

A DAY OUT
— AT —
LOW MARKET

A RAGING SWAN PRESS MINI-EVENTURE



5E



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

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

A DAY OUT AT 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.

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

CREDITS

Design: Creighton Broadhurst

Development: Creighton Broadhurst

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

CONTENTS

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

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

To contact us, email gatekeeper@ragingswan.com

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

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

©Raging Swan Press 2020.

WHAT'S A MINI-EVENTURE?

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

USING THIS MINI-EVENTURE

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

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



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 pedlars. 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 **spy**) 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 **veteran**) 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:

1. **Riku Eerola** (LN male human **commoner**) 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.
2. **Jegor Lempo** (CN male human **guard**) 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.
3. **Salme Keiho** (N young female human **commoner**) 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".
4. **Hilppa Vihas** (N male human **spy**) 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.
5. **Aamu Tuntia** (NE female human **commoner**) 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.
6. **Tuuli Arpia** (LG female human **knight**) 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 drab 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.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

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

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

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

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *RSProduct* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Creighton Broadhurst to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.



GLOAMHOLD AND ITS SURROUNDINGS



ragingswan.com

