

FISHSHAMBLES
— BY —
NIGHT

A RAGING SWAN PRESS MINI-EVENTURE



OSR



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FISHSHAMBLES BY NIGHT

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.



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THE FISHSHAMBLES

Fishshambles sprawls along the waterfront to the north of Cheap Street. Here, a tangled, reeking labyrinth of narrow, tenebrous alleys—punctuated by a few wider roads—runs down to the Svart and the network of rickety wharfs and jetties jutting from its southern bank. A few folk maintain tottering decrepit warehouses, hard against the docks; most such locations are used for nefarious activities such as smuggling. At least two are controlled by the Shadow Masks.

The folk here are tough, well used to dealing with the vicissitudes of life and Hard Bay's perils. Adventurers seeking a boat and its master brave enough to sail to Gloamhold will likely eventually gravitate here.

Many of the folk and businesses in the Fishshambles—unsurprisingly—make their living from the sea. Most of the choicest fish is landed in High City; Fishshambles's folk must make do with the cast-offs and leavings of the wealthier folk across the river.

FISHSHAMBLES BY NIGHT

At night—when the day's work is done—Fishshambles's residents relax. For many, this involves a visit to a local tavern. Fishshamble's nighttime economy is as vibrant as its daytime economy—but is of a far different character. Until about midnight, taverns, inns, whorehouses and various other businesses do a roaring trade catering to Languard's half-working nautical types. Much of Fishshambles's industry is governed by the tides and folk must be to bed early. Thus, many Fishshambles businesses also close early.

FOLK OUT & ABOUT

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

1. **Turo Vesi** (N middle-aged male human) staggers home after a frenzied and prolonged drinking session. He is worse for wear, and barely able to stand. He's friendly, though, and latches onto the party. Fascinated by their adventures he (loudly and repeatedly) asks many questions about their exploits. If the party are attempting subtly or stealth, this could be a real problem.
2. **Tuuli Rahikka** (CN female human) mulls a pressing problem—she needs coin and she needs it fast to pay off certain debts. Tuuli is a skilled sailor and offers to act as the characters' ferry to their next adventure. If they agree, she asks for an upfront payment to "tide her over". She's easily, distracted, though, and might be unavailable when the characters need her.
3. **Siri Aikio** (N middle-aged male human) needs money. Piri needs to raise funds to pay for his wife's magical healing—she suffers from a serious disease. He approaches the characters and tries to sell them his boat. Knowing adventurers rarely know the value of normal things, he starts with an outrageously high asking price.

4. **Tuulitar Vaino** (NG female half-elf fighter 3) wanders Fishshambles in search of a stout sailor to ferry her band across the bay. Tuulitar belongs to the Bloody Sword adventuring band, and stops to chat with the characters. Her band have recently discovered a map showing the location of a hoard on one of Hard Bay's nameless isles. Paranoid, she wants to make sure the characters are not after "her" treasure.
5. **Mauno Kokko** (NG male human thief 3) lies face down in the gutter after an epic drinking session. Covered in vomit and excrement, at first glance he appears dead. He's also been robbed. If the characters stop to help, he quickly realises his purse is missing and—with no other suspects—accuses the characters of the crime. When sober, which is rare these days, he is a clever and daring burglar.
6. **Tiera Niera** (NE male human fighter 2) works with a band of friends to follow and mug drunk revellers. He's a hulking, somewhat unsubtle fellow, ill suited to his role as the group's spotter. (See "Opportunities & Complications #5).

LOCALES OF INTEREST

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

1. **Catch 'o the Dark:** Operating only at night, these fisherfolk specialise in catching nocturnal fish. Often at the docks after dark, they see much that goes on under cover of night. Many folk assume they are smugglers, but they are not.
2. **Urpanus Home:** Light blaze in the upper windows of this tall, thin building. Herein dwells Urpanus Kuningas (LG male human)—a writer haunted by queer waking dreams of strange places and stranger folk. He writes at night—frantically noting down all he sees. Many believe the dishevelled, humpbacked man is mad.
3. **The Broken Oar:** Sea shanties and hard drinking are the order of business at the Broken Oar. This small, decrepit, tavern only opens at night—or when the weather is so foul fishing is impossible. Wild, off-tone singing likely draws the characters to this busy place.
4. **Nestor's:** This small shop is always open; its owner—Nestor Montaja (N old male human)—seemingly has no need of sleep—or personal hygiene. Nautical bric-a-brac (some from questionable sources) festoons the dingy, candle-lit shop. Nestor has a few maps of Hard Bay purporting to show the locations of ancient ruins and buried treasures. He only parts with them for an up-front payment and a decent percentage of any recovered treasure. Local children tell any who will listen that Nestor is a warlock, vampire or lich!
5. **Cinders and Ashes:** This ash-wreathed ruin partially burnt down a decade ago. At night, it is a beggars' haunt. Flickering flames from various fire pits show where the homeless folk gather to swap stories and drink the night-chills away.
6. **The Old House:** Reputedly Fishshambles's oldest tavern, the Old House overlooks the docks. The tavern features a leaning stone tower which once served as a lighthouse. Now seagulls roost where once blazing fires guided the fisherfolk home. The tower is still a good place to watch dockside doings.

WHAT'S GOING ON?

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

1. **Drunken Singing:** Sounds of revelry and drunken singing curl through Fishshambles's dim streets. The day's catch has been good, and the fisherfolk are celebrating the best way they know how—with booze, companionship and song.
2. **Quiet Streets:** Heavy rain falls on Languard, and the gloomy streets empty. Only those with pressing business are aboard this night.
3. **Drunken Sailors:** A trio of drunken sailors stagger down the road, deep in (incomprehensible) conversation. They don't see the party, and blunder into the characters. Their reaction depends on how the characters deal with their mistake.
4. **Ladies of the Night:** Prostitutes linger in the deep shadows, thrown by the looming buildings bounding the street. They call out enticingly to passersby, to drum up trade. Some may be honest, while others have nefarious intentions. Those with hidden motives could work in league with press gangs, slavers, muggers or worse.
5. **Fish Slops:** As the characters pass a shop or tenement building, someone throws a bucket of fish guts and bones into the street. The foul slurry splashes a character's boots.
6. **Arguing Couple:** Two peasants—a fisherman and his wife—argue loudly in the street. It seems one has "drunk all the money" and the other is angry. The two are drunk, and the argument is confused. It's not immediately clear which of the two has "drunk all the money".

OPPORTUNITIES & COMPLICATIONS

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

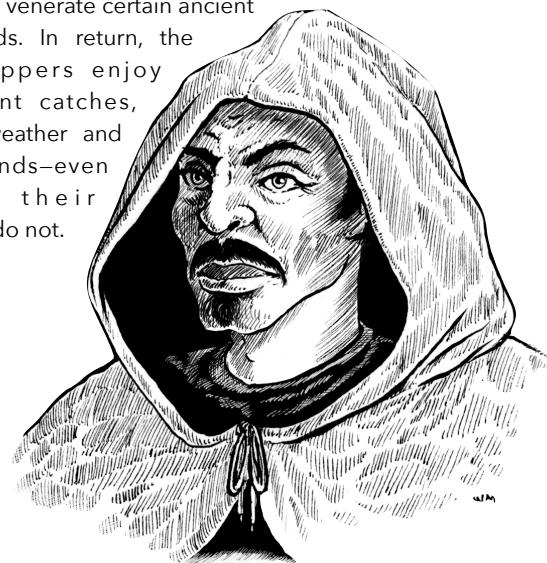
1. **Fight in the Dark:** The unmistakable sounds of combat reaches the characters' ears, from a nearby dark court. If the party investigate, they discover two rival fishing boat crews locked in a brawl.
2. **Furtive Cart:** A teamster drives a cart through Fishshambles. He—Brusi Niera (CN male human thief 1)—avoids busy or well-lit areas. Perceptive characters notice his horse's hooves are muffled and that the teamster wears dark, nondescript clothing, and might wonder what is in the cart.
3. **Rotting Fish:** Elias Ora (N male human thief 1) pushes a noisome handcart down the street. Ostentatiously trying to sell fish he is—in fact—the lookout for a gang of thieves robbing a nearby business. He tries to sell the characters obviously rotten fish for an outrageous price in the hopes they will quickly move on. Elias prides himself on how annoying he can be, when "in character".
4. **Falling Tile:** A roof tile falls from a nearby building and shatters on the ground inches away from a character. Was the falling tile an accident, attempted murder or the result of a thief going about their rooftop business?

5. **Mugging:** A group of muggers decides a character—or the entire group—is a good target for a quick, profitably mugging. One of the number follows the target for a short while, and the character likely notices the interest. If it becomes obvious the thieves are about to make a terrible mistake, they retreat. Otherwise, they launch their ill-advised attempt when the target reaches a quiet part of Fishshambles.
6. **Rolling Bottle:** An empty wine bottle rolls slowly out of a shadowy alley and comes to rest against a character's foot. A faint moan issues from the alley.

WHISPERS & RUMOURS

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

1. **Things in the Water:** Several fisherfolk have reported seeing dark shadows underwater near the Svart's mouth. Some describe the shadows as "wriggling" while other say they were akin to humanoid octopuses!
2. **Old Mother Toivottu:** Old Mother Toivottu has been seen abroad on Water Lane. Sightings of the incredibly ugly old hag always presage disappearances and woe among Fishshambles's residents. Avoid Water Lane at night or when the thick sea mists roll in to blanket the area.
3. **Missing Fisherman:** Samuli Ilma was last seen sailing out to Hard Bay three days ago. He's a skilled fisherman and his friends and family fear the worst even though the weather has not been inclement.
4. **The Drunken Sailor:** The Drunken Sailor (location F2 on the City of Languard map) is the tavern to visit if you seek brave fisherfolk willing to sail across Hard Bay to Gloamhold's benighted depths.
5. **Old Tunnels:** Old tunnels crisscross the waterfront. Used by smugglers and thieves alike some have flooded, and are unusable. Some believe they connect to even deeper, older tunnels, but most honest people discount such wild rumours.
6. **Rumours of Dark Worship:** Persistent rumours speak of odd cults among the fisherfolk. Said to meet in the dead of night the cults venerate certain ancient sea gods. In return, the worshippers enjoy excellent catches, good weather and fine winds—even when their fellows do not.



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