

HIGH CITY

BY

DAY

A RAGING SWAN PRESS MINI-EVENTURE





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HIGH CITY BY DAY

Languard is the Duchy of Ashlar's capital city. It is a vibrant, dynamic place full of opportunities, complications and adventures. So often, though, characters moving about the city experience none of this rich flavour—they simply arrive at their destination. Use the lists herein to add depth and flavour to your characters' exploits in Languard.

Designed specifically for you, the busy GM, this supplement enables you to effortlessly bring your characters' next urban adventure to life. This supplement is designed for use with *City Backdrop: Languard*, but can easily be used with virtually any town or city.

CREDITS

Design: Creighton Broadhurst

Development: Creighton Broadhurst

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

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WHAT'S A MINI-EVENTURE?

A mini-eventure is akin to a normal encounter, but does not (normally) feature violence or physical challenges. Instead, a mini-eventure focuses on the use of social skills and role-play to resolve the challenges, or events, therein. Most mini-eventures take place in an urban locale. Mini-eventures are an excellent change of pace and can be used as filler between adventures or as situations in which characters who have invested in social skills can shine. They are also perfect for players who enjoy role-playing.

USING THIS MINI-EVENTURE

This supplement provides everything you need to run a short, flavoursome eventure.

Use the lists herein to add depth and flavour to the characters' exploration of Languard. Use the entries as nothing more than local colour or as springboards to encounters, side quests or even full adventures. You can use this mini-eventure repeatedly, as long as you keep track of which entries you have previously used. Of course, some of the listed NPCs and locales could become staples of your campaign. Be sure to note the location of locales on your GM's city map and develop any your characters seem particularly interested in visiting again.

You can either plan events ahead of time or just "wing" the whole mini-eventure using the tables herein to facilitate play.



THE 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.

All Ashlar's noble families maintain townhouses in High City for when family members visit the city on business (or pleasure). Such places are staffed permanently by trusted servants and a small garrison of men-at-arms to discourage theft.

HIGH CITY BY DAY

High City is busy during the day—its folk (or their servants and hirelings) are out and about going about their business. Generally, High City is not as crowded as the lower parts of the city.

FOLK OUT & ABOUT

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

1. **Albin Ilma** (NG male human **berserker**) feels and looks out of place. A mighty warrior and stout drinking companion Albin is out of his depth among the monied folk of High City. Albin recently burgled a wizard's tower and is enjoying the fruits of his labours. Tall, handsome and clad in little more than studded leather armour, he stands out from the crowd.
2. **Elisa Aikio** (N middle-aged female human **mage**) visits Languard to speak with Urmas Aalto the sage and the duchy's foremost authority on Gloamhold. Elisa cannot find Urmas's house (location H3 on the City of Languard map) and stops the characters to ask for directions. She is pleasant and to the point. She is newly arrived in the city and has not yet secured lodgings—do the characters have any recommendations?
3. **Mikael Joukahainen** (LG male human **knight** [Darlen]) shines in gleaming plate armour. Atop his sable warhorse he presents the image of a typical, chivalrous knight. Trailed by his squire, he is heading out of the city to patrol the surrounds in search of evil-doers. If the characters are leaving the city, he may travel with them for a while.
4. **Vilutar Pakkanen** (LN female human **noble**) rides in an ornate open-topped carriage. Two servants and a bodyguard attend her. Vilutar is a wealthy merchant who owns several ocean-going vessels. Rich and powerful she has many friends in the city, and is often in need of trustworthy adventurers to guard her vessels on their many far-flung voyages. She is friendly, but busy and does not suffer time-wasters. She wears expensive, tasteful robes. (Vilutar Pakkanen appears in *Dungeon Backdrop: Wreck of the Sea Sprite*.)

5. **Loviisa Repo** (LE female human **assassin**) stalks her next victim. She is an assassin-for-hire and has been engaged to slay Vilutar Pakkanen (see #4 above). A perceptive character may spot her paying intense attention to her victim and wonder why. Alternatively, Loviisa may think a character is onto her, and take steps accordingly.
6. **Olavi Vartia** (N male human **knight**) works as a bodyguard—when sober. As this hulking, fat warrior sinks deeper into alcoholism he finds work harder to secure. Olavi has just lost another job and is drowning his sorrows.

LOCALES OF INTEREST

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

1. **The Golden Unicorn:** The fine tavern is the preserve of the rich and powerful. Here come Languard's wealthy merchants to agree deals worth thousands of gold crowns. The Golden Unicorn's prices are not for the faint-hearted. The establishment also boasts many guards—both to keep riffraff out and to watch over the various patrons' bodyguards.
2. **Boots and Laces:** Owned and operated by Krister Vaania (LN old male human **commoner**) this cobbler's is one of the finest such establishments in Languard. Krister is stuffy and lost in the old traditions of boot-making. His daughter, Kristiina Vaania (NG female human **commoner**), is open to new practises and techniques. She dreams of making boots from exotic materials—dragonhide, basilisk skin and the like. Sadly, she has no source for such rare materials.
3. **All That Glimmers:** This high-end jeweller's shop is only open by appointment—unless one is fabulously wealthy, powerful or widely renowned. Adventurers seeking to sell their ill-gotten loot are directed to the rear entrance. Such transactions are enacted in a small private room. All That Glimmers employs several semi-retired adventurers as guards, and has impressive magical defences. Languard's thieves know to leave this place well alone. Mauno Unti (LG male human **commoner**) is the shop's public face.
4. **Black Swan Manor:** An ornate black swan weathervane gives this place its name. This expansive (and expensive) townhouse is available for rent by the month or year. The rent includes a small retinue of servants, but no guards. Visiting merchants or nobles from other realms often hire Black Swan Manor. The owner—Kustaa Tornia (LN middle-aged female human **gladiator**)—is reluctant to rent to adventurers after several unfortunate and unexplained events have necessitated extensive repairs to the cellar.
5. **Spine and Leaf:** This bookbinder and scribe does a roaring trade with the city's wizards. The books to be had here are of excellent quality—suitable for spellbooks—and can be custom ordered. Thororon Vonothvar (NG female elf **mage**) runs Spine and Leaf.
6. **The Alanen Manor:** This crumbling townhouse once belonged to the accursed Alanens of Greystone. Its roof has long since fallen in. Sometimes, strange sounds emanate from the dilapidated structure.

WHAT'S GOING ON?

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

1. **Capering Jester:** Kosti Urho (N male human **commoner**) dances down the street. Clad in bright robes of mind-boggling design he has been hired to spread the word about an upcoming event at the Emerald Medusa (a floating restaurant—location H12 on the City of Languard map).
2. **Clattering Coach:** An ornate coach, drawn by two white horses, clatters down the street. Two mounted guards precede the coach, and another two follow in its wake. The guards are alert and well-equipped. Clearly, whoever is in the coach is wealthy, important and in a hurry.
3. **Patrolling Watch:** A six-strong patrol of the watch marches along the street. Its members are well turned out, and the officer's breastplate gleams in the sunlight. The officer also wears an impressive plumed helm which nods and sways as she leads her men onwards.
4. **The Bells:** Bells ring out from Watcher's Spire (location T4 on the City of Languard map). At dawn and dusk the bells call the faithful to worship. They could be rung at other times as a tribute to a fallen follower or as a warning if pirates—or some other threat—approaches the city.
5. **Rain:** Hard, heavy rain falls over the city. Folk seek shelter in nearby taverns, inns and shops—whose owners are delighted at the captive customers the weather has provided.
6. **Nobles on the Hunt:** A hunting party trot toward Duke's Gate (location G4 on the City of Languard map). Several half-elves clad in the finest hunting leathers lead a small group of men-at-arms, servants and hunting hounds—some of the Nenonens are on the hunt.

OPPORTUNITIES & COMPLICATIONS

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

1. **Stumbling Servant:** A tall, miserable man, laden with bundles, trips and falls in the street. He drops his burden. If the characters help him, he introduces himself as Lalli Vaino (N male human **commoner**)—servant to master clothier Kerttu Neuvo. He offers to put in a good word for the party with his mistress.
2. **Well-Dressed Rakes:** A group of young men, clad in the latest fashions and armed with fine rapiers, lounge outside an upmarket tavern. At sight of the characters they start loudly commenting and laughing about “upstart adventurers” and a “lack of breeding”. They are full of the brashness and invincibility of youth.
3. **Wandering Priest:** Akatius Tornio (LN male human **acolyte** [Conn]) wanders High City seeking donations to aid the poor folk of the Shambles. He knows adventurers often have spare coin and politely intercepts them. He is insistent, and doesn't take no for an answer.

4. **Beggar:** A brave beggar, Joakim Tulo (N old male human **commoner**), has snuck into High City. The watch have spotted him, though, and are in the process of teaching him a lesson through the medium of a clenched fist. He is helpless, and not resisting.
5. **Strange Companions:** If one of the characters has a strange animal companion or mount, a watch patrol stops them to “suggest” the creature be billeted at Miya's Stables (location H7 on the City of Languard map).
6. **An Invitation:** The characters receive an invitation from Vilutar Pakkanen (“Folk out and About #4 and #5”) to dine with her at the Dragonheart Tavern (location H9 on the City of Languard map). She may have a specific job for them or may just be feeling them out for the future.

WHISPERS & RUMOURS

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

1. **Noble Woman Abroad:** Elina Vuolle, ruler of the dismal village of Coldwater, is in the city. The word is that her title and lands are for sale—but that no one will pay her high price.
2. **Thieves in High Market:** High Market (location H2 on the City of Languard map) has suffered a sudden rise in thefts and pick pocketing. The market's owner, Eleonora Pasanen, is said to be enraged at the thieves' brazen actions.
3. **Sea Sprite Returned:** Thought lost at sea a year ago, *Sea Sprite* has been sighted floundering off the Mottled Spire. The vessel is one of Vilutar Pakkanen's (“Folk out and About #4”) and was on a long voyage to the Coral Sea. It's only a matter of time before someone boards the wreck to loot its cargo.
4. **Black Swan Manor:** There is something odd about Black Swan Manor (Locales of Interest #4). The owner no longer rents it to adventurers after several strange, unspecified incidents resulted in extensive repairs to the cellar.
5. **Monstrous Hides Wanted:** Kristiina Vaania at Boots and Laces (“Locales of Interest” #2) will purchase the hides of strange or outlandish monsters.
6. **Weird and Wonderful Food:** If you want to try weird and wonderful food, the Ruby Plate (location H14 on the City of Languard map) is the place to go.



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