inns and street vendors of the town. Despite the risks inherent in fishing Hard Bay's waters, catches are always plentiful, the water around Languard seemingly ever-teeming with fish.

LAW & ORDER

Duke Armas Nenonen, through his elected officials and the city watch, holds Languard in an iron grip. However, despite his best efforts, lawlessness—particularly in the Wrecks, the Shambles and the Fishshambles—yet flourishes. A certain amount of low-level crime is—of course—inevitable, but the Shadow Masks continue to operate in the city, something which greatly vexes the duke.

THE WATCH

Charged with maintaining law and order throughout the city, except within Castle Languard's walls, the watch maintains garrisons at strategic points throughout the city. Led by Veli Nikkonen (LN middle-aged male human fighter 5) the watch numbers roughly 180 individuals, although only a quarter or so of this number are on duty at any given moment.

The watch maintains a continuous presence in High City and Low City with daily and nightly patrols. Disturbances—particularly in High City—are quickly investigated. In the Shambles and Fishshambles, however, the watch is a rare sight; here they only venture in large numbers. The watch avoids the Wrecks except in times of great need; incursions against the clannish Takolen are always well-planned and often have support from the Watcher's Spire such is the foul reputation of these degenerate folk.

Unless they are specifically expecting trouble, watch patrols normally comprise four men. Sometimes, in the Low City, the watch mounts double patrols led by an experienced sergeant. Most watchmen prefer working in the High City; here the folk are generally more pleasant, violence and robbery are rarer and the opportunity for bribery is greater.

FESTIVALS & TRADITIONS

The Languardians celebrate several festivals including:

Darkness Rising: On the shortest day of the year—the winter solstice—Languardians light candles and place them in their windows to ward away the coming winter darkness, and fires are kept burning bright through the night. On this day, evil's influence is seen to be strongest over the world and it is a night of wicked deeds and foul doings.

Founder's Day: Founder's Day commemorates the day the first duke, Arndul Nenonen, came ashore and established a camp on the headland upon which Languard stands.

On this day, the duke and his household process through the streets to the commoners' acclaim. Family Nenonen also provide a feast for the city's commonfolk at High Market, to which all are invited. It is a day of great celebration and game playing. The revels go on late into the night. In anticipation of Founder's Day many people travel to the city; consequently, finding lodgings in the city around this time can be all but impossible.

Storms' End: Celebrated when the worst of the winter storms have abated, the exact date of Storms' End is at the whim of Serat's Stormlord (Taneli Eronen). The festival occurs on the open water and comprises a great flotilla of fishing vessels and other small craft setting sail into Hard Bay to release offerings into the water for a good season.

NOTABLE LOCATIONS AT A GLANCE

Most of Languard comprises homes or businesses. A few locations, however, are of interest to adventurers. Such locales are tagged on the map with a letter followed by a number. The letter portion of each tag identifies either the part of the city in which the location can be found (L, S, F, W, H) or the location's type (G, T). Thus:

- **F:** A location in the Fishshambles.
- **G:** One of Languard's gate.
- **H:** A location in High City.
- **L:** A location in Low City.
- **S:** A location in the Shambles.
- **T:** One of Languard's temples.
- **W:** A location in the Wrecks.

FISHSHAMBLES LOCATIONS

F1 The House of Sighs: Seeking shelter in this almshouse is little better than living on the streets.

F2 The Drunken Sailor: A popular dockside tavern.

HIGH CITY LOCATIONS

G2 River Gate: These two towers oversee all river traffic.

G4 Duke's Gate: The least-used of Languard's gates. Only those traveling northwards use this gate.

H1 Castle Languard: Family Nenonen's seat.

H2 High Market: Those with a taste for the finer things in life come to High Market.

H3 Urmas' House: The aged sage Urmas—one of Ashlar's greatest authorities on Gloamhold—dwells here.

H4 The Dreaming Spires: Ashlar's centre of learning, the library here is only matched by that held at the Black Tower.

T2 The Father's Hall: A cathedral dedicated to Conn's worship and the centre of his faith in Ashlar.

T3 The Great Forge: A clamour of noise and smoke perpetually rises above Abarin's temple-forge.

T4 Watcher's Spire: Darlen's followers dwell in this fortified temple.

LOW CITY LOCATIONS

G1 Low Gate: Low Gate is always busy, choked with a multitude of carts piled high with trade goods.

G3 Traitor's Gate: "Decorated" with the remains of traitors to the crown, Traitor's Gate is well named.

L1 Low Market: A bustling market fills this muddy space.

L2 Vonya's Span: Of dwarven craft—and reputedly haunted—Vonya's Span is the only bridge spanning the Svart.

L3 The Scythe: The one-legged Arvo Outila runs this drinking den renown for live music.

T1 Fane of the Waves Eternal: Here, Serat's worshippers commune with the ocean's eternal glory.

SHAMBLES LOCATIONS

S1 Raisa's Curios: Idle adventurers often come here to browse the eclectic range of goods on offer.

S2 The Bloody Eagle: A seemingly destitute merchant runs this tavern, which is a Shadow Mask front.

WRECKS LOCATIONS

W1 Duranki's: The Duranki family will ferry (unwary, too-trusting) adventurers to Gloamhold, for a fee.

W2 The Fallen Maid: Here dwells one of Ashlar's pre-eminent assassins.

LOCATIONS BY CATEGORY

Fortifications: Duke's Gate (G4), Low Gate (G1), River Gate (G2), Traitor's Gate (G3), H1 Castle Languard (H1)

Homes: Urmas' House (H3)

Inns: Bloody Eagle, the (S2)

Places of Learning: Dreaming Spires, the (H4)

Shops & Markets: High Market (H2), Low Market (L1), Raisa's Curios (S1), Vonya's Span (L2)

Taverns: Drunken Sailor, the (F2), Scythe, the (L3)

Temples: Fane of Waves Eternal (T1); Father's Hall, the (T2); Great Forge, the (T3); Watcher's Spire (T4)

Services: Duranki's (W1); Fallen Maid, the (W2); House of Sighs, the (F1)

MINI-EVENTURES BY DISTRICT

Fishshambles: Drinking at the Drunken Sailor

High City: A Day Out at High Market, Dining at the Emerald Medusa, Visiting the Dreaming Spires, Visiting the Father's Hall, Visiting the Great Forge, Visiting the Watcher's Spire

Low City: A Day Out at Low Market, Drinking at the Last Chance, Selling Loot at Arlo's Stones, Visiting the Fane of the Waves Eternal

Shambles: Drinking at the Bloody Eagle, Shopping at Kardagg's Emporium

Wrecks: Visiting the Durankis

MINI-EVENTURES BY TYPE

Buying and Selling: A Day Out at High Market, A Day Out at Low Market, Selling Loot at Arlo's Stones, Shopping at Kardagg's Emporium

Dining: Dining at the Emerald Medusa

Drinking: Drinking at the Bloody Eagle, Drinking at the Drunken Sailor, Drinking at the Last Chance

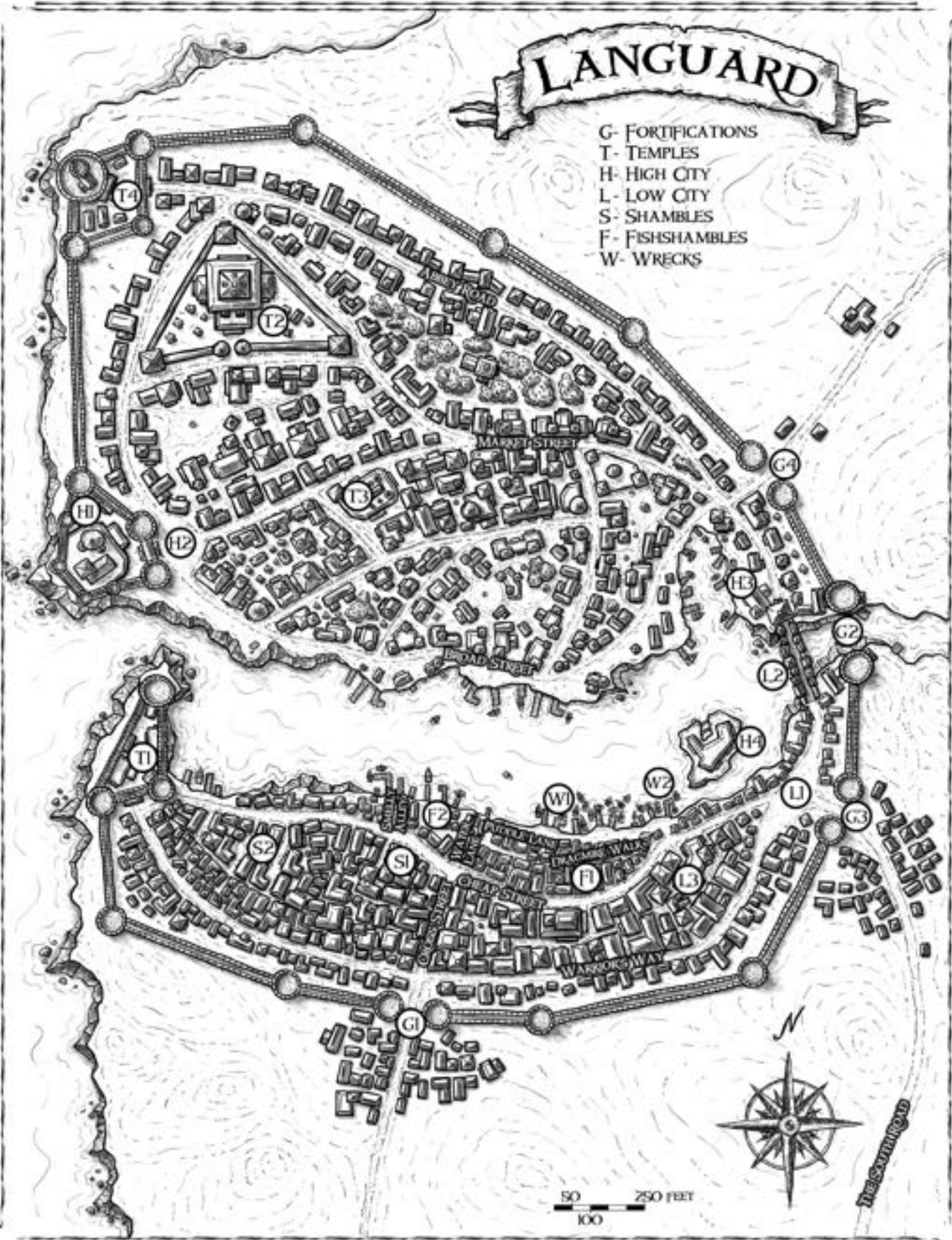
Learning: Visiting the Dreaming Spires

Services: Visiting the Durankis

Worship: Visiting the Fane of the Waves Eternal, Visiting the Fane of the Waves Eternal, Visiting the Great Forge, Visiting the Watcher's Spire

LANGUARD

- G- FORTIFICATIONS
- T- TEMPLES
- H- HIGH CITY
- L- LOW CITY
- S- SHAMBLES
- F- FISHSHAMBLES
- W- WRECKS



MINI-EVENTURES IN LANGUARD

This GM's Miscellany presents the following mini-events.

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.

A DAY OUT AT LOW MARKET

Low Market is a hodgepodge of stalls, handcart vendors and wandering pedlars. Here, Languard's unwashed masses come to browse, shop and gossip. Low Market is a place rife with adventuring opportunities.

Much of Low Market's offering is mundane, and of no interest to adventurers. However, persistent rumours speak of magic items sold at a pittance in the market—sold by clueless stallholders unaware of the items' true value. Thus many adventurers—and the pickpockets and cutpurses attracted to such folk—flock to the market in search of treasures hidden among the market's bric-a-brac.

DINING AT THE EMERALD MEDUSA

The Emerald Medusa is the place to be seen in Languard's high society. Nobles, wealthy merchants and rich adventurers flock here to eat, dance, be seen and conspicuously consume their wealth. Once an ocean-going sailing ship the Emerald Medusa is now permanently moored in Languard and is famed for its lavish food, fine wine and evening entertainments which includes the ship's beautifully wrought magical medusa figurehead!

DRINKING AT THE BLOODY EAGLE

Standing deep in the Shambles the ramshackle Bloody Eagle tavern has seen much better days. Run by the perpetually unlucky and gloomy half-orc Fruen the place is famed for its miserable staff and grumpy customers. Few newcomers or outsiders visit the Bloody Eagle and that's just how Fruen and her customers like it—for the Bloody Eagle is a front for the Shadow Masks thieves' guild. Every night, thefts, kidnappings and murders are plotted (or toasted) in the tavern's dingy taproom. Here also stolen items change hands far from the tax collector's gaze. If you have illicit business, the Bloody Eagle is the place to go.

DRINKING AT THE DRUNKEN SAILOR

Rowdy and cheap, the Drunken Sailor is the best place in Languard to find someone brave enough to sail across Hard Bay's cold, wave-flecked waters to Mottled Spire's brooding bulk and Gloamhold's doom-drenched halls. Within, the Drunken Sailor the

crowd ebbs and flows with the tides and ale is cheap. Come visit the best dockside tavern in all Languard—the Drunken Sailor!

DRINKING AT THE LAST CHANCE

In sight of the corpses swinging from Traitor's Gate crouches a tavern with a deep, shadowy porch furnished with scarred tables and a sign bearing a grinning skull with a die between its teeth. Here drink Languard's bounty hunters, off-duty watchmen and those fascinated with death and suffering. If you need help finding someone in Languard—or if you just want a really good view of the city's monthly brutal executions—the Last Chance is the place to go!

SELLING LOOT AT ARLO'S STONES

Back in town, the heroes have gems and jewellery to sell, but who will buy them? In Languard, Arlo, of Arlo's Stones, is well known as a dealer in tawdry, low-quality items. Thus, adventurers often visit his shop in the Low City to offload their low-value loot, but Arlo is equally well known for hard-driven bargains!

SHOPPING AT KARDAGG'S EMPORIUM

Adventurers in search of overlooked bargains know to visit Kardagg's Discount Emporium, but sometimes these neophyte heroes find more than they bargained for amid the crammed, teetering shelves overflowing with second-hand equipment, blunt weapons and dented armour. Opportunity and adventure—and if rumours are to be believed sometimes wondrous items—have all been found on the shelves of Kardagg's Discount Emporium. And for adventurers looking to give up their danger-filled profession, Kardagg's Discount Emporium is the place to offload unwanted equipment with no questions asked.

VISITING THE DREAMING SPIRES

Languard's Dreaming Spires—or sometimes simply “the Spires”—is the duchy's greatest seat of learning and its only university. Sprawling over Alina's Isle, the Dreaming Spires stands in splendid isolation from the city's stink and clamour. As well as the children of the high born and wealthy sent here to learn their letters, the Spires also hosts a steady trickle of adventurers come to seek hidden, lost or obscure knowledge. Many leave disappointed, while others find the answers to their questions hidden in the library's innumerable dusty tomes.

VISITING THE DURANKIS

For adventurers with a bad reputation, or those who are morally flexible, the Duranki offer a ferry service to Gloamhold's doom-drenched halls. Such adventurers should beware, though, as the Duranki are of the debased and hated takolen bloodline. Dark rumours hang about them and their brethren, and a suspiciously high number of the family's customers fail to return from their adventures.

VISITING THE FANE OF THE WAVES ETERNAL

Worshippers of the Mistress of Storms gather at the Fane of the Waves Eternal. Here, the faithful bathe in the daily high tides and give thanks for the sea's unending bounty. Adventurers seeking a redoubtable, skilled sailor to take them across Hard Bay's storm-racked waters will likely find what they seek at the fane.

VISITING THE FATHER'S HALL

The Father's Hall is an immense structure—perhaps the largest in all Ashlar—and the most impressive of Languard's many landmarks. Within, scores of clergy worship the Lawgiver and carry on his works. The cathedral is also home to powerful healers, and its high priestess is rumoured to be able return the dead to life! These facts ensure the cathedral sees a steady stream of visiting adventurers come to beseech the clergy for aid.

VISITING THE GREAT FORGE

The centre of Abarin's faith in Ashlar, the Great Forge is a buzzing hive of industry and commerce. Here, the duchy's greatest craftsmen and women come to worship, share news, teach new techniques and to meet wealthy patrons. At the forefront of innovation and technological advancement the clergy are said to have recently invented a new kind of weapon—guns—and their larger brethren—cannon.

VISITING THE WATCHER'S SPIRE

Adventurers coming to Languard in need of divine aid often make their way to the Watcher's Spire. A place of Darlenite worship here the powers of law and good hold sway. Few are turned away from the Watcher's Spire without receiving succour, but the clergy's aid does not come free. Evil lurks everywhere and the priesthood are ever in need of champions to push back the encroaching darkness.



A DAY OUT 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) 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 thief 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) 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) 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 thief 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) 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) 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), 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), 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.

A DAY OUT AT LOW MARKET

Sprawling across a swath of hard-packed earth (or cloying mud depending on the season) Low Market is a hodgepodge of stalls, handcart vendors and wandering peddlars. Here, Languard's unwashed masses come to browse, shop and gossip.

Unsurprisingly, thievery is rife in Low Market, and the city watch maintains a strong presence. Unfortunately, due to the sheer crush of people visiting and working in the market during the day, the watch's efforts are often unsuccessful.

By local ordinance, all business in the market must be concluded by dusk; thus, once night has fallen the place is seemingly empty. However, not all is as it seems for many clandestine meetings are convened here at night; some folk come to drink, others are merely passing through while some tented stalls host prostitutes; others become the overnight home of beggars and outcasts.

The stalls filling Low Market almost uniformly deal with the mundane things in life—food, drink, household wares, cheap cloth and so on. Little of actual value is sold here, except—perhaps—among the bric-a-brac stalls whereon desperate folk sell whatever they can get hold of to make ends meet. Sometimes, unbeknownst to these folk, valuable items come into their possession which they pass on for a pittance. Thus, adventurers can often be found idly browsing such stalls—stories (perhaps spread by the vendors)—are rife of lucky adventurers buying magic items here for a pittance from clueless sellers.

Low Market is a place rife with adventuring opportunities. Perhaps, a character is pickpocketed or witnesses and intervenes in a crime. Alternatively, the characters could purchase a fragment of a treasure map or the diary of adventurer which describes several delves into Gloamhold.

NOTABLE FOLK

Many people work or visit Low Market on a daily basis. Most are nothing more than ordinary folk going about their business. Others are more notable; such folk include:

- **Asta Ojanen** (N female human thief 2) ostensibly sells weak wine to thirsty shoppers from the handcart she trundles through the crowds. She doesn't ply her thievish skills in the market—it's hard to make a quick getaway with a wheelbarrow. Instead, she deals in rumours, and for an extra silver, can tell of minor events of local import. For gold, she might be able to relate other, more interesting, whispers.
- **Jegor Vihas** (LN middle-aged male human fighter 3) holds the title Warden of the Market. Some derisively call him "Stall Guard" (behind his back); others say he is "stall-ward" in his duty. No matter, Jegor works hard to keep the market free of thieves and pick pockets. Unfortunately, there are far more thieves, cutpurses and beggars than his guards can deal with. Consequently, he looks tired and a little bit hopeless. His greying, drooping handlebar moustache completes the sorrowful picture.

OTHER FOLK AT THE MARKET

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

7. **Riku Eerola** (LN male human) just purchased a rug for his home, but stupidly neglected to get the merchant to include delivery in the price. Thus, now dangerously low on funds, he is forced to lug it home on his own. The rug is long and unwieldy; his passage through the crowds heralds a chorus of shouting and swearing. Riku is angry—both with himself and the merchant who sold him the rug. He's desperate for help, but can't pay anything. He can, however, introduce anyone helping him to his sister, Armi (NG female human wizard 3), a skilled, but minor, wizard.
8. **Jegor Lempo** (CN male human fighter 1) stomps through the market in a foul mood. He's just had a cracking argument with his sister, and needs to vent his anger. The bald burly warrior barges through the party and snarls at any challenging him.
9. **Salme Keiho** (N young female human) wears dirty, ragged clothes and a wide smile. Employed by merchants and stallholders to entice prospective customers to their booths, this blond-haired teenager latches onto the party. Jabbering away incessantly, she tries to steer them to one of the stalls she is "representing".
10. **Hilppa Vihas** (N male human thief 2) wanders the market in search of easy marks. Although adventurers rarely fit that bill, Hilppa is desperate for money and might make an attempt on a distracted character. This cord-thin man is surprisingly swift, and adept at quickly changing his appearance.
11. **Aamu Tuntia** (NE female human) recently converted to Braal's worship and has been despatched to the market to find a vulnerable person for bloody sacrifice. She is determined to pass this test, but is incredibly nervous. Perceptive characters might spot the tubby, well-dressed woman's nervous energy and wonder what is afoot—particularly if they spot her luring a beggar into an alley.
12. **Tuuli Arpia** (LG female human paladin 1) wanders the marketplace in a daze. She has never been in a city before and is somewhat overwhelmed by the sights and sounds. Embarrassed at her nativity she deals brusquely with those striking up conversation. Tuuli is in search of a suitable adventuring band to join, and desperately wants to become a hero of the people—so her overbearing mother finally respects her life choice to serve Darlen.

IN YOUR CAMPAIGN

Low Market is location L2 on the City of Languard map, but is easily added to almost any fantasy town or city. Low Market is best suited to the common part of town—here can be found many of the staples and necessities of life. The market is a good place for the party to find commonly available things, hunt down a commoner or hear a juicy rumour (or two).

FOR SALE

All manner of mundane goods are for sale in Low Market. Use this table to determine what a stall sells:

D20 STALL SELLS	D20 STALL SELLS
1 Bric-a-brac	11 Honey and cakes
2 Fruit and vegetables	12 Belts, boots & shoes
3 Bread	13 Jewellery
4 Ale and beer	14 Furniture, woodwork
5 Clothes, mundane	15 Simple weapons
6 Clothes, fancy	16 Pets
7 Iron ware goods	17 Fish
8 Small livestock	18 Meat
9 Simple toys	19 Fortune telling
10 Candles	20 Bric-a-Brac

NOTABLE THINGS FOR SALE

Adventurers sometimes discover notable items among the mundanity and dross of Low Market's offering. Roll on the list below, to determine what notable items are for sale:

1. **Dirty Cloak (1 gp):** This dirty scarlet cloak has a frayed hem. It once belonged to a wizard, and has a secret pocket containing his diary.
2. **Bronze Armband (1 gp):** Dented and wreathed in verdigris this old armband depicts the waves breaking on the coast. The carving depicts a stretch of nearby coast and comprises a map to an ancient warrior's hidden burial crypt.
3. **Fire-Damaged Rug (2 gp):** Emblazoned with a stylised map of Ashlar, this rug is large and heavy. The part of the rug-map depicting the Forest of Gray Spires is scorched and burnt.
4. **Golden Figurine (10 gp):** Covered in fading yellow and red paint this small golden figurine is badly damaged—a deep crack cuts down along the lion's back. This was once a *figurine of wondrous power*; perhaps it could be repaired.
5. **Broken Pipe (3 gp):** Optimistically priced, this broken ivory pipe has beautiful, disturbing engravings of hideous, deformed humans running joyfully into the sea.
6. **Dried Wolfsbane (1 sp):** Sold as part of a bunch of wild flowers this sprig of wolfsbane has been expertly dried.

RUNNING THIS EVENTURE

A Day Out at Low 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 Low Market as long as you keep track of what results the characters have already experienced).

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. Rikh Eerola ("Other Folk" #1) bumps into the party, and knocks one of the characters over. He apologises, and hints he'd like help with his burden.
2. A small watch patrol push through the throng. A small boy throws a rotten cabbage at the patrol before darting off. The urchin runs straight toward the party; the watchmen shout at the party to "grab the little beggar"
3. Asta Ojanen (see "Notable Folk") approaches the party ostensibly to offer them drinks. After a few minutes of chatting, she hints she knows things the characters might want to hear. For 1 sp, she relates two rumours from "Whispers & Rumours".
4. A wandering pedlar pushes a handcart through the crowd. At sight of the characters she puts down her cart directly in the party's path and invites them to browse her wares.
5. A beguiling item catches a character's eye. Roll on "Notable Things for Sale" to determine what they have spotted.
6. A watch patrol are curious about the party, and stop them for a friendly chat. If the party act evasively or aggressively, the patrol keep an eye on them while they are in the market.

WHISPERS & RUMOURS

Many rumours, half-truths and outright lies circulate through Low 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. Sometimes, lucky adventurers find treasure among the bric-a-brac for sale at the market. Some even find items the stall holders don't realise are magic.
2. Pickpockets work in the market—keep your coin purse close and your wits about you. Some cutpurses deliberately fail to pick your pocket in an attempt to lure naive marks into a nearby alley for a more comprehensive mugging.
3. It's widely known that many of the things for sale on the bric-a-brac stalls are stolen. Few customers care or ask any questions—and that's just how the stallholders like it.
4. All stalls are meant to close at dusk; in practise this is far from reality. Customers with more nefarious needs return to Low Market at night when a whole new set of vendors emerges from the shadows to ply their illicit trades.
5. The next execution day will feature a particular treat—the notorious murderer, serial escaper and bandit Kildak the Vile will be sawn in half along with his surviving compatriots.
6. Lights once again flicker in the old Alanen manor amid the ruins of the cursed ruins of Greystone. Rumours speak of renewed interest in the manor among adventurers, at least one band missing in the ruin and of other expeditions being planned for imminent departure—as soon as the weather and tides are favourable.

DINING AT THE EMERALD MEDUSA

The Emerald Medusa is location H12 on the City of Languard map.

Once a large multi-decked sailing ship, the Emerald Medusa is a popular eatery and feasthall permanently moored in Languard famed both for its food and “enchanted” evening dances. The vessel is named—unsurprisingly—for its intricately sculpted medusa figurehead which now stands prominently on deck. The medusa holds intricately carved—magical—lens amid its beautifully wrought, breathtakingly realistic writhing snake-hair.

A place for nobles to meet the Emerald Medusa is the perfect place to discuss adventures or plot intrigue. Moored close to the docks it has several ornate gangplanks leading up to the main deck. Here, small bands of musicians play beautiful music under wide canvas canopies.

The medusa figurehead is positioned so its enchanted glass lenses watch over the dancing crowds below and periodically emit beams of twinkling light to which dancers must freeze when they are touched. As the night goes on more and more lights are emitted making the dance around the pretend statues harder and harder. The last person dancing at midnight wins access to the Captain’s Table—a private dining room much in demand among Languard’s elite.

Below Decks: Here the choicest tables offer a view of the river and bay through finely made portholes. Larger tables set into the main hold provide space for large groups to dine.

NIGHTLY ENTERTAINMENTS

The Emerald Medusa is a favourite among nobles. Many adventurers are invited by nobles who show off their wealth and social superiority. It is customary for the person inviting others to pay for the meals. The expensive food and wine offering caters to the desires of the upper class and wealthy adventurers:

- **Evening Entertainment (30 gp):** Includes sumptuous food, fine wines and dancing.
- **The Elven Experience (30 gp):** Includes a selection of elven wines and sweetmeats.
- **Light Meal on Deck (10 gp):** Includes complimentary wine of a standard vintage; most nobles and merchants wouldn’t be seen dead enjoying this option.

Each night, a presentation of beautifully crafted food is made at the eighth bell. Examples of the food on offer include:

- Lobsters served on red cabbage and roasted seaweed.
- Finest peppered beef served on a bed on parsnips drizzled with chestnut sauce.
- Swordfish baked in rock-salt.
- Venison served in an exotic plum sauce.
- Spiced wyvern steaks imported from a far-off land and served with mint, peas and potatoes. (This is rarely available and doubles the cost of a meal).

NOTABLE FOLK

Many people work or visit the Emerald Medusa on a daily basis. Most are nothing more than ordinary folk; others are more notable; such folk include:

- **Mira Rantanen** (NG middle-aged female human wizard 3) owns the Emerald Medusa. She is popular among Languard’s elite, who vie with each other to win her favour. She is friendly, but a shrewd judge of character.

OTHER VISITORS

When the characters arrive, they won’t be the only visitors present at the Emerald Medusa. Roll as many times as desired on this list to determine who else is present:

1. **Jyrki Kuura** (LN middle-aged male human) believes in the intrinsic superiority of the nobility and believes good breeding separates him and his friends from Languard’s unwashed. Jyrki is a snob who looks down his nose at anyone who has to work for a living.
2. **Eleonora Kekko** (N middle-aged female human thief 7) fidgets and seems out of place to all but the dimmest observer. Dressed in fine silks, she is clearly uncomfortable. Eleonora is (secretly) one of Languard’s foremost burglars and is here to hand over her latest commission to a wealthy merchant client who desired the recovery of a thoughtlessly given love token to another merchant’s wife.
3. **Samuli Alanen** (N middle-aged male human) maintains he is the heir to the Alanen’s noble lineage and as such is entitled to claim the ruined village of Greystone as his own. Thus far, he has failed to provide any actual evidence to support his claim, and is looking for adventurers to explore the ruins—and in particular the Alanen’s abandoned manor house—to secure such proof.
4. **Antero Minudain** (LN middle-aged male human) mourns the death of his son—Toliyrath Minudain—who died amid the ruins of Greystone. Toliyrath was an adventuring wizard who fell prey to a crystal ooze. Antero and his guests are drinking heavily, and a maudlin atmosphere hangs over their table. Antero is a wealthy merchant and owns the Minudain Rope Emporium.

RUNNING THIS EVENTURE

The Emerald Medusa is the perfect place for the characters to meet an important and wealthy patron. They may already know the person in question or may receive an invitation “out of the blue” to dine at the floating eatery.

Alternatively, the restaurant is one of the places to be seen in Languard’s high society, and wealthy adventurers may dine there to show off. The eatery’s high prices keep the riffraff away—and its patrons like it that way. Brawls and the like are rare at the Emerald Medusa, but that doesn’t mean the place isn’t a good locale for spying and other skulduggery.

5. **Niilo Majatalonisäntä** (NE male dwarf fighter 3/thief 2) owns the Dragonheart Tavern (location H9 on the City of Languard map) and is here to try out the competition. He is always on the lookout for adventurers keen to supply him with exotic meats; if the characters seem like such folk, he approaches them to gauge their interest.
6. **Laus Äiniö** (N male human thief 1) works for the Shadow Masks while also working as a server on the Emerald Medusa. Stick thin, and with an agile mind, he keeps his eyes and ears open for interesting tidbits of information, while serving Languard's elite. Perceptive characters may notice him lingering near their table.

WHAT'S GOING ON?

Use this list, to determine what is going on when the characters arrive. Remember, the characters' actions may render some of the entries moot.

1. **Tremendously Busy:** When the characters arrive, the Emerald Medusa is tremendously busy. Unless they have already booked, or are meeting a patron, they will not be able secure a table this night.
2. **Merely Busy:** The Emerald Medusa is busy, but it has a few tables left. The staff members greeting guests look the characters up and down and only admit those dressed appropriately—characters wearing armour, carrying large weapons or accompanied by strange creatures are (unsurprisingly) turned away.
3. **Angry Adventurers:** Three dirty, travel-stained adventurers—foolishly wearing armour and looking like they have come straight from the docks—have been denied admittance. Their leader is currently arguing loudly with Mira Rantanen (see "Notable Folk"). They clearly aren't going to get in.
4. **Tonight's a Ball:** Tonight the Emerald Medusa hosts a glittering masquerade ball; anyone who is anyone is here and the ship is packed. During the day, the ship is a hive of preparatory activity; after dark, lights, music and carefree laughter fill the night.
5. **Skulking Watcher:** A character notices two shady figures on the docks keeping an eye on the Emerald Medusa. The pair are beggars in the employ of the Shadow Masks (see "Whispers & Rumours" #5).
6. **Arguing Guests:** Two guests argue over a trivial matter. Perhaps they have both ordered the last bottle of a particular vintage or are business rivals each looking for an excuse to belittle or socially humiliate the other.

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. **Desperate Patron:** A rich merchant dining at the Emerald Medusa has a problem and needs a band of trustworthy adventurers. The merchant sees the party and invites them to

sit, eat and hear a proposition. (This could serve as the hook to the party's next adventure).

2. **Help Wanted:** Mira Rantanen needs guards to keep the riffraff away from an upcoming special event. She asks the characters to help out. The job is mainly ceremonial—Mira isn't expecting any real trouble—but her guests feel safer knowing guards protect the event's exclusivity.
3. **No Tables to be Had:** The Emerald Medusa is packed and there are no tables to be had; this hook could be combined with #1 above.
4. **Stop, Thief:** As the party approaches the Emerald Medusa, cries of, "Stop, thief!" come from the top deck. Moments later a scrawny boy wearing a page's uniform sprints towards and passed the characters. If the characters apprehend the thief, they make a good impression with Mira Rantanen and the crime's victim.
5. **The Cowled Lady:** A lady dressed in a fine scarlet ball gown, and wearing a cowled red cape, approaches the Emerald Medusa. The woman—Stiina Hirvi (NG female human) is a courtesan come to meet her client. Two beggars accost her, trying to get some easy coin. If the characters rescue her, she might have some juicy gossip for them.
6. **Drifting Rowboat:** A perceptive character spots a seemingly empty rowboat drifting slowly toward the Emerald Medusa. The rowboat might indeed be abandoned or could be the platform from which an assassin plans to board the ship to carry out their latest job.

WHISPERS & RUMOURS

Characters chatting with folk at the Emerald Medusa may learn some or all of the rumours (which may or may not be true) below:

1. The Emerald Medusa's figurehead isn't a mere magical curiosity: it holds a medusa's bound soul! If the wards holding the creature's soul in check fail it could petrify everyone dancing or dining on deck!
2. The Emerald Medusa is many nobles' favourite place to be seen. If you crave a rich and powerful patron, the Emerald Medusa is the place to go. Niilo Majatalonisäntä (owner of the Dragonheart Tavern; see "Other Visitors" #5) is Mira Rantanen's bitter rival.
3. Mira Rantanen, owner of the Emerald Medusa, is always on the look out for strange or exotic wines, spirits and foods. Mira offers gold, or sometimes even a complimentary evening table, for such supplies.
4. The Emerald Medusa is a front for a smuggling operation; Mira Rantanen has friends in many high places and this renders her virtually immune to investigation or incarceration.
5. Agents of the Shadow Masks work at, and keep an eye on, the Emerald Medusa; after all, what better way to know which rich person's house is empty and safe to burgle?
6. The food is so good at the Emerald Medusa most people assume magic is involved in its creation.

DRINKING AT THE BLOODY EAGLE

A ship's figurehead—a rampant eagle with wings outstretched—looms over this tavern's door, casting its shadow into the muddy street. Flecked with peeling, weather-worn paint the once-proud eagle has seen better days. In many ways, it reflects the faded fortunes of the Bloody Eagle's owner, Fruen the Unlucky (CN female half-orc fighter 2/thief 3).

Once a wealthy merchant widely suspected of being a smuggler, Fruen has fallen on hard times. Both her ships lie wrecked beneath Hard Bay's storm-tossed waves, and she is all but bankrupt. All that remains of her fortune is the figurehead that gives the establishment its name and the tavern itself (which she purchased with the last of her dwindling wealth).

In truth, Fruen is not as poor as she makes out. Her business had become deeply in debt to the Shadow Masks. Hiding her wealth on an isolated island far out in Hard Bay she wrecked her vessels and hoped the Shadow Masks would forget about her. Sadly, they did not and now force her to run the Bloody Eagle—one of their many fronts in the Shambles—to pay off her debt.

THE OFFERING

The Bloody Eagle's provender is basic and low quality:

- **Drink:** Ale 4 cp, weak ale 2 cp, wine (pitcher) 2 sp.
- **Food:** Grilled fish or fish stew 3 sp, yesterday's fish stew 1 sp.

NOTABLE FOLK

All the Bloody Eagle's staff are in the Shadow Masks' pay.

- **Fruen the Unlucky** (CN female half-orc fighter 2/thief 3) projects a dejected figure to the world. She still wears faded finery, and was once wealthy. Fruen was a child of the streets and has many friends among the seedy clientele frequenting the Bloody Eagle. She dreams of the time when her service with the Shadow Masks is complete, and she can (secretly) reclaim her lost treasures. Fruen is dark-haired, muscular and prone to taking out her frustrations on new customers.
- **Indyere Shortstep** (NE male halfling thief 2) desperately wants to become a Shadow Mask enforcer and be feared throughout the underworld. He is mean, vicious and moody. Forced to work here, his plan is not going well, and he is frustrated. He thinks adventurers are idiots for going anywhere near Gloamhold and steals from them whenever possible. He's also not above a little bit of "light murder" if he can get away with it.

IN YOUR CAMPAIGN

The Bloody Eagle is location S2 on the City of Languard map, but is easily added to almost any fantasy town or city. The Bloody Eagle is best located in a slum or other rundown district into which the rule of law does not often extend.

PATRONS

The characters are not the only folk in the Bloody Eagle. Many of the tavern's regulars are members of, or affiliated with, the Shadow Masks. Use this list, to determine who the characters meet while drinking at the Bloody Eagle:

1. **Cyanae Kaniateir** (NE male elf thief 2/wizard 1) plays on people's preconceived notions that elves are good folk. Handsome, charming and skilled at deceit he is an accomplished conman willing and able to take new customers "under his protection". Not everyone survives his protection. He dresses well and enjoys the finer things in life.
2. **Neega** (NE half-orc female fighter 1) doesn't understand or practise subtlety or tact; she prefers solving problems with her fists or trusty dagger. A bruiser and a drunkard, Neega is coarse, crude and a bully. Sometimes she serves as the tavern's bouncer. She crops her greasy black hair short and wears dirty leathers which show off her impressive physique.
3. **Usko "the Sly"** (NE male human thief 1) believes he is a genius and has given himself "the Sly" an epithet. Sadly, for Usko while he is clever he is not as clever as he thinks he is. For Usko, nothing is ever his fault, and he has a reputation as a whinging whiner among the other patrons.
4. **Varma Vuolle** (CE female human thief 3) revels in anonymity. She is a cunning and clever burglar who makes elaborate plans and carries out extensive reconnaissance before undertaking a job. Her thorough preparations makes her a formidable thief. Varma always has an eye to how Varma profits; those working with her have a short life expectancy.
5. **Kaisu Ikitiera** (N middle-aged female human thief 6) works on behalf of several different thieves and can procure most things given enough time and a big enough budget. She is skilled and discrete. Retired from active thievery, Kaisu enjoys an easy life living off commissions. Few people are as well connected as Kaisu, in Languard's underworld.
6. **Erkki Arpia** (N middle-aged male human fighter 2) works as an informant for the city watch, and is terrified he will be discovered. (See Opportunities and Complications #5 and #6 for more about Erkki). Consumed with nervous energy, Erkki is stick-thin and is always in motion. An alcoholic, he is often in the taproom; most of the regulars discount him as a harmless simpleton and drunkard.

RUNNING THIS EVENTURE

Drinking at the Bloody Eagle can be nothing more than an interlude between adventures. However, if the characters seek a certain recently stolen item or a contact with the Shadow Masks, the Bloody Eagle is the perfect place to visit.

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 the Bloody Eagle as long as you keep track of what results the characters have already experienced).

NOTABLE THINGS FOR SALE

Some stolen items are surreptitiously offered for sale in the Bloody Eagle's taproom. Luckily for morally flexible buyers, many sellers will haggle, if customers are reluctant to pay full price. Roll on the list below, to determine what notable items are for sale:

1. **Fine Clothes (10 gp):** This creased bundle of fine clothes is cut in the latest fashion, and the sort of thing a well-to-do merchant would wear. The clothes come with a free hemp sack and need a good wash.
2. **Fine Rapier (300 gp):** This perfectly balanced rapier is a nobleman's weapon. Observant characters note a crest or sigil has been scratched off the weapon's pommel.
3. **Secret Map (10 gp):** This hastily scrawled map purports to show several clandestine ways into the city. The map is wildly inaccurate and will likely result in the person using it getting incredibly frustrated or arrested.
4. **Young Parrot (25 gp):** Perched in a silver gilded cage this small parrot has a wide vocabulary and uses it voraciously to insult and upset all nearby. The seller tries to sweeten the deal by swearing the parrot is the progeny of Pluck—the fabled feathered companion of Vilimzair Aralivar the well known legendary pirate captain and bard without equal.
5. **Ring of Protection +1 (10,000 gp):** Arcane symbols of protection decorate the outer band of this thick gold ring. Tiny flecks of diamond and ruby decorate the ring which is of dwarven artifice.
6. **Manor House Deeds (1,000 gp):** This ancient scroll is the (genuine) deed to a ruined manor house in the wild hills to the north of Dunstone. The manor house is beyond Ashlar's claimed bounds and close to the hereditary hunting grounds of several savage bands of orcs. Clearing the manor, fortifying it and dwelling therein could spawn a whole series of adventures for a stout band of heroes.

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. The watch rarely—if ever—come to the Bloody Eagle, but sometimes they send spies and informants to watch over events therein. Once such fellow—Erkki Arpia ("Patrons" #6; N middle-aged male fighter 2)—takes an interest in the characters. He watches the party while they are in the tavern and follows them when they leave. Depending on their subsequent actions, the party could become persons of interest to the watch.
2. As #1 above, but Erkki realises his cover has been blown and that the Shadow Masks are onto him. In desperation, he latches on to the characters and tries to use them as cover to escape the Shambles. Consequently, the characters may be accosted by group of thugs as they leave the Bloody Eagle.
3. A dim-witted thief, Ilja Mieho (CN male human thief 2), mistakes one of the characters for his contact. Ilja has

something to sell (roll on "Notable Things for Sale" to determine what he has). He sits down with the party, plunks the item on the table and demands payment in full. Minutes later, his actual contact enters the taproom...

4. Two thieves fall to loudly arguing over the proceeds from their last score. Quickly, things get out of hand and a brawl ensues. This could be a genuine argument or might be a distraction for a murder, abduction or theft. The characters could even be the target.
5. Fruen is in a foul mood—her legendary bad luck has struck again and a cask of ale has soured. She is looking for any opportunity to take it out on someone; to her, the characters fit the bill perfectly.
6. A drunk merchant, Antero Kaivas (NG middle-aged male human fighter 2), new in Languard has made a horrible mistake and wandered into the wrong part of the city. He might be drunk, but he is not an idiot. He knows, he'll likely need help to escape the Shambles with his purse (and life). He recognises the characters as adventurers and approaches them for help; he could be a useful contact as he is master of his own caravel—*Wavedancer*.

WHISPERS & RUMOURS

Many rumours, half-truths and outright lies circulate through the Bloody Eagle's taproom. (Some or all of the rumours below may be false, as you decide.) Characters chatting with folk may learn some or all of the rumours below:

1. Fruen isn't as poor as she makes out. She's got gold hidden somewhere. Many people have looked for it, but no one has yet found it.
2. There is much for sale at the Bloody Eagle for those with coin, and the right attitude. Almost anything can be procured for the right price including things deemed illegal by the duke and his servants. Kaisu Ikitiera (see Patrons #5 for more details) is the person to see.
3. The Shadow Masks might control Languard's underworld, but even they won't venture into the Wrecks. There, the odious and duplicitous takolen rule supreme.
4. The wizard Sohvi Ilma (NE female human wizard 5) recently returned from an expedition into Gloamhold. All her friends died there, but she brought back several curiously wrought golden torcs; the lone adventurer's treasure should be easy pickings for someone.
5. The tavern's eagle figurehead is cursed. Since she purchased it, Fruen has experienced nothing but grief and bad luck. She's tried to sell the figurehead several times, but it always reappears above the tavern's door the next morning. Some of the patrons snigger at her bad luck, behind her back.
6. The clergy at the Great Forge (the centre of Abarin's faith in Ashlar) recently took possession of a stoutly locked chest said to contain a small supply of fabulously rare and valuable star metal—perhaps mithral or even adamantine. It would be a brave thief indeed who dared to steal it.

DRINKING AT THE DRUNKEN SAILOR

A rowdy dockside tavern, the Drunken Sailor is a favoured sailors' drinking den. The crowd here ebbs and flows with the tides' ebb and flow and, surprisingly, violence and brawls are rare. The offering is basic, but cheap—just how the clientele likes it. Run by the balding, bombastic half-elf Arlamen Evdrear (N middle-aged male half-elf fighter 3) the Drunken Sailor is the place to meet sailors, fisherfolk and the like.

FOR SALE

The offering at the Drunken Sailor is basic, but good value:

- **Drink:** Flagon of ale (8 cp), flagon of watery wine (2 sp).
- **Food:** Fish stew (2 sp), crusty fish pie (2 sp).

The Drunken Sailor has no bedchambers for hire, but regulars sometimes spend the night comatose on the common room floor.

NOTABLE FOLK

- **Arlamen Evdrear** (N middle-aged male half-elf fighter 3) runs the Drunken Sailor. Well-known and respected, Arlamen is one of the best connected folk in the Fishshambles. A retired adventurer, he has a soft-spot for those following in his footsteps. He is fond of bardic tales of high adventure—and in particular tales of the legendary pirate bard Vilimzair Aralivar.
- **Lamahs Evdrear** (N female half-elf fighter 1) works alongside her father. Perpetually leather-clad, raven-haired Lamahs is as at home behind the bar as she is afloat. She craves adventure, and to follow in her father's footsteps—something he does not wish on her. She may try to join a band of adventurers visiting the tavern, if they seem "nice".
- **Ilmatar Joutsu** (CN middle-aged female) loves working at the Drunken Sailor. Since her husband was lost at sea, the work here gives her life purpose, a (pitiful) income and a family of sorts. Her animated cackle often rises above the common room's hubbub. She is well known and popular among the regulars. Lamahs sees her as a surrogate mother.

FISHERFOLK & SAILORS FOR HIRE

One of the first problems adventurers face when trying to explore Gloamhold is Hard Bay's turbulent waters. Characters with the requisite skills and coin could purchase their own vessel. Most,

IN YOUR CAMPAIGN

The Drunken Sailor is location F2 on the City of Languard map, but is easily added to almost any fantasy town or city. The Drunken Sailor is best suited to a common waterside quarter—it is not somewhere the great or the good congregate.

The Drunken Sailor is a good place to meet brave fisherfolk willing to sail across the bay to Gloamhold and the cursed village of Greystone.

however, seek one of Fishshambles' many sailors to convey them thither. Sailors are in the main superstitious folk and fear Gloamhold and its terrors. However, those with enough coin (1 gp a day) can secure the services of a sailor brave enough to dare the journey. For extra coin, their hireling may even return at an appointed time to collect their charges.

Fisherfolk willing to dare a trip across Hard Bay include:

1. **Aaro Korpela** (NG old male human) often exaggerates his own skills and prowess, which has resulted in a couple of situations he survived through luck alone. Aaro is a skilled sailor, but is lost in dreams of his youth.
2. **Taneli Leino** (LN male human) has a large family and is desperate for extra coin to feed his growing brood. He takes no unnecessary risks.
3. **Usko Rintala** (N middle-aged male human) has sailed Hard Bay's waters for decades and knows them well. He can spend hours just staring at the water; recently, he has begun to believe the ocean is whispering secrets to him.
4. **Laina Eronen** (NG female human fighter 1) once served in the Nenonen's household guard to pay off a family debt to the crown. Once the debt was paid she returned to her first love—the sea. She is a skilled sailor and an enthusiastic brawler. Laina has a reputation as a reliable hire and, consequently, charges double the normal rate.

OTHER FOLK IN THE COMMON ROOM

Many folk visit the Drunken Sailor; some are fisherfolk while others are adventurers and the like. Sometimes, heavily disguised thieves—or their agents—and other ne'er-do-wells come here to learn which adventurers might be worth robbing in the near future.

1. **Mikael Vesi** (NE middle-aged male human thief 4) owns a fishing boat, but is a fisherman in name only. Instead, Mikael often works at night bringing in illicit cargo to his contacts in the Shadow Masks. Adventurers hiring him to convey them to Gloamhold may find themselves deposited on an isolated wharf and surrounded by thieves, on their return.
2. **Esko Ilmarinen** (LG male human fighter 3) secretly works for the Order of the Watch Eternal to keep an eye on adventurers making the trip across the water to Gloamhold. If Esko hears the party are keen to make such a journey, he seeks them out to offer his services. Perceptive characters may realise the

RUNNING THIS EVENTURE

Drinking at the Drunken Sailor can be nothing more than an interlude between adventures, the venue for the adventurers to meet a rival band or even the unlikely place to meet a patron for a mini-adventure and the like. 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 the Drunken Sailor as long as you keep track of what results the characters have already experienced).

burly, bald man is overly keen to help them and may suspect him of having a sinister motive.

3. **Kaija Viti** (CN female human thief 2) wants to join an adventuring party, but is a bit of a drama queen. She is scatty and forgetful but incredibly fit. She loves to run and can disappear for hours at a time as she runs about the city.
4. **Maalin Vartia** (NG female human ranger 2) loves sailing and the sea. She doesn't have her own boat, but willingly signs up with another adventuring party as a guard. She's won't enter Gloamhold or explore Greystone's ruins but is more than happy to guard the characters' sailing boat, camp or the like. She is honest, dependable and a skilled archer.

WHAT'S GOING ON?

Use this list, to determine what is going on when the characters arrive. Remember, the characters' actions may render some of the entries moot. Roll once, on this table.

1. The common room is packed when the characters arrive; the fisherfolk have finished work for the day and are here quenching their thirsts. If the characters seek news they easily learn 1d4 rumours from "Whispers & Rumours".
2. Arlamen Evdrear has been talked into regaling the common room with a favourite story taken from Vilimzair Aralivar's amazing life. He stands atop the bar—in full flow—as many of the customer listen in rapt amazement to the legendary bard's heroism.
3. The customers are morose. One of their number has disappeared at sea and has suffered a fate unknown. The sailor—Juhani Lemmäs—hasn't been see for a week and is assumed dead.
4. The customers are happy—the catch has been fantastic over the last few days, and many of the fisherfolk are drinking a good proportion of their good fortune. Arlamen is—unsurprisingly—delighted by his good fortune and has engaged a bard to keep his customers happy. The bard knows many sea shanties and is leading the customers in an epic singalong when the characters arrive.
5. Arlamen is taking in a beer delivery and has no time to talk; his daughter, Lamahs, is behind the bar and cheerfully serves the characters.
6. The crew of two rival fishing boats are arguing over who gets the best table near the fire. The argument is a symptom of the two crews' long-running rivalry; without intervention, a brawl will result.

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. Taneli Leino (#2 on "Fisherfolk & Sailors for Hire") is desperate for money and offers the party his services as soon as he realises they are adventurers.

2. Lamahs approaches the party, to find out more about them and their plans. Arlamen notices his daughter's interest in the party and, in turn, takes an interest in the characters. Depending on how they deal with his daughter, this could be a good or bad thing for the party.
3. Another adventuring party is in the common room looking for someone to carry themselves across Hard Bay. The group—the Deadly Blades—is led by Gillon Nalmek (LN male dwarf fighter 4). The group is flush with gold and doubles any offer the party makes to a fisherfolk. An argument could ensue.
4. Many of the Drunken Sailor's regulars think the weather is about to change for the worse, and that a big storm is on the way. None are willing to sail to Gloamhold until the bad weather has passed. (Of course, if the characters offer enough gold they might find someone desperate enough to accept their offer.)
5. The elderly fisherman, Juho Vaania, is too old to work at sea now and is selling his boat, the *Kaija*. The boat is sturdy and in good repair; Juho wants 75 gp for her.
6. The Drunken Sailor has a new cook, who is not good at his job. In fact, the cook is so bad he undercooks the fish stew, and a rash of food poisoning results. If the characters eat the fish stew during their visit, they might also fall sick.

WHISPERS & RUMOURS

Many rumours, half-truths and outright lies circulate among the Drunken Sailor's patrons. (Some or all of the rumours below may be false, as you decide.) Characters chatting with other folk in the tavern may learn some or all of the rumours below:

1. Several regulars at the Drunken Sailor are normally willing to sail adventurers across Hard Bay to Gloamhold in return for gold. (Provide the characters with 1d4 names from "Fisherfolk & Sailors for Hire").
2. Greystone's tumbled ruins are cursed. Something horrible lurks in the village's seaweed-infested harbour; no right minded fisherfolk docks there.
3. Aaro Korpela (#1 on "Fisherfolk & Sailors for Hire") is not as good a sailor as he says he is—several times only luck has saved him—and his passengers—from a watery grave.
4. Laina Eronen (#4 on "Fisherfolk & Sailors for Hire") charges twice what her competition charges, but she's honest, brave and dependable.
5. An adventuring party has returned from Greystone with stories of a flooded cave network beneath the village. Unfortunately, one of the party was slain while the adventurers explored the caves, which—apparently—feature some kind of hidden ancient temple and a strange witch who has powers over the fecund seaweed growing within.
6. A terrible sickness is spreading among the poorest folk of the Shambles and Fishshambles. First the afflicted suffer sweats and have clammy hands; then their skin takes on a scaly appearance and they have trouble breathing. Eventually, many sufferers die.

DRINKING AT THE LAST CHANCE

In sight of the corpses swinging from Traitor's Gate crouches a tavern with a deep, shadowy porch furnished with scarred tables and a sign bearing a grinning skull with a die between its teeth. The owner is Jyry, a thrifty businessman who cultivates the tavern's grim atmosphere. He starts macabre wagers about executions, discusses bounties with his regulars and supplies human knucklebones for games of chance.

The interior is a single-room floor lit only with flickering candles and the hearth fire behind the bar. Patrons cluster around these points of light, forming insular groups that laugh at private jokes and make bets as the staff offer odds on all aspects of upcoming executions and punishments. No one sits at the bar at the tavern's far end as its counter is reserved for food preparation. Behind the bar, a hatch leads to the basement, where Jyry stores food, racks his alcohol and has his personal room.

FOR SALE

The offering at the Last Chance is basic, but wholesome:

- **Drink:** Fermented milk (flagon) 6 cp, mead (flagon) 1 sp.
- **Food:** Cabbage rolls with mashed turnips 1 sp, blood dumpling soup with fried mushrooms 3 sp.

NOTABLE FOLK

Bounty hunters and off-duty watchmen are common among the patrons, making the Last Chance a surprisingly honest (and safe) place to drink. Many of the tavern's patrons are habitual armed, and have no hesitation in using their weapons and martial skills to defend themselves or the tavern's staff.

- **Impi Jyrentytär** (N female half-elf thief 1) works as the Last Chance's gloomy barmaid. She dresses all in black and entertains customers with her dry wit. A former street urchin who got her job out of pity, she has a good eye for trouble and a steady work ethic.
- **Jyry Mustonen** (N middle-aged male human) has a knack for business and has used his middling skill as a brewer to earn enough money to buy the Last Chance. He still brews beer but focuses more on management these days.
- **Ruska Isotalo** (LN female human ranger 4) loves her work as a bounty hunter and laughs loud at her own grim jokes. Bald, toweringly tall and covered in tattoos, Ruska is infamous for her brutal methods that toe the line of the law. The Last Chance is her second home, and her tendency to help its staff and buy rounds has earned her much goodwill.

IN YOUR CAMPAIGN

The Last Chance tavern is location L10 on the City of Languard map, but is easily added to almost any fantasy town or city. The Last Chance is best suited to a common quarter—it is not somewhere the great or the good congregate.

OTHER FOLK IN THE COMMON ROOM

Many folk visit the Last Chance; some are bounty hunters, others are off-duty members of the watch. Sometimes, heavily disguised thieves—or their agents—and other ne'er-do-wells also come here for a vicarious thrill or to remove their Wanted posters from the tavern's notice wall.

1. **Krister Miemo** (N male human fighter 2) nurses a drink, and appears generally miserable. Krister is a watchman, and his best friend was recently killed while chasing a thief. He is distraught, angry and ready to lash out.
2. **Elisa Ora** (LN female human fighter 2/thief 1) dreams of becoming a feared bounty hunter like her mother. She readily takes stupid risks and is looking for a new partner as her last one gave up the life after one too many close calls.
3. **Pieti Uljas** (LN middle-aged male human fighter 2) likes to drink, and prefers when someone else pays. Short on coin, the watchman accosts the characters and makes unsubtle comments about his thirst. Pieti could make a useful contact on the city watch, if handled correctly.
4. **Liekko Tuntia** (CN female half-elf thief 3) has come to the Last Chance to study those who would hunt her for gold. She is heavily disguised as a human courtesan, but perceptive characters notice she turns down several offers of work. Liekko is daring and making a reputation for herself among Languard's thieves. She is also highly skilled at disguises and always obscures her true appearance when working.
5. **Petteri Toivas** (LG male human paladin [Darlen] 3) appears tremendously out of place in the Last Chance. He is hunting a notorious criminal (roll on "Notable Wanted Posters" to determine who) and has come here to gather information. His white and gold cloak, fastidiously-maintained appearance and air of disapproval mark him as different to the tavern's normal clientele.
6. **Ulla Vasara** (NE female human wizard [necromancer] 7) lingers in the tavern trying to ascertain if the rumour labelling Jyry as a corpse robber (Whispers & Rumours #1) is true or not. Ulla seeks several "material components" for a ritual, and wonders if Jyry is the man to get them for her. She is also quite taken with Impi and her style and is plotting how to get the barmaid alone.

RUNNING THIS EVENTURE

Drinking at the Last Chance can be nothing more than an interlude between adventures, the venue for some rumour-finding or contact-meeting, or even serve as the hook into the characters' next adventure. You can either plan events ahead of schedule or just "wing" the whole mini-eventure using the tables herein to facilitate play. (These tables should be able to form the basis of repeated trips to the Last Chance as long as you keep track of what results the characters have already experienced).

Finally, *Drinking at the Last Chance* works well with the eventure *Day Out at the Executions*.

WHAT'S GOING ON?

While the characters are at the Last Chance, one or more things from the list below may occur.

1. **Quiet:** The common room is virtually empty; it is easy to find a seat or strike up conversation with the staff.
2. **Ruska's Buying:** Ruska is buying a round of drinks when the characters enter; she offers to buy the characters drinks and then sits with them for a while to get to know them.
3. **New Wanted Posters:** New Wanted posters have just been put up behind the bar, and a veritable scrum of bounty hunters are gathered around studying them.
4. **Busy:** The Last Chance is packed, and there are no free tables; it takes ages to get a drink but it's easier to hear rumours. Roll twice on "Opportunities & Complications".
5. **Poster Stolen:** The Last Chance is quiet. When no one is looking, a nondescript man nips behind the bars and rips down a poster before quickly leaving. (The man could be a bounty hunter intent on no one else capturing his prey or might be working for the person described on the poster).
6. **Insular Customers:** The regulars are more insular and taciturn than normal—a bounty hunter died last week trying to apprehend the notorious "Bandit Queen" Firean Maiethil. Many speculate her bounty will soon be raised again.

OPPORTUNITIES & COMPLICATIONS

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

1. **Impi's Bet:** Impi has wagered Jyry a criminal listed on one of the tavern's Wanted posters will feature at next month's execution day. To win her bet, she tries to talk the characters into hunting down the relevant criminal. Roll on "Notable Wanted Posters" to determine who is the subject of the bet.
2. **Resembles a Criminal:** A character resembles a wanted criminal, and several patrons notice the likeness; some regulars may try to collect the reward.
3. **Overheard Plan:** The characters overhear two drunk bounty hunters making a plan to capture a criminal (roll on "Notable Wanted Posters" to determine who). One of the two mentions the criminal's location and they decide to apprehend them first thing in the morning. If the characters act quickly, they could catch the criminal themselves, and claim the reward.
4. **Dragon and the Thief:** A marathon game of Dragon and the Thief is going on at a table near the bar. Any characters appearing obviously wealthy are invited to join the game.
5. **Arguing Bounty Hunters:** Two would-be bounty hunters are arguing over who has the "right" to pursue a certain criminal. The tavern's more experienced clientele watch the quickly escalating argument with bemused enjoyment.
6. **The Bloodstained Prince:** The halfling bard Dricolen Nimblefinger—usually the entertainment at the Scythe (location L3 on the City of Languard map)—sings the ballad of Crown Prince Ilasual Nenonen (the Bloodstained Prince) and his attempt almost 400 years ago to claim Ashlar's throne.

NOTABLE WANTED POSTERS

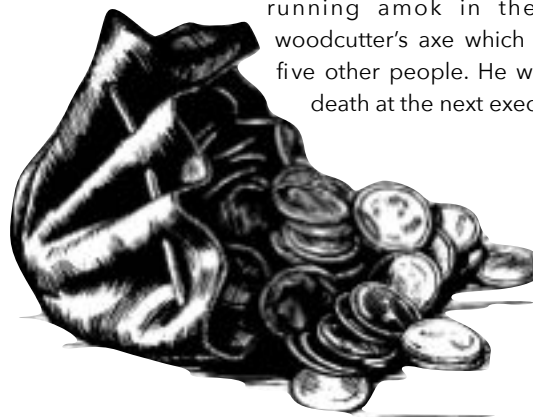
A gallimaufry of Wanted posters covers the wall behind the bar. Roll on this list as many times as desired, to determine which Wanted posters catch the characters' eyes.

1. **Aake Torio:** Lowlife scum wanted for the shockingly brutal, ritual-like murder of several prostitutes; 50 gp.
2. **Firean Maiethil:** The self-styled "Bandit Queen" is wanted in Dulwich for banditry, murder and worse; 600 gp.
3. **Veela Koira:** Bandit leader wanted for banditry and murder on the road between Languard and Coldwater; 200 gp.
4. **Hilppa Ilakka:** Smuggler and slaver in league with the pirates of Deksport; 100 gp.
5. **Tuuli Viti:** Witch in league with demonic forces; 300 gp.
6. **Laus Salme:** Wanted for murder during a barroom brawl; 20 gp (In fact, Laus is innocent, but knows the location of a singular mystical jewel which certain powerful folk covet.)

WHISPERS & RUMOURS

Many rumours, half-truths and outright lies circulate among the Last Chance's patrons. (Some or all of the rumours below may be false, as you decide.) Characters chatting with other folk in the tavern may learn some or all of the rumours below:

1. **Jyry the Corpse Robber:** While Jyry is a middlingly-good brewer and landlord the Last Chance is cover for his true profession—corpse robber and supplier to necromancers and other odious folk.
2. **Cheap Bounties:** The value of bounties has been falling for the last few years. Clearly, the duke is running out of coin or he thinks bounty hunters work out of the goodness of their own hearts!
3. **Too Good at Her Job:** Ruska is too good at her job. Some say she's a witch in disguise while others believe she has extensive contacts in the city's underworld.
4. **Jyry is Rich:** There is more to Jyry than meets the eye; he's undeniably skilled at making money and is a miser. He hides his coin hoard in the cellar.
5. **Stolen Body Parts:** Someone—or something—is stealing bits and pieces (and sometimes entire corpses) of the criminals executed at the monthly execution days.
6. **A Boiling:** Panu Vaito poisoned his entire family before running amok in the city with a woodcutter's axe which he used to kill five other people. He will be boiled to death at the next execution day.



SELLING LOOT AT ARLO'S STONES

Sullen, and consumed with jealousy and anger against anyone better off than himself, the jeweller Arlo Itkonen is a sycophant and frustrated social climber.

A fixture of Low City, his heavily fortified shop is often sought out by adventurers selling their low-value loot. Arlo's Stones has been broken into repeatedly over the years. Every new break-in spurs Arlo to invest in more and more security. He constantly complains of the cost of maintaining "his defences" and is perhaps one of the least trusting souls an adventurer is ever likely to encounter.

Arlo's Stones is on the ground floor of an old, narrow building overlooking Warrior's Way. He has a heavily protected salesroom, workshop and vault in the cellar. (Here also dwell his two gnomish workers). Arlo lives on the second floor; the third floor is empty and abandoned due to a roof that periodically leaks (and which Arlo cannot afford to repair).

FOR SALE

Arlo has many substandard cheap pieces of jewellery—the kind suitable for peasants and the like—for sale. He does not knowingly own any valuable items (but see "Notable Things for Sale").

- **Trash & Trinkets:** Most of Arlo's stock sells for between 1 gp and 3 gp. However, the canny merchant doesn't bother with price tags so he can modify the price of items according to the prospective purchaser's apparent wealth.

NOTABLE FOLK

Arlo employs two gnomish sisters—Leneal and Ural—to craft much of the tawdry jewellery he sells to Low City's denizens.

- **Arlo Itkonen** (LN old male human) suffers from delusions of grandeur and is angry at his lot in life. Arlo is a frustrated social climber, as "folk of quality" do not patronise his shop. He craves the attentions of Languard's great and good but instead must make do with adventurers selling their loot and poor folk difficult to separate from their scarce coins.
- **Leneal Owaen** (N female gnome thief 2) crafts jewellery and maintains the shop's locks and other defences. She is cheerful and loves city life—there is so much to see, do and "acquire". She doesn't steal from Arlo, though, as she knows it would anger Ural.
- **Ural Owaen** (N female gnome illusionist 2) loves Arlo, bafflingly. A skilled gemcutter and jeweller, she could easily

IN YOUR CAMPAIGN

Arlo's Stones is location L4 on the City of Languard map, but is easily added to almost any fantasy town or city. Arlo's Stones is best suited to a common quarter—it is not somewhere the great or the good congregate.

set up in business on her own. She can't be bothered with the nitty-gritty of running a business, though, and is content working with Arlo.

OTHER PATRONS

The characters might not be the only customers at Arlo's Stones. Use this list, to generate the details of Arlo's other patrons.

1. **Juuso Aikio** (N male human fighter 2) dreams of fame and glory won against the denizens of the Twilight City. Sadly, he is perpetually broke—he is a borderline alcoholic—and can never afford the best equipment. He is here selling a handful of silver rings and shoddy copper and brass armbands.
2. **Vilutar Vihavaino** (NE female half-elf thief 4) needs to get rid of some "hot" rings she recently took from a merchant's house while he entertained his mistress. The rings are boxy and ostentatious and worth 100 gp. She only wants 10 gp, and Arlo is suspicious.
3. **Paavo Ampuja** (LN male human fighter 2) searches for a family ring he lost during an ill-fated game of Dragon and the Thief. In truth, it is his wedding ring; luckily his wife has not yet noticed it missing. He has just spotted the ring on display, and tried to buy it but Arlo detected his desperation and tripled the asking price. Sadly, Paavo cannot afford the inflated price and is getting increasingly irritated as he knows it is not worth what Arlo is asking.
4. **Venla Lempinen** (LG female human fighter 2) suspects Arlo knowingly buys stolen goods from thugs, burglars and the like. Venla is a member of the city watch and so her attentions could prove uncomfortable for the jeweller. When the characters arrive, Venla is attempting (badly) to masquerade as a petty thief looking to off-load her loot. If the characters seem disreputable, she latches onto them.
5. **Esko Urho** (N young human male) desperately needs money for his mother who is at death's door, and is selling some of her jewellery in an attempt to get enough to pay a cleric to heal her. A lot rests on this boy's ten-year-old shoulders, and he is nearly in tears. His father is long dead, and he and his mother are now nearly destitute.
6. **Eerikki Laulaja** (CN middle-aged male human fighter 1) begs on the street nearby—which is where he found the gold ring he is now attempting to sell. Eerikki stinks, and clearly lives on the street.

RUNNING THIS EVENTURE

Selling Loot at Arlo's Stones can be nothing more than an interlude between adventures, the venue for the adventurers to meet a rival band or even the unlikely place to meet a patron for a mini-adventure and the like. You can either plan events ahead of schedule or just "wing" the whole mini-eventure using the tables herein to facilitate play. (These tables could form the basis of repeated trips to Arlo's Stones as long as you keep track of what results the characters have already experienced).

WHAT'S GOING ON?

Use this list, to determine what is going on when the characters arrive. Remember, the characters' actions may render some of the entries moot. Roll once on this table.

1. **Closed:** Arlo is out, and the shop is shut. If the characters bang loudly on the door Leneal eventually answers. She is happy to sell the characters anything from the shop's stock but tries to overcharge them so she can make a small profit for herself—after all, the characters can clearly afford it.
2. **Tactless Seller:** Aleksí Ehtaro (NG male human fighter 2)—a down on his luck adventurer—is here to sell a tarnished silver necklace. He doesn't like Arlo's offered price and tactlessly tries to sell the piece to the characters—in Arlo's shop! Arlo is deeply unimpressed.
3. **Leaking Roof:** It's raining heavily when the characters enter Arlo's Stones. Perceptive characters notice a sinister stain on the showroom's ceiling. Arlo's leaking roof is getting worse, and he is in a foul mood.
4. **Shouting:** As the characters are about to enter Arlo's Stones, they hear shouting from inside. (This is Arlo arguing with Leneal and Ural over a trivial matter, but the characters might read more into the situation).
5. **Sale On:** Arlo has got a sale on, to try and shift some excess stock. Thus, he is not particularly interested in increasing his stock; the characters must work extra hard to sell their loot.
6. **Arlo's Busy:** The characters are not the only ones trying to sell their unwanted loot. When they arrive, two other customers are trying to sell pieces to Arlo. Roll twice on "Other Patrons" to determine who else is here.

COMPLICATIONS & OPPORTUNITIES

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. **Arlo's Hungover:** When the characters arrive, Arlo is hungover and not in a good mood. If he realises the characters are not here to buy something, his mood sours.
2. **Arlo's Skint:** Arlo is experiencing a cash flow problem, when the characters arrive. He blames his tight-fisted customers. In an event, he only has 50 gp on hand and is loath to spend it all on more stock.

NEGOTIATING WITH ARLO

Arlo wants to pay as little as possible for new stock, and negotiates hard to get the best price possible. Similarly, he knows adventurers often have much excess coin and if they appear interested in one of his pieces he inflates the price in hopes of a windfall. (Buyer beware, after all.) However, Arlo is a (frustrated) social climber, and if he thinks the characters can help him climb society's ladder he makes extensive efforts to ingratiate himself with the party.

3. **Arlo's Ingratiating:** Arlo mistakes one of the characters for a member of the monied class—perhaps a rich merchant or famed adventurer. He is unfailingly polite to the character—perhaps irritatingly so. If Arlo discovers his mistake, his demeanour abruptly changes to one of barely restrained irritation and hostility.
4. **Arlo's Flush:** Things have gone well for Arlo recently, and he isn't as tight-fisted as normal during negotiations. No doubt, he'll regret any deal he gives the characters and will remember them in the future.
5. **Arlo's Hard Sell:** Arlo tries to sell the characters some jewellery. He draws the characters' attention to one or more of the things on "Notable Things for Sale", and makes strenuous attempts to sell it. (This could be a good hook into the characters' next adventure).
6. **Burgled:** Last night, a vagabond broke into the shop and stole some minor pieces. Arlo is in a foul mood, when the characters arrive. Characters not professing sympathy for him get short-shrift from the jeweller. Those offering to track down the thief, might make a friend out of the dour jeweller—particularly if they are successful.

NOTABLE THINGS FOR SALE

Arlo has a few notable pieces of jewellery for sale. Roll on this list as many times as you desire, to determine what notable things are for sale.

1. **Shiny Earrings (1gp):** Arlo thinks these golden earrings are merely gold-plated copper, but he is wrong. Actually of solid gold, they are a bargain (as the pair are worth 10 gp).
2. **Worn Golden Ring (1 gp):** This ring is clearly old, and its band has been worn smooth by many fingers. Arlo thinks it is junk, but it is not. The ring is of ancient troglodyte artifice forged with elemental fire and air. It radiates faint evocation magic, but has no obvious powers.
3. **Chunky Bronze Amulet (1 gp):** This amulet is a strange thing. It's clearly damaged, but was once quite exquisite. It seems to depict the face of some kind of hideous three-eyed, three-mouthed frog creature. Arlo is desperate to get rid of it.
4. **Necklace of Fireballs (1 gp):** Several coloured beads hang from this burnished copper band. A character handling the item discovers it is a *necklace of missiles* with one (crackled) 5d6 bead remaining. (The cracked bead may—or may not—function normally when thrown).
5. **Battered Gold Locket (2 gp):** Battered and dented, this pendent looks like nothing special. A character investigating the piece, who makes a successful find secret doors roll, however, discovers a tiny map etched inside the locket. (The map could lead to the party's next adventure!)
6. **Silver Ring (2 gp):** Arlo thinks this slender, tarnished ring is of silver, but it's actually platinum. Thus, he has massively underpriced the ring—particularly as a close examination reveals it is finely crafted enough to be enchanted. It is easily worth 150 gp, if cleaned and polished.

SHOPPING AT KARDAGG'S EMPORIUM

This large shop is where failed adventurers come to sell off their equipment before retiring from their danger-filled profession. Although his shop is filled with badly conditioned armour, lengths of frayed rope and lanterns that sputter and go out when needed the most, the dwarven owner Kardagg is nonetheless rich in information and stories of desperate adventure across the bay.

Ground Floor: Set in a warehouse with rickety double doors of weathered oak and hard packed earth floors the inside of this place is a veritable maze of precariously balanced goods, damaged armour, barrels of rusting weapons and more.

Kardagg sits behind a long wooden desk next to the front door with a small brazier burning wood, no matter the weather. As customers enter he nods a curt greeting and with his club-like walking stick taps a large sign that says, "You break it, you buy it. No refunds".

Upper Floor: Kardagg dwells in a small, cramped set of rooms accessible from a rickety stair behind his desk. Here he keeps a small amount of treasure and collection of trophies, equipment and treasure from his long-past adventuring days.

NOTABLE FOLK

- **Kardagg** (N male dwarf fighter 3) greets customers with a hard stare and forced smile. He is a dwarf of few words but is a hard yet fair salesman. He has thick black hair and a tangled beard which hides his scarred face. He has a fondness for gems and prefers payment in such—something clever customers could use to their advantage.
- **Kitt** (N war dog) barks at, and smells, all customers entering the emporium. Large and brutish, Kitt is Kardagg's only real friend, and occasionally follows customers round the stacks.

FOR SALE

Selling: Most of the equipment on sale at Kardagg's Discount Emporium is cheap or nasty or in bad repair. Some are all three. Some items may even break just when their owner has great need of them. Most prices are 20% lower than normal but most items break on a roll of a natural 1 when being used. (Armour falls apart if the wearer suffers a critical hit).

Buying: Kardagg buys, or trades for, almost any mundane equipment and offers to buy items for around 40% of their normal price. He knows that people selling items here normally do not have much choice and so drives a hard bargain—he's not a charity, after all.

IN YOUR CAMPAIGN

Kardagg's Discount Emporium is location S5 on the City of Languard map, however the location is self-contained and easy to import into almost any fantasy settlement. Kardagg's Discount Emporium is best located in a rundown part of a town or city—it is a place predominantly for those down on their luck.

WHAT'S GOING ON?

While the characters are at Kardagg's Discount Emporium, one or more things from the list below may occur.

1. **Inquisitive Kitt:** Kitt wanders the store following an interesting smell. When he encounters the characters, he brushes up against them and gives them a vigorous sniffing. If the characters are kind to Kitt, Kardagg notices and is slightly better disposed towards the party.
2. **Argumentative Adventurer:** Vilppu Himottu (N male human fighter 2) is trying to sell Kardagg ten silver arrows. Vilppu wants 8 gp for the arrows, while Kardagg only offers 3 gp. Vilppu needs money, and is desperate to sell. Kardagg is immovable in his price, and so Vilppu tries to sell the arrows to the characters instead. Kardagg is not impressed.
3. **Heavy Rain:** Just after the characters enter the emporium, heavy rain starts to fall outside. A sudden rush of customers enter the emporium, and Kardagg grumbles about freeloaders who have no intention of buying anything.
4. **The Watch Arrives:** The jingling of armour announces the arrival of a small watch patrol. The sergeant (Reeta Lemmikki [LN middle-aged female human fighter 2]) has come to Kardagg's to see if the dwarf has had any contact with Ilja Montaja (a local thief who has been making a name for himself). Ilja stole several choice pieces of jewellery last night and is thought to be looking to fence the items. If Reeta spots the characters, she also questions them.
5. **Rival Shopper:** The characters are not the only customer in the emporium. One—Jalmari Paaso (N male human wizard 4)—is a presumptuous, self-centred man shopping for a bargain. At the very moment a character decides they want to buy an item from "Notable Things for Sale", Jalmari decides he also must have it, and offers Kardagg 10% more than the asking price. If the characters outbid Jalmari, they make an enemy of the mage.
6. **Kitt is Poorly:** Kitt lies behind Kardagg's desk whimpering quietly. When the characters arrive, he lifts his head from the floor, but doesn't investigate further. (Kitt has eaten a diseased rat and is ill—a druid, ranger or other character skilled in animals and healing earns Kardagg's thanks if they nurse Kitt back to health).

RUNNING THIS EVENTURE

Shopping at Kardagg's Discount Emporium can be nothing more than a quick stop for discount equipment before the party's next adventure or the basis for a role-play adventuring session (and perhaps even a hook into another adventure or side quest). Use the tables on these two pages to facilitate play. You can either plan events ahead of schedule or just "wing" the whole mini eventure using the tables here to facilitate play. (These tables should be able to form the basis of repeated trips to Kardagg's as long as you keep track of what results the characters have already experienced).

OPPORTUNITIES & COMPLICATIONS

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

1. **Overlooked Onyx:** While browsing, the character finds a small onyx tucked inside a belt pouch. Kardagg doesn't know about the gem, and thinks the pouch empty. He sells the pouch for 7 sp, but the gem is worth 20 gp.
2. **Thief?:** Kardagg is convinced a character has stolen from his store, and demands to search the offender's person. Unless convinced of the character's innocence, he bars the party from ever returning to his "fine" establishment.
3. **Nudged Display:** Accidentally, one of the characters knocks over a display, which—with a loud clatter—falls to the floor. If the characters tidy up, roll once on "Notable Things for Sale" to determine what interesting item they come across.
4. **Closing Early:** Kardagg wants to close up early—he's recently acquired some dwarven ale and is looking forward to savouring the taste of something he has not drunk for many years. Only fast talking characters—or those offering a bribe—convince him to stay open a bit longer so they can shop.
5. **A Patron:** Sohvi Tapatora (LN middle-aged female human) is looking for dependable adventurers to help her with a rat infestation in her home. Recently rats have invaded her cellar, and she's struggling to get rid of them. This could be nothing more than a normal rat infestation, the start of the characters' next adventure or a minor test of their abilities—Sohvi could have a greater mission in mind for the party.
6. **Shut:** The emporium is shut, and the characters will have to come back another time.

NOTABLE THINGS FOR SALE

Although much of Kardagg's stock is in bad condition, a few notable items languish on his shelves. Determined browsers may find one or more of the items below:

1. **Oversized Backpack (15 sp):** This stout leather backpack is 50% larger than a standard pack. At first glance, it seems in poor condition, but the damage is purely cosmetic.
2. **Flawed Longsword (4 gp):** This badly made longsword has a fatal flaw—its hilt is only loosely attached. When the wielder rolls a natural 1 on an attack roll, the blade snaps off.
3. **Light Weight Wooden Shield (5 gp):** Decorated with an oak tree sigil, this dented shield is of elven artifice. Its weight is half that of a normal shield.
4. **Blacked Hooded Cloak (1 gp):** Dried mud splatters the frayed hem of this jet black velvet cloak. The cloak has a deep cowl perfect for those who value their privacy or who wish to project a mysterious or sinister appearance.
5. **Leather Boots (1 gp):** These knee-high boots have two secret compartments—one in each heel—sized for a potion vial.
6. **Vial of Holy Water (30 gp):** This heavy vial holds concentrated holy water. The water was created with special blessed celestial silver and is twice as effective as normal.

Additionally, Kardagg displays several special items—including a few low-end magic items—behind his desk. These items include:

1. **Potion of Invisibility (450 gp):** Held in a tiny steel vial this transparent, viscous liquid smells slightly of gingerbread. The symbols for "magic" and "invisibility" are etched into the vial.
2. **Potion of Extra Healing (700 gp):** Fleck of dried blood mar this small iron vial. Tiny flecks of gold glimmer in the deep blue potion.
3. **Silvered Dagger (20 gp):** Wickedly sharp, this slender gleaming poniard has never been used in battle. It comes with a plain leather scabbard.
4. **Feather Token (Swan Boat; 3,000 gp):** This dirty once-white feather is impressively-sized as if it were plucked from a giant swan. Kardagg knows exactly what the token does and does his best to sell it to adventurers plotting a trip across the bay to the ruins of Greystone and Gloamhold's endless halls.
5. **Mis-Identified Potion (700 gp):** Kardagg thinks this small clay vial contains a *potion of extra-healing*. Sadly, it doesn't; he was fooled by a local scoundrel into paying good money for a normal *potion of healing*.
6. **Map of Greystone:** This weathered and torn map has a bloody handprint on its upper righthand corner. The map depicts (roughly) the ruined village of Greystone. Kardagg wants 5 gp for the map, but will let interested folk copy it (quickly) for 2 gp.

WHISPERS & RUMOURS

Kardagg knows much about the local area and may pass on stories to paying customers for a fee. He teases his knowledge to generate sales but says little of import to those merely browsing. Kardagg may impart some or all of the following rumours:

1. **Bandits:** Bandits are becoming an increasingly serious problem on the roads near the city. One band in particular—rumoured to be led by the medusa Deszraul—is becoming increasingly brazen in their attacks.
2. **Raisa's a Thief:** Raisa Ojanen—owner of Raisa's Curios (location S1 on the City of Languard map)—works for the Shadow Masks as a fence. If you've had something stolen you might find it on her store's shelves! (False rumour).
3. **Lights on the Water:** Dimly-glowing lights have been seen on the Svart, in the dead of night. Some say these are the glimmering souls of all those who have died in the river; others say, smugglers are at work in the harbour.
4. **Trapped in Greystone:** The Scarlet Fellowship adventuring band sailed across the bay to Greystone a week ago and haven't been seen since.
5. **Execution Day:** Monthly execution day is fast approaching and this one should be a rare treat. There's going to be a burning and a boiling! Bigger than normal crowds are expected for the event.
6. **Winter Storms:** The winter storms are going to be worse than normal this year; some of the low-lying bits of the Fishshambles will be badly flood as a result.

VISITING THE DREAMING SPIRES

The Dreaming Spires is location H4 on the City of Languard map.

Languard's Dreaming Spires—or sometimes simply “the Spires”—is the duchy's greatest seat of learning and its only university. Sprawling over Alina's Isle, the Dreaming Spires stands in splendid isolation from the city's stink and clamour. It is here those desirous of learning come.

Merchants and nobles alike send their children to the Spires to learn their letters and numbers as well as many other scholarly subjects. Commoners are rarely found among the students, for their parents cannot afford the near-ruinous fees required to secure a place at the school.

The Dreaming Spires maintains an impressive library—the so-called Sequestered Hall—for use by its students and teachers. The Sagacious Masters of the Eldritch Nexus hold the only library of greater extent in Ashlar, behind the Black Tower's vitrified walls. The Sequestered Hall is a hard place for outsiders to reach. A gift of a rare book or handsome donation is, however, usually enough to secure a brief perusal of its stacks.

NOTABLE FOLK

Many of the folk encountered in the Dreaming Spires are nothing more than students, minor members of staff and so on. A few, however, are notable:

- **Master of Tomes** (LN old male human wizard 3) oversees the Sequestered Hall. He manages (in a crotchety fashion) a small staff and cares little for anything happening beyond his small empire. In truth, he resents letting anyone—including the students—into the Sequestered Hall.
- **Mistress of the Spires** (NG old female human wizard 6) dedicated her life to the pursuit of knowledge. A powerful wizard, she has not left the Dreaming Spires in years. In truth, she is tired—exhausted—but a near-fanatical devotion to her duty keeps her going.



OTHER VISITORS

When the characters arrive, they may not be the only visitors present at the Dreaming Spires. Roll as many times as desired on this list to determine who else is present:

1. **Klaus Jutikka** (LE male human wizard 7) knows of the rumour the Spire's mistress is actually a lich. He greatly desires to meet her; if the characters can manage an introduction he'll be grateful—as grateful as a man steeped in evil can be, at any rate. Klaus's (artificially coloured) hair is jet black and his face is set in a perpetual scowl. He is young for such a powerful wizard and physically vigorous.
2. **Hilppa Ano** (NG young female human) studies at the Dreaming Spires even though she is only eight-years-old. Ferociously intelligent, but somewhat naive having led a sheltered life, she accepts people at face value and lacks keen observational skills. Hilppa likes making new friends, and happily shows such folk around. She is short, has muddy blond hair and dresses in fine clothes.
3. **Ilja Kokko** (N male human thief 3) needs to do some research in the Sequestered Hall regarding an old treasure map noting some sea caves near the dismal village of Coldwater, but doesn't want to pay to gain access. Would the characters do him a favour?
4. **Kultimo Minudain** (N young male human) studies at the Dreaming Spires so he might join his father in running the family business—the Minudain Rope Emporium. Kultimo yet mourns the death of his older adventuring brother—Toliyrath Minudain—who perished under the ruined village of Greystone. The youngster is dead set against adventuring and adventurers and is rude to such folk. The boy wears fine, if a little worn, clothes and has inherited the family's quick wittedness and intelligence.

WHAT'S GOING ON?

Use this list, to determine what is going on when the characters arrive. Remember, the characters' actions may render some of the entries moot.

1. **Arguing Students:** Two students stand about arguing about the recent exploits of a minor adventuring band—the Three Blades. If the characters are obviously adventurers, the students ask them to settle a question about how to fight wights. If the characters can settle the argument, they might gain a friend (and perhaps an enemy).
2. **The Mistress Comes:** An old woman, the Mistress of the Spires (see “Notable Folk”), totters toward the party. Aided by two students carrying armfuls of books she is tired and in a bad mood. She has little time for nagging adventurers and imperiously orders them to step aside.
3. **Lesson in Elven:** The characters literally bump into a teacher (Tahlys Firisond [LN female half-elf] giving several of her students an impromptu language lesson. Elven is the language of Ashlar's court and the students are attempting to master the language's basics. Any speaker of Elven can tell

the student's command of the language is rudimentary. Tahlys is in a foul mood, and does not take kindly to intrusions.

4. **Fight:** The characters encounter two students fighting. Egged on by their raucous classmates the two brawl over some imagined slight. If the characters do not intervene, a teacher eventually arrives—drawn by the onlookers' shouts.

NOTABLE THINGS FOR SALE

Roll on this list, to determine what notable items or services are available for sale at the Dreaming Spires:

1. **Access to the Sequestered Hall (50 gp):** A rare, unusual or otherwise notable book, scroll or map, or a gift of 50 gp gains an outsider access to the Sequestered Hall for a day.
2. **Research Assistance (10 gp or more):** Several of the school's teachers—sages in their own right—will research various matters for outsiders (or, more accurately, get their students to do it which means news of particularly interesting research subjects spreads quickly). Prices can range from 10 gp for the answer to a relatively simple question to hundreds of gold pieces for harder to answer questions or more extensive research.
3. **Gloamhold Map (50 gp):** This map is neither comprehensive nor original; instead, it is a composite map created from hundreds of smaller maps. It shows—in broad strokes—the major areas of Gloamhold in a cross-section style. The map comes with a waterproof waxed leather scroll case.
4. **Fine Supplies (various):** This collection of fine, almost translucent paper and various inks and quills are of sufficient quality to be used in the scribing of a spell scroll.

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. **Help Me:** Kanbrar Nuninrae (NE male half-elf thief 3) approaches the characters. He has been hired to steal a certain book from the Sequestered Hall but knows he needs help. He lies to the characters, spinning a tale of forbidden love between himself and Eeva Laitnen—daughter of a wealthy merchant studying in the Spires. He begs the

RUNNING THIS EVENTURE

As an adventurer, the Dreaming Spires is the perfect place to visit if you need to find some esoteric fact, consult a rare, old map or find someone who reads a certain language. Additionally, the Spire's Special Collection contains many restricted, special and esoteric tomes not meant for public reading—the kind of books adventurers normally need to read!

20 Things #42 Archives & Libraries is a handy resource to employ while running this eventure. It presents five pages of handy lists designed to breathe life into a library.

characters to help him break into the Spires so he might steal some tender moments with his love.

2. **In Debt and Desperate:** The characters encounter the disgraced Sampi Tonnanan (LN middle-aged male human cleric [Conn] 2) who now works as a scribe at the Dreaming Spires. Laid low by drink and saddled with deep debts Sampi is desperate for funds (and redemption). He'll do research on the cheap for the characters or—maybe—even sneak a patron into the Sequestered Hall for some nighttime research. For Sampi, redemption is far off.
3. **Book Merchant:** An adventurer—Leena Ihalempi (N female human wizard 5)—has a small stock of books she want to sell to the Spires. If the characters ask to see what she is selling, she reveals a slew of titles include a copy of *Vilimzair Aralivar: His Amazing Life, Cults and their Doings* and a fragmentary copy of *Doom Among the Grey Spires*.
4. **Quiet Whisperings:** The characters hear the whisperings of two people meeting furtively. This could be nothing more than a hurried lovers' assignation, two students gossiping about classmates or something more sinister—perhaps the planning for a theft, kidnapping or worse.

WHISPERS & RUMOURS

Characters chatting with folk at the Dreaming Spires may learn some or all of the rumours (which may or may not be true) below:

1. **The Special Collection:** The Dreaming Spire's fabled library is a hard place to reach. However, there is another collection—the so-called Special Collection—which holds the kind of books the general public should never be able to read. The existence of the Special Collection has never been confirmed by the Master of Tomes, but is generally assumed to exist—hidden somewhere in the Spire's bowels.
2. **A Lich:** The Mistress of the Spires is unnaturally old. In fact, she isn't alive and hasn't been for some time. Some of her students whisper of strange sounds coming from her rooms and of odd smells detected in the dead of night. She is, in fact, a lich.
3. **Secret Societies:** Secret societies are a fact of life in Languard—many of the capital's nobles and elite belong to one. Most recruit new members from the Dreaming Spire's students. Deep cellars—abandoned or forgotten by the faculty—pierce the bedrock of Alina's Isle and several of these host secret society meetings. Most such societies are nothing more than glorified drinking clubs; others might have more sinister purposes and goals.
4. **Temple of the Archmage:** The Dreaming Spires is built over an ancient subterranean star-shaped temple dedicated to Morden (greater god of magic and knowledge). This nexus is particularly conducive to the casting of magic and is linked by a magic bridge of some sort to the Star Chamber—the temple at the heart of the Black Tower which is home of the Sagacious Matters of the Eldritch Nexus.

VISITING THE DURANKI FAMILY

Duranki's is location W1 on the City of Languard map.

For adventurers seeking to explore Gloamhold's doom-drenched halls one of the first problems to present itself is how to actually get there. Sensible folk seek out one of the braver—or more desperate—boat owners in the Fishshambles. Adventurers with a bad reputation—or who seek a sailor with no fear or few morals—often come to Duranki's.

The Duranki are a family of takolen who make a living ferrying adventurers, explorers and smugglers to and from Gloamhold. Foul and coarse, they are not pleasant company. Ugly rumours also have them abandoning their charges to a terrible fate if circumstances warrant.

The family make their home on the remains of a once proud three-masted caravel—the *Wave Dancer*—which sunk under mysterious circumstances long ago. A huge hole pierces the waterline and the Duranki have expanded the breach to create a sheltered boathouse of sorts. Here—away from prying eyes—they moor their two skiffs. It is a tight squeeze and so the Duranki have removed many of the *Wave Dancer's* internal walls (and much of the lower decks).

Almost a dozen Duranki—three generations of the family—dwell in the part-sunken *Wave Dancer* and bury their dead in the bone-choked bilge. (Ekur, the family patriarch, plans to animate the remains once his dark lord—Dagon—has granted him enough power to do so).

NOTABLE FOLK

All Duranki are skilled sailors, but Ekur or Ibi-Sin conduct most of the business with outsiders. Notable family members include:

- **Ekur Duranki** (CE middle-aged male human thief 1/cleric [Dagon] 3) has given himself wholly over to Dagon's worship. He enjoys pushing heavily laden adventurers overboard in the middle of Hard Bay, as a sacrifice to his dark lord.
- **Ibi-Sin Duranki** (NE male human fighter 2/thief 1) radiates barely-restrained violence. He is an evil man, but not a patch on his father. Driven by normal lusts—principally gold and women—he is simple, but capable of breath-taking violence (when certain he'll triumph).

RUNNING THIS EVENTURE

The Durankis—as all takolen in Languard—have a foul reputation. This mini-eventure is a great way to introduce the takolen to the characters. In particular, their veneration of Dagon could become a long-standing plot thread for your campaign.

Alternatively, characters with a bad reputation, or those who often “lose” their hirelings, may be forced to hire a takolen to sail them across Hard Bay to Gloamhold's doom-drenched halls.

OTHER VISITORS

When the characters arrive, they won't be the only visitors at Duranki's. Roll as many times as desired on this list to determine who else is present:

1. **Rister Kekko** (N male human wizard 1) knows he has made a terrible mistake wandering into the Wrecks, and has made the mistake of stopping at Duranki's to ask for directions. The slight, long-hair bookish man radiates fear and latches onto the party at the slightest provocation.
2. **Kivutar Ilma** (LN female human cleric [Darlen] 1) believes anyone can be brought into Darlen's light and has come to the Wrecks to preach his message. Oblivious to her danger she stands near the Duranki's shouting loudly of the danger of embracing evil. Three rough and swarthy Duranki watch from their ramshackle home, waiting for the perfect opportunity to kidnap her.
3. **Niko Kulta** (CE middle-aged male human fighter 2) rants at the Durankis—with whom he feuds over a long ago quarrel. Niko blames them for the loss of his fishing boat and livelihood and calls down all manner of dire curses on Ekur and his kin. If Niko realises the characters are here to hire the Duranki he does his best to dissuade them.
4. **Paavali Mielikki** (N middle-aged male human wizard 8) visits the Duranki in hopes of securing certain hard-to-find spell components for his research. Paavali is wily and alert for treachery and the Duranki are aware of the powers he commands. Thus, he will leave the Wrecks unscathed. Paavali has a close-cropped black beard, pale blue eyes and a look of shrewd intelligence about him.
5. **Matti Unaja** (CN male human thief 2) plays a dangerous game. Blinded by the feelings of invincibility granted by youth and lack of experience he has come to the Wrecks in hopes of pocket-picking and an opportunistic burglary or two. Matti plays the part of a warrior well—carrying a well-worn rapier and wearing a fine chain shirt—but in a combat he'll be quickly outmatched.
6. **Maarit Duranki** (CE female human cleric [Dagon] 2) devotes herself to the Shadow in the Sea. Thoroughly depraved, she sees the party as nothing more than offerings to her fell patron. She immediately begins plotting against the party, while trying to ingratiate herself with her victims.

GETTING TO GLOAMHOLD

The Durankis—like all takolen—covet gold. The characters must offer at least one gold coin to secure their services. Offering gold to a Duranki is, though, a double-edged sword. The Duranki are not stupid. Any adventurer trying to secure their services either has nowhere else to turn or is dangerously naive. Thus, the Duranki always drive a hard bargain for their services. Inexperienced adventurers offering gold to the Duranki are in an even more perilous position as they are tempting targets for Ekur Duranki's impromptu mid-bay sacrifices to his patron.

WHAT'S GOING ON?

Use this list, to determine what is going on when the characters arrive. Remember, the characters' actions may render some of the entries moot.

1. **Missing Adventurers:** Lydia Tuntia (N female human fighter 3) shouts loudly at Ib-Sin Duranki, as the characters arrive. She demands to know what happened to her friends who he conveyed to Gloamhold last week. Ib-Sin denies all knowledge of the adventurers, but a perceptive characters can easily see through his disdainful, half-hearted protestations of ignorance.
2. **All Quiet:** When the characters arrive at Duranki's, it is seemingly deserted. The family have gathered in the wreck's bowels to commune with their lord in a foul ceremony which involves drowning several unfortunates who have fallen into their clutches. They do not take kindly to interruptions.
3. **A Game of Chance:** Several takolen sit on deck playing a variant game of Dragon and the Thief. Their version uses the same rules, but is called Paladin and the Demon. Their game board has some disturbing imagery involving tentacles and a sunken, cyclopean city. The players welcome naive visitors to join them for "a round or two".
4. **Returning Duranki:** Ib-Sin Duranki is returning home when the characters arrive. They see him expertly piloting his skiff into the *Wave Dancer's* shattered hold. If the characters shout a welcome, he ignores them.

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. **Mistaken Identities:** Ekur mistakes the characters for another band of adventurers rumoured to have returned from Gloamhold with considerable treasure. He covets the treasure and is eager to gain their trust. He offers to sail them across the bay for a discounted rate.
2. **Horrendous Weather:** Heavy rain lashes Languard, driving most right-minded folk indoors. The weather means the characters encounter fewer of the foul takolen in the Wrecks—

a good thing—but that even Ekur is uninterested in sailing to Gloamhold. Only a payment of 5 gp or more, gets him to grudgingly set sail.

3. **Floating Corpse:** Death on Languard's waterfront is a common affair. Ignored by all, a fish-pecked corpse bobs in the water close to the *Wave Dancer's* wreck. Adventurers fishing the corpse from the foul water discover the bloated man suffered horrendous stab wounds. The corpse has been in the water for several days and is in a terrible state.
4. **Skiffs Out:** Both of the family's skiffs are out when he characters arrive. A bad-tempered old woman (Suva Duranki [NE old female human thief 2]) tells the characters to come back tomorrow. She is vague on if a skiff will be available then and tries to take a bribe to "reserve" one.

WHISPERS & RUMOURS

Characters chatting with folk at Duranki's may learn some or all of the rumours (which may or may not be true) below:

1. The neophyte adventuring party, The Men of the Purple, hired the Durankis to convey them to Gloamhold last week. The adventurers never returned, but their Duranki sailor did. The group are thought to be be yet more casualties of Gloamhold's doom-drenched halls.
2. The takolen of the Wrecks are as foul as their fetid river-side home. The Duranki are some of the worst of the bunch, and should not be trusted. They admit no outsiders to their home and no one knows what really goes on in the wreck's bowels.
3. Much not available in the wider city is available in the Wrecks. If you have the coin, the takolen will satisfy any desire no matter how depraved, illegal or forbidden. The buyer should beware, however, as the takolen are renown for their treachery and duplicity.
4. Even the Shadow Masks do not work in the Wrecks. For one thing, little of value is to be found in the vile, redolent place. For another, the takolen take a dim view of those encroaching on their territory; more than a few thieves have disappeared while working in the Wrecks.

THE TAKOLEN

The takolen are obviously of different racial stock to the majority of Ashlar's human population. Most ordinary people see the takolen as a debased, lesser—or perhaps even aberrant—strain of humanity. With grey or dark blue eyes and dark brown, jet black or occasionally red hair a profusion of wild, unkempt body hair marks them as a strange folk. Most make their living on or near the water and thus possess a fisherman's wiry build, strength and stamina. Most takolen live in—or on the brink of—poverty, and all have an eye for a quick profit no matter the consequences to others.



VISITING THE FANE OF THE WAVES ETERNAL

Overlooking the Svart's estuary, the Fane of the Waves Eternal is dedicated to the Mistress of Storms (Serat, CN goddess of the sea, Storms and Voyages). Here, her worshippers bathe in the daily high tides and give thanks for the sea's unending bounty.

The Fane encompasses a thin spit of land riddled with sea caves and the like jutting into the Svart's estuary. Above ground, the clergy maintain a lighthouse and the other facilities one would expect in a temple. In the largest of the sea caves, the faithful have several small subterranean docks exclusively for use by the temple's flotilla of vessels. Smaller sea caves feature cleverly designed tidal pools for worshippers to bathe in while venerating their mistress.

NOTABLE FOLK

Scores of folk live, work at or visit the Fane of the Waves Eternal on a daily basis. Some such folk are noteworthy:

- **Taneli Eronen** (N male old human druid 9) serves as Serat's Stormlord in Ashlar. He is a reclusive figure rarely seen beyond the fane's bounds. Now old and wizened, he yet leads daily services. Protective of his flock, he is growing increasingly worried about rumours of Dagon worship reaching his ears. His mistress is opposed to Dagon and his fell worshippers, and he works subtly behind the scenes to thwart and stymie their growing influence.
- **Anafa Wildthorn** (N female half-elf druid 7) feels most alive when sailing the ocean waves or exploring its depths in animal form. She is a capricious, wild soul who was called to the ocean from an early age. Increasingly drawn to Hard Bay's dangerous waters, she has started visiting several of the islands therein. If she spots the characters in Hard Bay she might follow them in animal or fish form. She could even come to their aid if they are overmatched by Hard Bay's monstrous denizens, roving pirates or violent weather.



OTHER FOLK AT THE FANE

The characters are not the only folk at the Fane of the Waves Eternal. Use this list, to generate details of other interesting people the characters meet while visiting the temple:

5. **Aatami Laso** (CN middle-aged male human fighter 1) needs money desperately and hires himself and his fishing boat out for 1 gp a day. If asked, he explains one of his six children is ill and he needs the money to pay for an apothecary. Characters healing the child gain Aatami's thanks and loyalty.
6. **Brusi Lalli** (CE male human fighter 3) poses as a humble fisherman, but is a cultist of Dagon. He searches for a sacrifice to prove his loyalty to his fell master, and if hired by the characters leads them into an ambush. He is dark-haired, muscular and has a dour personality, although he tries—badly—to ingratiate himself with the characters.
7. **Martta Toiva** (CN female human cleric [Serat] 2) craves adventure and dreams of visiting Serat's ruined shrine in Greystone. She offers to join the characters' party and if accepted immediately tries to talk them into visiting Greystone. Martta is tall, slender and has close-cropped brown hair. She loves swimming, and can hold her breath for an uncommonly long time.
8. **Eljas Raita** (N male human fighter 5) visits the shrine to gain the Mistress of Storm's blessing for his next voyage. Eljas is a smuggler based in Rivengate's lower levels with a valuable cargo to move south—facts he neglects to mention. He is bulky, black-haired and gruff. He avoids adventurers.
9. **Venla Nousia** (CN female human) weeps openly. Her fisherman husband and eldest son disappeared three days ago after setting out on the morning tide. She is desperate for news. Have the characters seen them?
10. **Filpus Vihäs** (N old male human) staggers about the place drunk. An ex-fisherman, he hate the sea and Serat's capricious and uncaring nature.

SERAT

CN greater goddess of the sea, storms and voyages

Epithets: Mistress of Storms, the Uncaring

Symbol: A cresting wave

Raiment: Green and grey robes

Worshippers: Explorers, merchants and sailors

Teachings: The sea and its mistress are eternal. Its waves bring life, but also death. All bounty flows from the sea, and all must return whence it came.

As wild and unpredictable as the sea, sailors, merchants and pirates alike placate Serat with glittering gifts to guarantee a safe voyage. Some believe Serat is the physical embodiment of the sea. Others believe she dwells in a glittering, crystal city far beneath the waves. During services, offerings are cast into the sea. Her priests are often shipwrights, navigators or sea captains.

NOTABLE THINGS FOR SALE

It is not uncommon for the clergy to have items of particular interest to adventurers for sale. Roll on the list below, to determine what notable items are available:

1. **Fishing Boat (50 gp):** Battered, but serviceable, this small boat needs another 20 gp spent on it to make it seaworthy.
2. **Ornate Compass (100 gp):** This large brass compass is the sort of thing attached to a ship. Its arrow is shaped like a lightning bolt and it is enchanted to glow with the same radiance as a candle.
3. **Storm Symbol (100 gp):** Cast from gold and with its details picked out with tiny pearls this palm-sized holy symbol is a beautiful, glimmering object.
4. **Coral Torc (200 gp):** Found by an adventurer on one of Hard Bay's many deserted, rocky isles this delicate torc cut from a chunk of coral was clearly never designed to fit a human's head. It is a beautiful, but disturbing, object.
5. **+1 Trident (3,000 gp):** Forged from rust-resistant steel this slender supremely well-balanced weapon was forged by an elven weaponsmith long ago. Beautiful etchings depicting a fantastical underground city decorate the weapon's haft.
6. **Ring of Water Walking (5,000 gp):** This copper band, wrought in the form of intertwined leaping dolphins, is only offered to obviously wealthy guests to the fane. When brought into contact with saltwater the ring glimmers and the dolphins seem to jump and writhe around the wearer's finger.

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. Character worshippers of Serat come to Taneli's notice after a few successful forays into Gloamhold's depths. Tales of battles against Dagon's cultists automatically pique his interest, and he seeks the characters out. Such a powerful ally could be of great use to the characters.

RUNNING THIS EVENTURE

Visiting the Fane of the Waves Eternal can be nothing more than an interlude between adventures, the venue for the characters to find a skilled healer, wise priest or even the unlikely place to meet a patron or new party member. The characters may even come to the temple in search of healing, advice or some other form of aid. Some adventurers may visit to hire a brave fisherman or other worshipper of Serat to carry them across the bay to Gloamhold's benighted depths.

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 the Great Forge as long as you keep track of what results the characters have already experienced).

2. A destitute fisherman (Hannu Kuura) visits the fane at the same time as the characters. Desperate for money, he offers to sail the characters across Hard Bay to Gloamhold.
3. Brusi Lalli (see "Other Folk at the Fane") poses as a fisherman, but is actually a member of the cult of Dagon centred on the Wrecks. He is at the fane in hopes of hiring himself to a group of neophyte adventurers ripe for sacrifice to Dagon's glory.
4. The characters arrive at the fane during a service, and most of the worshippers and clergy are below in the sacred pools. The temple feels eerily deserted, but perceptive characters hear the sounds of singing coming from below.
5. The characters arrive just before a service is beginning and are invited to attend. If they do so, several of the clergy make unsubtle comments about donations before they will discuss the party's business.
6. The characters encounter Anafa Wildthorn (see "Notable Folk"). If she learns they are adventurers she keeps an eye out for them, and might even take an interest in their "careers". Anafa is friendly, and could be a valuable source of information about the many small islands dotting Hard Bay's storm-wracked waters.

WHISPERS & RUMOURS

The priests at the fane are not immune to the insidious tug of a good rumour. Characters chatting with folk at the fane may learn some or all of the rumours (which may or may not be true) below:

1. If you are struggling to find a sailor brave enough to take you to Gloamhold—and crucially wait for you to return from your foray—you should visit the Fane of the Waves Eternal to find such a redoubtable soul.
2. Caves riddle the cliffs below the Fane of the Waves Eternal. Some of the deeper caves are sealed off; what secret or horrors are the faithful hiding?
3. Taneli Eronen (see "Notable Folk") is old and near death—that's why he is so rarely seen outside the fane.
4. The faithful once maintained a shrine in Greystone but it fell into disuse when the village was abandoned. Some old mariners remember tales of the shrine being built over the ruins of something far older.
5. Strange shapes have been seen in the water near the fane, and some fishermen have reported a strangely inquisitive and playful dolphin following their boats.
6. The storms this winter will be much worse than normal unless the Mistress of Storms receives more offerings. Her priesthood have been haranguing merchants and fishermen alike in search of such placatory gifts.

IN YOUR CAMPAIGN

The Fane of the Waves Eternal is location T1 on the City of Languard map, but is easily added to almost any fantasy coastal town or city.

VISITING THE FATHER'S HALL

The Father's Hall is location T2 on the City of Languard map.

The most impressive of Languard's landmarks, the Father's Hall is an immense structure—perhaps the largest in all Ashlar. Standing 70-foot tall the cathedral dwarfs the finely appointed townhouses of the wealthy and the various other places of worship scattered throughout the city.

Dedicated to Conn (LN god of community, family and rulership) the cathedral serves not only as a place of worship but also as a law court. Here, the Lawgiver's priests sit in judgement upon those accused of both major and minor transgressions against the duchy's laws.

With an impressive stepped entrance dominated by carved statues of Conn in his various guises, the cathedral comprises four separate law courts arrayed around a central, cavernous hall of worship. It stands in the middle of a walled compound containing an almshouse, a prison for those awaiting trial, housing for its priests, staff and visiting pilgrims, and so on. Beneath it, extensive catacombs pierce the earth. Their full extent is unknown to all but the priests who tend them but is nevertheless a matter of conjecture—not least among Languard's thieves who idly wonder what burial goods may lie interred within.

NOTABLE FOLK

Hundreds of folk live, work at and visit the Father's Hall, on a daily basis. Most are nothing more than ordinary folk—townsfolk, labourers and so on. Scores of minor priests also dwell within. Some folk, however, are particularly noteworthy:

- **High Priestess Hannele Auvuenen** (LN middle-aged female human cleric 9) leads Ashlar's faithful. The ultimate arbiter of Conn's wisdom throughout Ashlar, Hannele is arguably the second most powerful individual in the duchy. She is reputed to be able to recall the worthy from Death's domain.
- **Nuluani Sehiateir** (LN female half-elf cleric 6) has seen much and believes she would make an excellent replacement for Hannele when the time comes. To this end, she has forged a network of alliances within the clergy and is politically influential both in the cathedral and the surrounding city. A skilled communicator and orator she is one of the most well-known of the Hall's clergy. Approaching middle-age, she has dwelled in the Father's Hall for almost 40 years.



- **Teuvo Eskola** (LN middle-aged male human cleric 6) obsesses over the rule of law as proscribed in *Law and Duty*. One of Conn's Arbiters, Teuvo is a stern, rigid fellow. A traditionalist, he often clashes with the more liberal Nuluani Sehiater over punishments for wrongdoers.

OTHER VISITORS

When the characters arrive, they will not be the only visitors present at the Father's Hall. Roll as many times as desired on this list to determine who else is present:

1. **Eeva Rahikka** (CN female human thief 2) wanders the cathedral with an eye out for easily portable, unattended goods. She's also not above a spot of light pick pocketing, if an easy opportunity presents itself. Dressed as an ordinary townswoman Eeva tries to blend in as much as possible.
2. **Martti Kainu** (NE male human fighter 4) hates Nuluani Sehiateir because she refused to heal his friend's disease without payment or contribution to the church. His friend subsequently died, and Martti is out for revenge; first, he plans to ruin Nuluani's reputation before kidnapping and murdering her. With this in mind, he approaches the party and tells outrageous lies about the priestess.
3. **Saara Aikio** (LN female human) grieves for her dead two-year-old son. She sobs and loudly beseeches Conn to tell her why her son had to die. A once ardent follower of Conn her faith has been shaken to its core. As the characters draw near she breaks down in tears and begs for answers from a nearby priest—who can only mutter platitudes.
4. **Risto Himottu** (N male human) desires to serve Conn as one of his clerics, but is too lazy to really apply himself to the task. He wants an easy life, but without the necessary study, devotion and hard work. Risto has a nasally, whining voice and latches onto a character. Does the hero need a servant or seneschal to watch over their property while they are away on adventures?

CONN

LN greater god of community, family and rulership

Epithets: The Father, the Lawgiver

Symbol: Two hands clasped in a handshake

Raiment: White robes with two clasped hands sigil

Worshippers: Nobles and peasants

Teachings: Order brings prosperity, safety and happiness. The family is the most important unit of society; its protection is the most sacred duty.

Conn is the god of law and order. His teachings bind the people of Ashlar together and his clergy are the most powerful in the duchy. Conn's clergy serve as judges who oversee Ashlar's law courts, and, thus, they are widely reviled by naer-do-wells, thieves and assassins alike.

WHAT'S GOING ON?

Use this list, to determine what is going on when the characters arrive. Remember, the characters' actions may render some of the entries moot.

1. **Worship:** The characters arrive during service; the cathedral is packed, and no priests of note are available to speak with the party. The heroes must be patient and wait for an hour before the service concludes.
2. **Funeral:** A funeral is in progress. Mourners gather around the altar where a priest is eulogising the deceased. Inappropriate intrusions will not be looked on kindly. After the ceremony, the body is carried to the catacombs; characters wishing to explore the tunnels could attach themselves to the mourners.
3. **Court is in Session:** Nuluani Sehiateir is overseeing court proceedings for a score or so of criminals. The proceedings are long and boring; most of the criminals are found guilty. (Alternatively, one of the prisoners attempts to escape; if the characters intervene, they might make a good impression with Nuluani).
4. **Empty:** Only a few worshippers engaged in private prayer or quiet conversion are present in the cathedral. Several priests hover nearby to answer questions or accept donations. Meanwhile, a mad man—dressed as a beggar—stands on the cathedral steps ranting about “the demon in the water” and Languard’s imminent doom. A priest tries to shut him up, but this just encourages the man to keep screaming his dire (and colourful) predictions.

NOTABLE THINGS FOR SALE

Roll on this list, to determine what notable items or services are available for sale at the Father's Hall:

1. **Law and Duty (100 gp):** This heavy and oversized copy of the Lawgiver’s holy book features beautiful illuminations on the inner pages and a blessing from Hannele Auvuinen on the inside cover. The book weighs 20 lbs., and would make an excellent gift for a believer, sage or other learned person.
2. **Clasped Hands Symbol (150 gp):** This symbol wrought of white gold has a prayer to Conn etched on its rear in beautiful, flowing script. The symbol hangs on a silver chain. On command, the symbol glows with a soft unwavering radiance equal to that of a candle. This effect is equivalent to a 1st-level spell.

RUNNING THIS EVENTURE

Visiting the Father's Hall can be nothing more than an interlude between adventures, the venue for the characters to find a skilled healer, wise priest or even the unlikely place to meet a patron or new party member. The characters may also come to the temple in hopes of returning a fallen comrade to life as High Priestess Hannele Auvuinen is one of the few priests in Ashlar powerful enough to perform such a feat.

3. **Wand of Magic Detection (25,000 gp):** This slender oak wand is sized for a human-sized wielder. Tipped with silver and decorated with esoteric script the wand has been newly recharged by a member of the clergy.
4. **Ruby and Emerald Ring (500 gp):** Although it is nonmagical, this boxy ring is so beautifully made and its materials so perfect and free of flaws it could be enchanted by an appropriately powerful spellcaster.

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. **The High Priestess Abroad:** A middle-aged woman—Hannele Auvuinen—walks slowly through the cathedral. Three officious acolytes flank the high priestess to keep penitents—such as pesky adventurers—at bay.
2. **Fallen Warrior:** A burly warrior bursts into the cathedral bearing the body of a fallen companion. The man—Kauko Miemo (NG male human fighter 5)—loudly demands to see Hannele Auvuinen, and disrupts whatever event is going on.
3. **An Argument Break Out:** Two priests—Tuevo Eskola and a rival—stand on the cathedral steps loudly arguing about a dense and confused legal precedent laid down in *Law and Duty*. For the uninitiated the discussion might as well be in a foreign language.
4. **Hard-up Adventurer:** Aapro Vaino (LG male human fighter 6) needs funds to remove an embarrassing curse afflicting his nether region. He offers to sell a character his +1 *longsword* for 1,900 gp.

WHISPERS & RUMOURS

Characters chatting with folk at the Father's Hall may learn some or all of the rumours (which may or may not be true) below:

1. High Priestess Hannele Auvuinen is so powerful she can return the dead to life! She finds few worthy of this honour, though, and an adventurer must be extremely persuasive, rich or influential to secure such a miracle for a fallen friend.
2. Rumours of smashed caskets and of missing grave goods in the catacombs below the cathedral are hotly denied by the clergy. Irrespective of their protestations many folk fear a fell influence has fallen over the Father's Hall.
3. Nuluani Sehiateir is popular with her fellow clergy and with Conn's adherents in the city. Many expect her to replace High Priestess Hannele Auvuinen when she dies. As a half-elf, she could hold the position for a century or more!
4. Not all the Lawgiver's clergy are righteous. If you make the right overtures you can secure a lighter sentence for a loved one accused of a crime or even get a private tour of the catacombs beneath the cathedral.

VISITING THE GREAT FORGE

The centre of Abarin's faith in Ashlar, the Great Forge is a buzzing hive of industry and commerce. Here, the Great Craftsman's faithful—reputedly the most skilled craftsmen and women in Ashlar—work at their forges or toil over their workbenches in search of new creations and inventions. While most such folk have a shop or workplace in the city, they congregate here to share news, stories and new techniques.

The clamour arising from the Great Forge and clouds of smoke often belching into the air make the residences near the church less salubrious and desirable than other locations on the Svart's northern bank.

An extensive network of underground storerooms lies beneath the temple. Here are stored not just the mundane engines of industry—charcoal, wood, coal and so on—but also more esoteric and valuable materials including—it is rumoured—small stocks of mithral and adamantine which high priest Heimo Karppanen sometimes make available to particularly devout worshippers. Fiendish mechanical traps and merciless clockwork guardians protect the restricted areas (or so it is said).

NOTABLE FOLK

Scores of folk live, work at or visit the Great Forge on a daily basis. Some folk at the Great Forge, however, are particularly noteworthy:

- **High Priest Heimo Karppanen** (N male human cleric 6) enjoys great renown as a skilled weaponsmith and armourer. He is also fascinated with crafting elaborate clocks. Examples of his work adorn several nobles' homes and other notable buildings such as the Dreaming Spires. His work is expensive, but sought after; consequently, there is a long waiting list for his services.
- **Janaela Vonothvar** (LN female half-elf cleric 3) obsesses over the movement of the planets and the effects they have on the world. She has constructed a giant orrery in her workshop, and is pale skinned from long hours spent toiling over her mechanism—she only emerges to speak with other learned folk or to visit the Dreaming Spires's library.



OTHER FOLK AT THE TEMPLE

The characters are not the only folk at the Great Forge. Use this list, to generate details of other interesting people the characters meet while visiting the temple:

1. **Sirja Antero** (NG female human wizard 6) has recovered the twisted remnant of a small orrery on her most recent adventure. She staggers into the church with the object in a wheelbarrow, as the characters arrive. Chatty, she strikes up a conversation with the characters and mentions Janaela Vonothvar's interest (or perhaps obsession) in such objects.
2. **Henrikki Joukahainen** (N middle-aged male half-elf wizard 7) seeks aid in crafting a particularly intricate lockbox suitable for accepting a series of protective enchantments. He is tired, annoyed and getting fed up waiting to see the renowned silversmith Kaapro Mielenpito.
3. **Kaapro Mielenpito** (LN old male human) wanders the temple grounds in search of fresh air and a clear head. Absentminded, Kaapro suffers from inhaling the many chemicals he uses in his daily work. Nevertheless, he is still (probably) the best silversmith in the city and his time is much sought after by the great and the good.
4. **Lalli Susi** (NE male human thief 3) needs money to pay off a debt long overdue. He has come here to find an easy mark. If one of the characters seems distracted or physically weak he follows that individual in hopes of pulling off a quick con or—if the opportunity presents itself—a swift mugging.
5. **Thoric Thergak** (LN female dwarf fighter 4) has heard of the new human invention of guns and is intensely curious. Clearly, the humans have stumbled onto something but dwarven skill is required to perfect this new invention. All Thoric needs is a wealthy patron, well-stocked workshop and two or three years to make the best guns in the land.
6. **Rauna Kare** (N female human cleric 1) works in the temple as—in her mind—a glorified receptionist. She meets and greets new visitors and directs them to the relevant artisan or priest. She knows everyone, and is a useful contact.

ARABIN

N greater god of industry and artifice

Epithets: The Creator, the Great Craftsman

Symbol: A convoluted mass of cogs and gears

Favoured Weapon: Warhammer

Raiment: Full-length leather apron

Worshippers: Blacksmiths, crafters, engineers and inventors

Teachings: The Great Creator created everything. To build and invent is to praise him. Strive to better what already exists.

Abarin's faithful are crafters, inventors and the like. Abarin's temples contain many complicated devices such as water clocks and even primitive firearms. Mechanical or clockwork guardians often protect Abarin's temples.

NOTABLE THINGS FOR SALE

It is not uncommon for the clergy to have items of particular interest to adventurers for sale. Roll on the list below, to determine what notable items are available:

1. **Beautifully Wrought Warhammer (320 gp):** Intricate etchings of writhing flames decorate the head and haft of this weapon. It is so well crafted, it could be enchanted.
2. **Curious Steel Shield (190 gp):** This heavy steel shield is of experimental design. Twice as thick and heavy as normal, the shield has a button on the back. Pushing the button causes a field of short spikes to jut from the front of the shield.
3. **Sundial (600 gp):** This wrought iron sundial is set atop a beautifully polished marble pedestal. The item's dial features an impressively detailed etched map of Ashlar while its gnomon is an ornate cog.
4. **Clockwork Bird (1,500 gp):** This child's toy depicts an intricate, laboriously painted parrot. The thing is so well crafted it could be enchanted—and perhaps even gifted with some semblance of sentience by a skilled enough wizard.
5. **Blessed Manual of Creation (120 gp):** Bound in stout leather, and protected by four slender metal clasps, this thick book is filled with long treatises on various different trades. This is the blessed book of Abarin's faith, and no two are the same as their owners leave annotations and the like within.
6. **Gem Assaying and Cutting Kit (150 gp):** Rolled up in a supple leather pouch this kit has everything an adventurer could need to aid them in valuing, polishing and cutting the gemstones they find.

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. The temple faithful require a small quantity of mithral for a special work. A character supplying the metal will receive preferential treatment, in return.

RUNNING THIS EVENTURE

Visiting the Great Forge can be nothing more than an interlude between adventures, the venue for the characters to find a skilled healer, wise priest or even the unlikely place to meet a patron or new party member. The characters may even come to the temple in search of healing, advice or some other form of aid. Some adventurers may come here to purchase the latest technological marvel or beautiful object they need to complete the construction of a magic item.

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 the Great Forge as long as you keep track of what results the characters have already experienced).

2. The temple is busy—once a month the master crafters showcase their works for prospective clients. Acolytes are on hand to guide visitors to the relevant stalls.
3. The temple is in an uproar; a valuable silver vase has been stolen from Kaapro Mielenpito's (see "Notable Folk") workshop. Only devotees of the Great Craftsman are currently being admitted to the temple.
4. High Priest Heimo Karppanen (see "Notable Folk") is enjoying a spirited public discussion about clocks. Getting involved in the conversation is a great way to make his acquaintance.
5. Lalli Susi (see "Other Notable Folk at the Temple") decides one of the characters is an easy mark.
6. The characters arrive as several of the clergy are demonstrating their new invention—a gun.

WHISPERS & RUMOURS

The priests and crafters at the Great Forge are not immune to the insidious tug of a good rumour. Characters chatting with folk at the temple may learn some or all of the rumours (which may or may not be true) below:

1. The Great Forge has a small supply of magic weapons for sale. If adventurers face monsters immune to normal weapons, they should make their case to the Great Craftsman's clergy. Often, Heimo Karppanen will lend such a weapon to an adventurer—in return for a favour.
2. The clergy are working on a new type of weapon. Called "guns" these weapons spit fire and shoot small balls at their targets. They are also perfecting larger weapons—cannons—designed to shatter castle walls and sink enemy ships.
3. The temple took delivery of a small quantity of adamantine last month, and have securely secured the metal in their heavily guarded storage vault. Only the most puissant and devout crafters can work with such a fabulously rare metal—and only for the wealthiest clients.
4. The Great Forge has suffered a spate of thefts recently and the clergy are taking extra steps to ensure the temple's sanctity. Woe betide anyone caught acting suspiciously in the temple's precincts.
5. Last month, one of the Great Forge's clockwork guardians malfunctioned and went berserk, killing several visitors of the temple. The event has been hushed up—no one knows what went wrong.
6. Janaela Vonothvar (see "Notable Folk") is obsessed with the movement of the planets and their effects on powerful magics and the like woven at propitious times. Why she is so obsessed is unknown.

IN YOUR CAMPAIGN

The Great Forge is location T3 on the City of Languard map, but is easily added to almost any fantasy town or city as the temple or shrine of a good-aligned crusader god.

VISITING THE WATCHER'S SPIRE

The home of Darlen's faithful in Languard, the Watcher's Spire—also known as Champion's Abbey—is a heavily fortified temple complex in the north of the city. Girded with 20 ft. walls—and part of Languard's city wall in places—it is an integral part of the city's defences. Here dwell Darlen's militaristic followers, in a perpetual state of readiness.

The complex's main feature is a stout, massively fortified donjon upon which stands a slender watch tower fully 50 ft. high. From its battlemented roof, sentinels keep watch over Languard's western seaward approaches.

Much smaller than Father's Hall, the relative size of the two compounds speaks volumes as to the two sects' political power and influence. While Darlen's faithful are ever-watchful against evil's rise, they have little influence over the commoners' day-to-day life, many of whom see them as an irrelevance.

NOTABLE FOLK

Many of the folk found at the Watcher's Spire are essentially normal people. A few, however, are notable:

- **Irina Vitikka** (LG female human paladin 5) knows the duchy well and is particularly well travelled. A rising star among the Darlenites, Irina is widely acknowledged as one of Darlen's greatest champions of recent years. Recently returned to Watcher's Spire from Tor Abbey she spends much time at prayer waiting for a sign from her divine patron.
- **Lady Protector Varma Nikkonen** (LG middle-aged female human paladin 5/cleric 3) chafes at the common folk's opinion of the order and yearns for some great battle or test to prove her followers' worth. Now grey around the temples, Varma is still a formidable warrior and a skilled diplomat beloved by the common folk (even if her order is not).

All too aware of the lurking aura of evil pervading Gloamhold's halls the faithful keep a particular eye on adventurers frequently plumbing its depths. Church agents may question the adventurers on their return and even preach to them to keep them safe from Gloamhold's encroaching darkness.



OTHER FOLK AT THE TEMPLE

The characters are not the only folk at Watcher's Spire. Use this list, to generate details of other interesting people the characters meet while visiting the temple:

1. **Eerik Ilmarinen** (LG male human cleric 1) industriously brushes the floor and is impressively unaware of his surroundings—meaning he could easily bump into, or knock over, a visitor. Eerik is kind, strong and devout, but has a reputation as a bit of a dreamer.
2. **Serafia Kare** (NG female human fighter 3) waits to speak with Irina Vitikka (see "Notable Folk") about joining her rumoured expedition. Serafia has been waiting for hours, and is getting bored; even worse, her wineskin is almost empty.
3. **Kosti Lemmä** (LG male human cleric 3) hates dealing with visiting adventurers as he (ironically) finds them arrogant and opinionated. While he does his best to be civil, perceptive characters notice his boredom and frustration.
4. **Reko Arpia** (CN male human thief 2) needs coin, and has come here to steal or swindle it. Dressed like a priest he tries to swindle coin from the characters. If they, or an actual member of the clergy, rumbles Reko's scheme, he flees.
5. **Santeri Tapatora** (N middle-aged male human thief 1) begs at the temple gate for alms. Scrawny and be-stubbled he wears ragged, ill-fitting clothes and has an air of desperation. He may be nothing more than a beggar or he could be a spy here to watch over the temple and its doings.
6. **Venla Urho** (CG female human wizard 5) loudly curses the rigidity of the Darlenites. She needs aid for a badly injured friend, but is frustrated with the clergy's slow response. She seeks the characters' loud agreement that "something should be done—and quickly."

DARLEN

LG greater god of law, order, justice and the sun

Epithets: The Justiciar, the Shining Light, the Noble One

Symbol: The rising sun

Favoured Weapon: Longsword

Raiment: Voluminous, white cowled habits; unless expecting battle, clerics do not wear armour

Worshippers: Nobles, paladins and warriors; enemies of Braal

Teachings: The strong must protect the weak. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy when dealing with its tools.

The holy warriors of the Order of the Watch Eternal stand between Ashlar and the darkness pressing in on all sides. Its members are heroes and protectors of the common-folk. Some of their number delve into Gloamhold's sinister, benighted depths while others patrol the duchy's bounds or strike out into the surrounding wilderlands.

NOTABLE THINGS FOR SALE

It is not uncommon for the clergy to have items of particular interest to adventurers for sale. Roll on the list below, to determine what notable items are available:

1. **+1 Silver Dagger (800 gp):** Set with a black onyx in its pommel this dagger comes with a black sheath decorated with silver and gold stitching in the shape of a rising sun. The dagger is obviously of olden construct, but the scabbard is newly made.
2. **Oversized Holy Water (50 gp):** Twice the normal size these flasks of holy water are designed to crack open when thrown. The temple have five such flasks.
3. **Silver and Gold Holy Symbol (200 gp):** This beautiful object is obviously a work of art. The blazing sun symbol is overly large and can be mounted on a battle standard or displayed on a wall. It has a secret compartment, and within lies the finger bone of a minor saint—Saint Eeva Kalpio also known as the Blessed Maid of Battle.
4. **Gilded Plate Mail (650 gp):** Sized for a halfling or gnome, this armour is no good to the clergy. If the buyer does not haggle, the order's armourer will fit it for free.
5. **Scripture of Law (50 gp):** This ponderous tome features beautiful illuminations and presents teaching, stories and lessons by some of the order's early, prominent followers. It is a copy and not the original book.
6. **Map of Gloamhold (50 gp):** This copy of the order's master map of Gloamhold's known reaches comes with the text of "Abjure the Darkness"—a well-known Darlenite prayer.

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. Many supplicants have come to the temple today, and the party must wait 1d6 hours to see anyone of note.

RUNNING THIS EVENTURE

Visiting the Watcher's Spire can be nothing more than an interlude between adventures, the venue for the characters to find a skilled healer, wise priest or even the unlikely place to meet a patron or new party member. The characters may even come to the temple in search of healing, advice or some other form of aid. Aid will not be without cost—even for a fellow adherent. Such payment will likely entail some form of service that keeps the party away from Gloamhold so any influence it has over them may diminish with time.

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 the Watcher's Spire as long as you keep track of what results the characters have already experienced).

2. As the party explain their reason for visiting the temple to a young acolyte, they pique the interest of Lady Protector Nikkonen (see "Notable Folk") who stops as she passes by to see what they want at the temple.
3. An important religious service is in progress when the characters arrive, and they must wait until it is over to pursue their goal. How they act during the service (if they wait) will determine how the clergy treats them.
4. The clamour of swordplay rises from the courtyard; there, two neophyte paladins spar. If they spot a capable-looking warrior, the paladins invite them to fight a practise round.
5. A group of adventurers has just donated a magic item to the clergy in return for some favour or service. Roll once more on "Notable Things for Sale".
6. The characters encounter Irina Vitikka (see "Notable Folk") instructing a hopelessly inept acolyte in Darlen's ways.

WHISPERS & RUMOURS

The priests, paladins and other adherents at the Watcher's Spire are not immune to the insidious tug of a good rumour. Characters chatting with folk at the temple may learn some or all of the rumours (which may or may not be true) below:

1. Darlen's faithful are ever vigilant—some might say too vigilant—against evil's rise. While they are a force for good, some can be too quick to judge and see evil where it does not exist. Many commonfolk—and some adventurers—have suffered needlessly at their hands.
2. A darkness is gathering in the ruined village of Greystone. Once the demesne of the cursed and doomed Alanen family the village has been long abandoned. Now, however, something seems to be stirring amid the ruins and at least one adventuring party has disappeared therein.
3. Obsessed with right and law, the Darlenites have no comprehension of the things that are truly important to the commonfolk—having enough food to eat and somewhere safe to call home.
4. Lady Protector Nikkonen (see "Notable Folk") dreams of valorous deeds to further her order's influence. She doesn't care how many commoners suffering as she pursues glory—only that her faith's political power increases.
5. Dark doings are on the rise in Languard, and several of the clergy suspect a cult dedicated to some fell power has established itself in the city. Consequently, the priests are looking for adventurers of the "right sort" to investigate.
6. Irina Vitikka (see "Notable Folk") is considering an expedition across the bay to Gloamhold, and is accepting application by adventurers keen to join her. Only those strong in the cause of good need apply.

IN YOUR CAMPAIGN

Watcher's Spire is location T4 on the City of Languard map, but is easily added to almost any fantasy town or city as the temple or shrine of a good-aligned crusader god.

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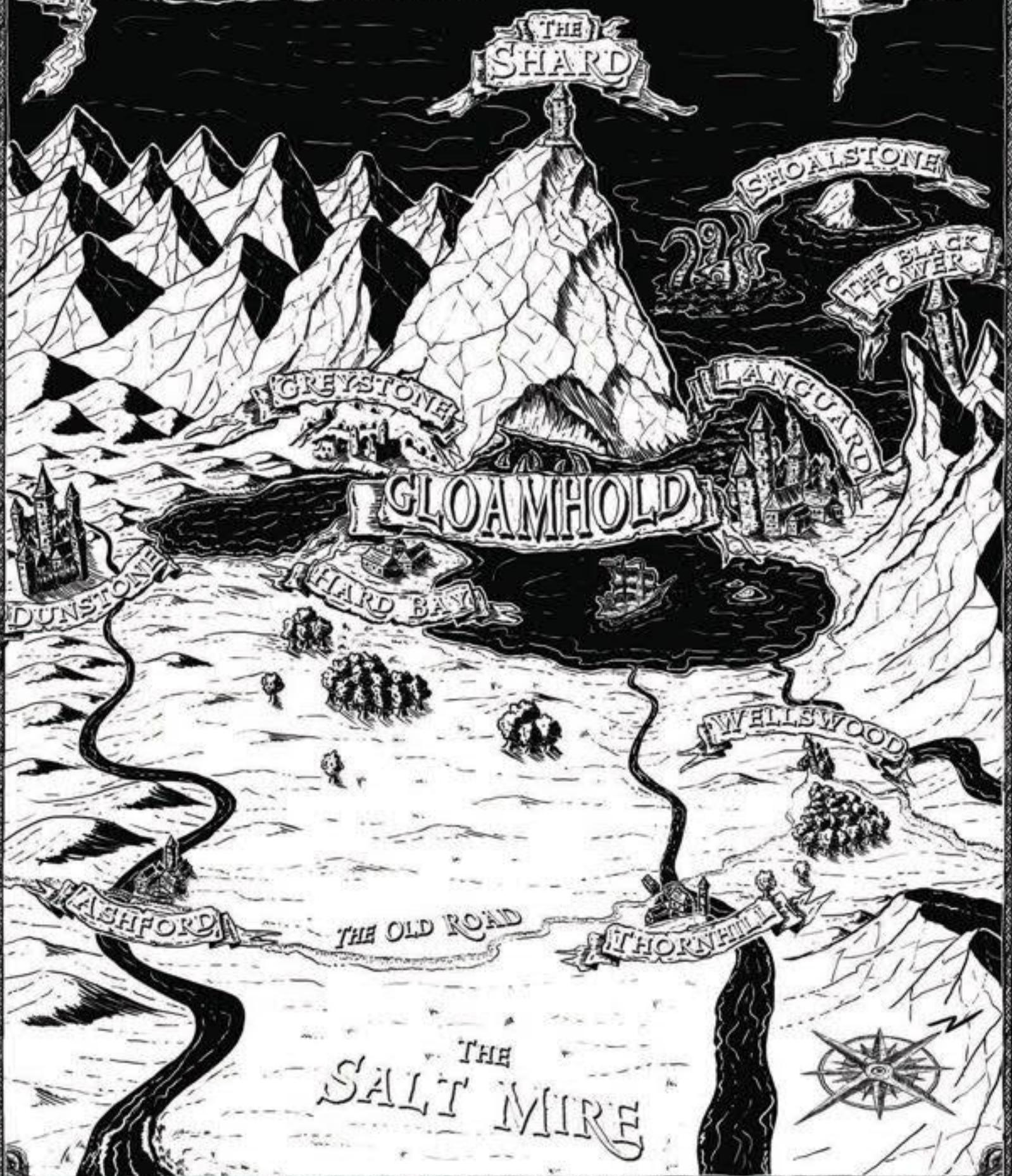
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GLOAMHOLD AND ITS SURROUNDINGS



THE SHARD

SHOALSTONE

THE BLACK TOWER

GREYSTONE

LANGUARD

GLOAMHOLD

DUNSTONE

HARD BAY

WELLSWOOD

WASHFORD

THE OLD ROAD

THORNHILL

THE SALT MIRE



