

THE SHAMBLES

— BY —

DAY

A RAGING SWAN PRESS MINI-EVENTURE





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THE SHAMBLES 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.

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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 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 dwell Languard's poor in cramped, unsanitary conditions.

Most of the Shambles' dilapidated buildings are of shoddy wooden construction. Typically, three—or sometimes four—stories high, they cluster together; upper levels jut out over the surrounding alleys giving the whole district the aspect of a gigantic sunken maze. The streets are nothing more than packed, worn earth that turns to slippery mud during heavy rainfall. To the north, Cheap Street divides the Shambles from the Fishshambles.

THE SHAMBLES BY DAY

By day, the Shambles is a hive of (desperate) activity. Charity is virtually unknown in the Shambles, and the residents do what they must to survive; many are involved at least tangentially with the Shadow Masks and their nefarious activities.

FOLK OUT & ABOUT

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

1. **Riitta Kekko** (CN female human **spy**) dreams of escaping the Shambles, but bad luck dogs her every step. In truth, Riitta is incapable of concentrating or following a plan, and she makes her own bad luck. Capricious and self-serving this slender, graceful woman dresses much better than her contemporaries. She carries many daggers about her person.
2. **Iisak Ampuja** (CE male human **thug**) keeps an eye out for easy prey. Wearing dirty studded leather armour and with a well-worn shortsword at his belt Iisak looks exactly like what he is—a thug, mugger and murderer. Unkempt black hair, a scraggly beard and ferocious body odour betrays Iisak's disdain for personal hygiene.
3. **Jegor Niera** (N male human **bandit**) hops along on crude crutches. At first glance it looks like this beggar has lost his right leg, but it is actually strapped up behind him—and hidden by a dirty, voluminous cloak. Jegor takes coin from anyone, and spins a tale of heroic sacrifice which culminated in him losing a leg to a vicious ogre. His story is a lie.
4. **Jyrki Koveri** (N middle-aged female human **commoner**) pushes her handcart laden with vegetables through the Shambles, in search of buyers. Most of her stock is old, and on the turn, but it is all her customers can afford. Jyrki is stocky, brown-haired and strong.
5. **Hanna Janakka** (LG female human **commoner**) cares desperately for the folk of her tenement and greatly desires to free them of the Shadow Masks's nefarious influence. She is charismatic and eloquent, but fair words and rhetoric can only take her so far. Folk need to eat, and most will do whatever it takes to feed their children. The Shambles's grinding poverty and misery upset her and she dreams of finding a wealthy benefactor to support her endeavours.

6. **Berra Cloakwarden** (N male halfling **spy**) loves the hubbub of the Shambles. Secretly wealthy after several lucrative expeditions to Gloamhold, he can't bring himself to leave his neighbourhood. Quiet and unassuming this podgy halfling dwells in a small cottage he has slowly transformed into a comfortable home. He is paranoid and secretive—he knows if people learn of his wealth, he will quickly lose it.

LOCALES OF INTEREST

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

1. **The Dagger and Ferret:** Dark, dingy and offering cheap, sordid entertainment, questionable food and watery drinks this dirty inn caters perfectly to the Shambles's lowlife. Comprising a smoky taproom and a half-dozen filthy, draughty bedrooms this is a good place to hide from the watch. The owner—Serafia Janakka (CE female human **bandit captain**)—is as trustworthy as a drunk, hungry squirrel.
2. **Jumbles:** Aptly named, Jumbles is a riot of disorganisation. This cramped shop extends over three floors of a tenement and exclusively stocks poor quality items. Its proprietor—Kalle Rautia (N middle-aged male human **commoner**)—accepts coin or barter. Kalle also does house clearances and asks no questions regards the provenance of items in his shop.
3. **The Old Tower:** A wizard once dwelled here, but he is long dead. Much of the tower is a ruin, but the ground and first floors remain intact. Now the quasi-ruin is a gambling den and low-class tavern. The ruin's ground floor is given over to hard drinking. Most nights, surprisingly high stake games take place in the tower's vaulted, double height brick-lined cellar. The few rooms on the first floor are available by the hour or night. The owner—Immo Paaso (LE male human **mage**)—lives in and owns the adjacent ramshackle tenement.
4. **The Coin and Rod:** This pawnbroker preys on the desperate and near-destitute offering paltry sums and high interest to his customers. The stout building is heavily fortified and under the Shadow Masks's explicit protection. Several thugs normally loiter nearby to dissuade unhappy customers from causing trouble.
5. **The Bloody Cloth:** For the Shambles's residents, magical healing is an impossible dream. Those injured or sick either endure their condition or come to the Bloody Cloth. Some do not leave. The "care" here is basic and brutal. The Bloody Cloth comprises the bottom two floors of a tenement building. It is often busy—life in the Shambles is hard and rife with illness. Several of the staff are in the pay of necromancers and other foul persons. For gold, they provide the bodies of those who won't be missed—no questions asked. Thus far, their activities have gone unnoticed, except among the Shambles's beggars who have noticed that most of their kind visiting the Bloody Cloth disappear.
6. **Ruined Tenement:** Fire-scarred and dilapidated this ramshackle tenement is abandoned—but soon a new landlord will take it over and perform minimal repairs.

WHAT'S GOING ON?

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

1. **Rain and Mud:** It begins to rain heavily. After an hour or so, the Shambles's alleys and streets are transformed into stretches of cloying, churned-up mud.
2. **Screaming:** As the characters pass a dark alleyway, a scream erupts from its dingy depths. A mugging (or worse) could be taking place or this could be a ploy to lure do-gooders into an ambush. Nearby townfolk studiously ignore the screams.
3. **Leaping Thief:** One of the characters looks up, just as a thief leaps from roof to roof across the alleyway. Seconds later another figure—maybe an accomplice or the thief's victim—takes the same leap.
4. **Ragged Children:** A pack of rag-clad, mischievous children run through the streets, playing a game of tag. The children shout, laugh and caper. They could just be having fun or could be using the game as cover for a spot of light thievery.
5. **Stray Dogs:** Three mongrel stray dogs nose among the rubbish and filth for scraps of food. All three are thin and hungry. They happily eat from the characters' hands.
6. **Dogs and Rats:** Rats scurry about in the shadow of an alleyway, looking for food. Suddenly, a stray dog bursts into the alleyway barking viciously. It darts after the rats, which scatter into the alley and street. Chaos ensues, as the barking dog chases the fleeing rats through the crowd.

OPPORTUNITIES & COMPLICATIONS

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

1. **Bloody and Bruised:** A young man—Hilppa Viljakka (NG male human **veteran**)—staggers from an alleyway. He has been stripped naked and beaten. He explains he was hunting for the thief who stole his mother's signet ring when he was set upon. Hilppa is the son of a wealthy merchant—Pirkko Viljakka—who would be grateful for her son's safe return.
2. **Cowardly Thief:** A cowardly thief—Mauno Toiva (NE male human **spy**)—attempts to lift a character's coin purse. If he is spotted, he immediately flees. If caught, he surrenders and begs for mercy. Mauno could possess information the characters need, and gladly exchanges it for his freedom.
3. **Fire:** Smoke billows from the window of a tenement building—a cooking fire has got out of control. As some people flee the building, other folk rush to help extinguish the blaze before it spreads. This might be nothing more than an accidental fire or it could be part of a nefarious scheme.
4. **Fight:** As the characters pass a seedy tavern, its door bangs open and two dirty, leather-clad patrons burst forth—thrown into the street by a hulking, balding man wearing a dirty apron. The man shouts, "And stay out!", before slamming the door shut. A wave of faint laughter comes from the tavern.

5. **Street Walker:** A scantily clad woman—Rekiina Rautia (CN female human **commoner**)—beckons to a character, from the mouth of a shadowy alley. She offers company for only 1 silver coin. Her offer could be genuine, or she could be trying to lure a naive mark into the alley wherein they will meet her burly associates.
6. **Daytime Drinking:** Four unemployed labourers sit against a wall, passing a jack of sour wine between them. They laugh coarsely as the characters pass—whether at the party or at some crude joke is hard to say.

WHISPERS & RUMOURS

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

1. **Need to Hide:** The Dagger and Ferret (Locales of Interest #1) is a good place to hide from the watch. Its owner, Serafia Janakka, will hide anyone for enough coin—and will also betray anyone for enough coin.
2. **Whatever You Want:** Almost anything can be procured in the Shambles, if you know where to look and who to see. The Shadow Masks control much of the Shambles, and it's not difficult to meet a guild member. The Shambles is a much safer place to do such business than the Wrecks, though. In the Wrecks, you'd be lucky to escape with your life!
3. **A Goblin:** A goblin was seen last night in the Shambles. It was heavily disguised, but a drunk adventurer swears she saw the creature talking with several unsavoury types.
4. **Crackdown:** The duke is planning to crack down on the lawlessness in the Shambles, by sending in the watch to scour away the Shadow Masks's influence. Trouble is inevitable.
5. **High Stakes:** If you feel lucky, and want to gamble, the Old Tower (Locales of Interest #3) is the place to go. Become a regular and you'll get invited to the nightly high stakes game held in the tavern's cellar.
6. **Giant Man-Eating Rats:** Giant man-eating rats have been seen in the worst part of the Shambles near Water Lane. Dogs, cats and even children have gone missing, lately.



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