

RAGING SWAN PRESS

LANGUARD LOCATIONS: FISHSHAMBLES





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LANGUARD LOCATIONS: FISHSHAMBLES

Storied Languard—the capital of Ashlar and its greatest city—stands hard against Hard Bay’s turbulent, stormy waters. To the north lies the Mottled Spire’s brooding spray-drenched mass, the curse-haunted ruins of Greystone and Gloamhold’s doom-wreathed halls. Ashlar’s greatest—indeed only—city, Languard is a noisy, dirty place. Here, amid broad, muddy streets teeming with life and shadow-mantled, danger-filled alleyways there is little beneath the sun that cannot be had somewhere—for a price.

Languard Locations: Fishshambles presents nine additional locations designed for use with City Backdrop: Languard. While the locales within are designed with Languard in mind, they are easily convertible for use in your campaign.

CREDITS

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CONTENTS

The Fishshambles	2
About the Designers	8
Join Us!	9
OGL V1.0A	9

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SYSTEM NEUTRAL EDITION

Welcome to this Raging Swan Press System Neutral Edition Village Backdrop. Herein you’ll find evocative, inspiring text designed to help you—the busy GM—run better, quicker and easier games.

This book is compatible with most fantasy roleplaying games. It’s impossible to create a truly system neutral book, though, and some generic game terms—wizard, fighter, human, elf and so on—lurk within. These generic terms are easily modified to the GM’s system of choice.

One special note about the NPCs in this supplement. While some are wizards, fighters, clerics and so on, others are simply normal folk. Because different game systems handle normal folk differently we’ve made no attempt to note their “class” leaving them simply as “female human” and so on.

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THE FISHSHAMBLES

The 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 under the Shadow Masks' control.

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; the folk dwelling here must make do with the cast-offs and leavings of the wealthier folk across the river.

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.

F3 The Castoffs' Sanctuary: Atop the front half of a bisected freighter lit by flickering candles, a withered half-orc preaches a maddened sermon to a small throng of unresponsive listeners.

F4 Jaakola's Periwinkle Palace: The Palace is well-known for providing healing, narcotics or other diversions harvested from the sea.

F5 Kingsfail: This barren, broken chapel once had a kinder name and a happier purpose; now, only broken stone remains.

F6 Molley's Bearded Lady: Whether you're on the run from debtors, or waiting for the attention of the city watch to wander, Molley is your new best friend.

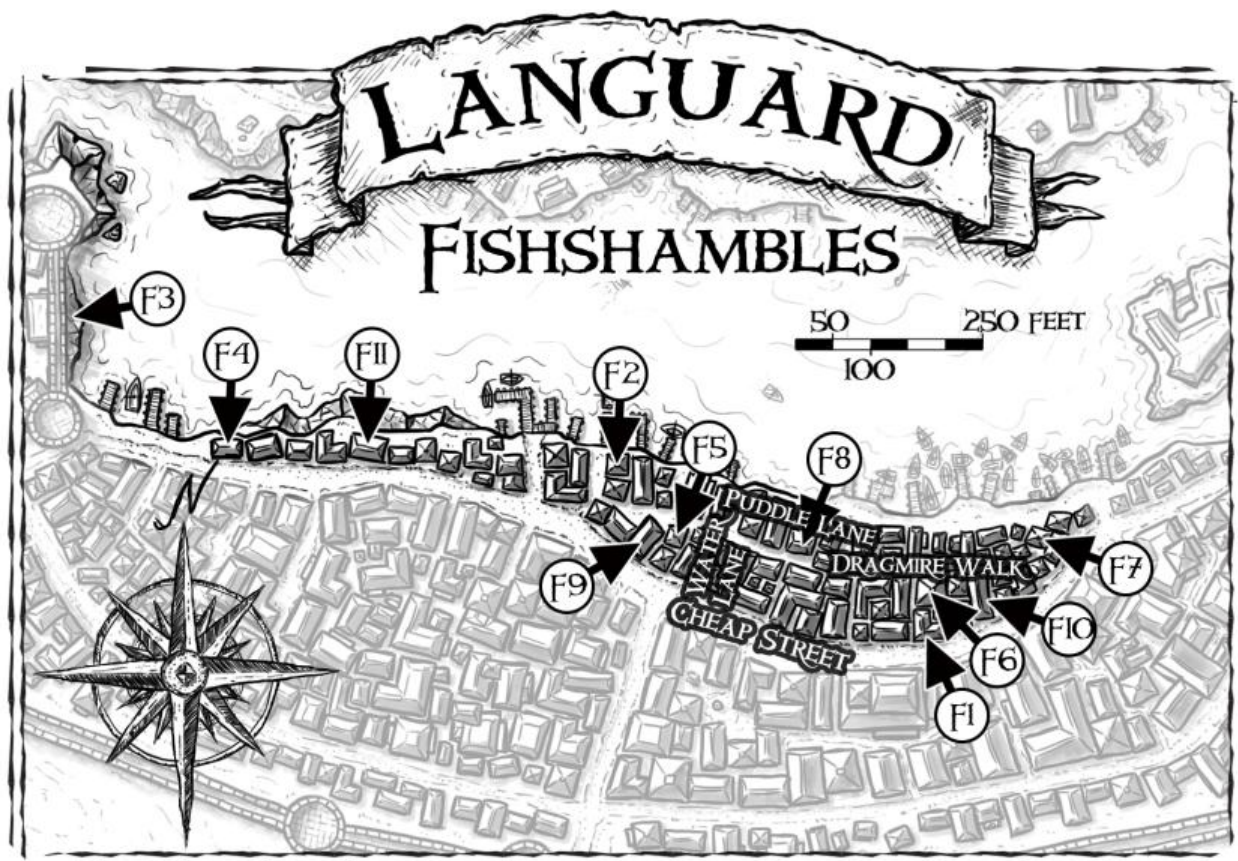
F7 Ruusu's Rathole: Though boarded up with rotting wood, this store is open for business—at least in old Aalto Ruusu's mind.

F8 Sea's Bounty: Despite standing at a drunken angle and in outright defiance of the malodorous smell emanating from the tavern, the Sea's Bounty is bustling with customers.

F9 The Five Cuts: Raucous cries and the stink of blood come from within this large basement drinking den.

F10 The Arches Bazaar: Set under a large building's wooden supports, stalls here offer fruit, narcotics and cheap drinks.

F11 Sandu's Grog and Grub: Dark and dingy, yet filled with enticing scents of rich spicy food and laughter, Sandu's Grog and Grub is a renown Fishshamble's tavern.



F3: THE CASTOFFS' SANCTUARY

Atop the front half of a bisected freighter lit by flickering candles, a withered half-orc preaches a maddened sermon to a small throng of unresponsive listeners. An elderly woman corrals the inattentive inside, warding them from the crashing tide. All clustered within the faint candle light have the Gloamhold Look.

Run aground near the Fishshambles, but outside Languard's walls, the wreck serves as a sanctuary of sorts. Here dwell some of the wretched survivors of explorations deep inside Gloamhold; they are known as Castoffs. Ukko watches over those seeking sanctuary here. Once an explorer of Gloamhold along with the ex-paladin Sirpa, the dungeon broke them both.

Shingle Beach: A narrow shingle beach cradles the front half of a slowly disintegrating ship.

The Deck: A large cooking pot filled with fish stew stands next to the stairs leading into the hold. On the edge of the mouldering deck, shattered crates serves as a makeshift pulpit.

The Hold: Ragged sleeping bags and worn camping supplies litter the hold. Dim candlelight illuminates the hold.

FAVOURS

Father Ukko is a capable leader and healer. However, he only helps the Castoffs; if the PCs want his services, they must do him a favour. Completing small tasks lets the PCs get food, drink, board and adventuring supplies. Completing large or dangerous tasks persuades Ukko to cast *remove curse*, *cure curse* or *cure disease* for the party.

NOTABLE FOLK

- **Father Ukko** (CG venerable male half-orc cleric 5) is wild-eyed. Barely breathing, Ukko wills himself to hide and protect those that have succumbed to Gloamhold's curse. Although insane and slowly dying, he refuses to break his vow of pacifism.
- **Sirpa** (LG old female human ex-paladin 4) is electively mute. She broke her sacred oath to save her friends deep within Gloamhold long ago. She now protects the broken adventurers hiding in the sanctuary and Ukko, who is eternally grateful for her sacrifice.

HOOKS

- Far from the sanctuary, Sirpa leads a wandering Castoff back to safety. Unknown to them, a pair of axe-wielding Takolen follow in the shadows intent on murder.
- Along the coast north of the sanctuary, a broken circle bears the symbol of a great lidless eye wreathed in tentacles. Fresh tool marks suggest someone has recently uncovered the symbol.

F4: JAAKOLA'S PERIWINKLE PALACE

A mossy, stone building at the water's edge partly obscured by seaweed and clinging shellfish is what most visitors see of the Periwinkle Palace. Situated near the waterfront, the Palace is a well-known stop for those who require healing, narcotics or other diversions—as long as you can afford the often-exorbitant fee.

Ale Jaakola, the owner, is quick to point out the curious properties of the local seaweed and plants he sells to visitors; always in need of money he sells hard to anyone with coin.

Ground Floor: The building's ground floor comprises a single cold and clammy, brine-smelling room. Here grow most common seaside plants in seawater pools that extend into tidal caves below the palace. Few of the Palace's customers are aware of these secret connections to the Svart.

Second Floor: This floor holds Jaakola's living quarters and a barracks for his slimy workers.

NOTABLE FOLK

- **Ale Jaakola** (NE male human magic-user 3) is a wrinkled old, hunched-back man. He far prefers the underwater world to the company of men and only deals with others because he needs money to keep his prized plants growing and to fund his bizarre aquatic experiments.
- **Ella Jaakola** (NG female thief 1) is Jaakola's adopted daughter; the old man purchased her from an orphanage when his bad back prevented him doing the manual labour in the Palace. Ella fears her adopted-father but doesn't wish to abandon the other labourers. She is a brown-haired woman with a kind face, who seldom speaks when her father present.
- **The Fish-Eyed Labourers** (N male or female coral zombie) comprise most of the workers in the Palace. Ale created them through laborious experimentation with an aquatic variant of the yellow musk creeper—a coral creeper; they are dim-witted wretches serving Jaakola solely as muscle. They remain silent and seem to have little intelligence; when not following orders they just stand, staring into space.

HOOKS

- A local thief, Topi Huttunen, has gone missing whilst being pursued by the authorities; he has been poisoned with powdered coral creeper dust and has begun to transform into one of Jaakola's zombie-like labourers.
- An uncommunicative dullard has been found wandering Languard, he seems in a stupor but the seaweed clinging to him suggests he is from the Fishshambles. He is actually one of the Fish-Eyed Labourers who Ella sent to get help, in a desperate attempt to escape her cruel adopted-father. Unfortunately, due to the creature's limited intelligence it simply sought out the nearest group of people.

F5: KINGSFAIL

This barren, broken chapel had a kinder name and a happier purpose many years ago; now, only broken stone remains, barely solid enough to keep out the wind.

It seems a strange sacrilege to step foot here, where once sages foretold the birth of the “Great King of the World”. The true name of this place, its prophesied saviour and those stories have been long lost—pointedly ruined and erased from time.

Carefully layered floor tiles are methodically cracked, and the accumulated dust of years mixes heavily with the crumbs of deliberately destroyed statues and low-relief sculptures.

Each step within this place poses more questions than answers. Who was this prophesied King of the World? Who built this chapel? Who destroyed it...and why?

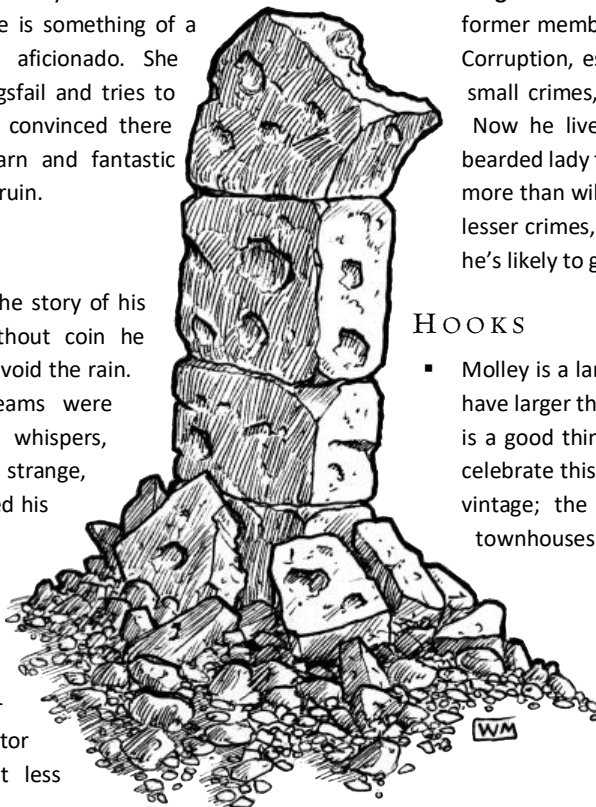
Thieves and other scavengers picked this place clean of any obvious treasure long ago. Perhaps there may still be something for the sharp of sense to discover—for during the angriest of storms, one can feel the foundations of this building shake and hear a sound like rhythmic breathing coming from below.

NOTABLE FOLK

- **Ansa Kivela** (NG female human magic-user 1) is a short, scrawny young woman with wide, owlish eyes made bigger by her oversized spectacles. She favours thick, woollen robes—“I get so chilly at night,” she often chirps. She usually carries a thick tome—one-part personal study-book and one-part diary—with her. She is something of a self-proclaimed mystery aficionado. She loves the enigma of Kingsfail and tries to visit whenever possible, convinced there are great secrets to learn and fantastic adventures to find in the ruin.

HOOKS

- A local traveller shares the story of his arrival to Languard: without coin he sheltered in Kingsfail to avoid the rain. All night long, his dreams were plagued with gibbering whispers, and the imagine of a strange, indescribable symbol filled his mind.
- A local artefact dealer offers to pay—and pay well—for even a scrap of Kingsfail’s proven history. Another (mysterious) benefactor offers more money...but less explanation.



F6: MOLLEY’S BEARDED LADY

Whether you’re on the run from debtors or waiting for the attention with the city watch to wander, Molley is your new best friend. Molley’s is a rambling old building converted into an inn that specializes in a clientele that wants to ensure multiple escape routes. The inn grew from humble origins in one building into the buildings on either side. Selective work broke down walls and built new ones to create a little labyrinth of decadence for the down at heel and the criminal element.

Ground Floor: The bar and kitchen, complete with the “kitchen entrance”, dominate the central building. The ground floors of the other two buildings feature various nooks, common rooms and the like.

Second Floor: A veritable warren of bedchambers fill the second floor. Officially, the stairs in each of the three former buildings only lead up to each of the three upper stories. In reality, there are plenty of hidden doors leading into hidey-holes, other rooms and even outside.

Cellar: The cellar is Molley’s pride and joy. Originally excavated to serve as storage, years of surreptitious excavation has led to three separate secret escape passages from the cellar to nearby buildings, the owners of which each receive a small stipend from Molley to keep things running smoothly.

NOTABLE FOLK

- **Mugwort “Molley” Zinthra** (CN male human fighter 4) is a former member of the city watch with a chip on his shoulder. Corruption, especially a willingness to look the other way for small crimes, eventually led to his removal from the watch. Now he lives as Mugwort Molly, regularly dressed as the bearded lady for which the bar is named. Even so dressed, he is more than willing to dive into a brawl. He has no problem with lesser crimes, and so long as you don’t do something truly evil he’s likely to give you a fair shake.

HOOKS

- Molley is a larger than life figure, and that means he needs to have larger than life birthdays. Having Molley owe you a favour is a good thing, and Molley would like a very special wine to celebrate this birthday. Normally only noblefolk can afford the vintage; the only known supplies lie in High City in the townhouses of several of Ashlar’s noble families.

F7: RUUSU'S RATHOLE

Though it bears no sign and is boarded up with rotting wood, this store is open for business—at least in old Aalto Ruusu's mind.

Townfolk call the dilapidated two-room shack "Ruusu's Rathole", dismissing its reclusive owner as a crazy peddler. Ruusu, however, scoffs at these mutterings as his shop is clearly one of Languard's best.

In reality, the "shop" is a laboratory of chaos, with half-spilled vials and spell components strewn between stacks of dusty tomes. Allowing no sunlight that might contaminate—or illuminate—his illicit wares, Ruusu hoards herbs, artefacts and other more sinister materials for his experiments.

The old man's work is interrupted only by growls coming from the cellar. When the noises become too distracting, Ruusu tosses dubious-looking leftovers into the cellar before bolting the door tightly.

Ground Floor: A would-be patron who enters the front room sees an ordinary-looking spitting fire and a food-encrusted cauldron. The room adjacent, however, would send most people fleeing from the mess—and the pungent scent of decay.

Cellar: In the dank darkness, a stringy-haired young woman is curled up on a fetid cot. The walls are streaked with rusty red, and the floor is littered with tiny bones and fingernails.

For Sale: Spell component pouch (5 gp) and other less wholesome components including choice pieces of corpses.

NOTABLE FOLK

- **Aalto Ruusu** (NE male human magic-user 4) scavenges "trinkets" from the corpses hanging from Traitor's Gate; they were easy pickings for his shop—until the guards got wise. However, the crackdown did little to sate Aalto's kleptomaniacal hoarding—or his explorations in the dark arts. With his potion-splotted face concealed under a thick cloak, Aalto ventures out almost nightly to grab some valuables the guards are less likely to miss—such as a few fingers or toes.
- **Riita Ruusu** (CE female human ranger 1) has long forgotten the needs for companionship and sunshine. Always a quiet child, Riita retreated into the basement as her father became increasingly neglectful, rarely remembering to feed her. When Aalto started tossing down "meat" from his experiments, the starved, half-feral girl developed a taste for human carrion—a hunger that has turned insatiable. As her ordeal continues, she has begun to transform into something truly horrible—a form of living ghoul!

HOOKS

- The PCs are called to Languard's outskirts to investigate a shadowy figure lurking near the Traitor's Gate. A trail of gnawed vermin bones leads to Ruusu's Rathole. Locals warn the PCs the cantankerous Ruusu will be uncooperative.

F8: SEA'S BOUNTY

Despite standing at a drunken angle, and in outright defiance of the malodorous smell emanating from the building, the Sea's Bounty is bustling with customers. The Sea's Bounty is famous for the promise of the cheapest meal in all of Languard and the ear of its kind old owner—who is never too busy to listen to even the most minor of gripes or the latest bit of gossip.

The building looks to be one breeze away from transitioning from building to debris, rusted nails protrude dangerously from many surfaces and more than a few bear scraps of clothing and strips of flesh and hair—gruesome pennants flapping in the draft.

Despite its awful condition, the Sea's Bounty is never short of custom. The owner, Atso Savela, has made his reputation by selling cheap meals in return for cash, favours and, most profitable of all, information. The building's foul stench comes from a massive cauldron bubbling away night and day, containing what the locals simply call Grey—a dubious concoction comprising only offcuts and leftovers, discarded by the fishmongers of Languard, as well as mouldering vegetables and meats of dubious origin.

- **Food & Drink:** Meal (1 scoop of Grey) 1 cp.

Ground Floor: The ground floor mainly comprises the common room, the centre piece of which the tavern's "famed" cauldron. Constantly bubbling away, and attended by Atso whistling tunelessly or gossiping with the next customer in line, the cauldron is a minor celebrity in itself—it is said to never cool; food is always available here.

Second Floor: This floor features a small bedroom, a living area with a desk and soft seating as well as a small kitchen area (Atso never eats the Grey himself). Hidden in the desk are several journals containing damning information on several prominent figures in Languard society.

NOTABLE FOLK

- **Atso Savela** (CN old male human thief 1), owner of the Sea's Bounty and collector of secrets, is known for his friendly smile and shrewd almost black eyes. A local from the shambles, he used his savings from years of grifting to purchase the Bounty and is using it to gather information on local officials and citizens with plans to blackmail his way to a better life.

HOOKS

- Atso risks incurring the wrath of the local underground and the authorities alike. Many people want him dead, but all fear what would become of their secrets if he was to suffer a terrible accident. Atso's hidden notebooks contain a treasure trove of information that many would pay dearly to possess.

F9: THE FIVE CUTS

Raucous cries and the stink of blood come from within this large basement drinking den. The legendary platform at the centre of the Five Cut's common room draws in fighters from all over Ashlar to duel with daggers in a bid to deliver five cuts to their opponent.

Ground Floor: Set above the floor, a wooden platform covered in sawdust and blood dominates the dingy taproom. Bare-chested opponents wait around the edges to prove their worth to the gathered crowds of drunks and dregs who make the tavern their virtual home. Screaming loudly and counting down each successful cut with a raised tankard and cheer, the crowd stand ready to step in and help Sanna should things get out of hand. A large noticeboard states the rules very simply:

- Can't fight, don't enter.
- Five cuts—no more no less or take the consequences.
- Management is not responsible for injury or death.
- Use the provided knives only, no excuses.
- Pay for a coffin before entering or feed the fish.

NOTABLE FOLK

- **Kai** (NE male human fighter 5) is the owner of the Five Cuts. Sat at a private alcove at the back of the crowds he sits and watches the fights each night and makes sure the simple rules are obeyed. Rumoured to have connections to the Languard's underworld he is not a man to wrong. He has few morals and demands unflinching loyalty from his staff and the participants in the ring. Whispers of his anger speak of families wiped out and fathers murdered in their own beds.
- **Sanna the Rogue** (NE female human thief 4) is an overly tall and lanky beauty. She is the public face of the Cuts. Partner to Kai she stands by the stage steps each night ready to throw her poisoned daggers at anyone breaking the rules. An expert knife fighter and practitioner of assassination she is rumoured to be an acolyte of an evil death god.

HOOKS

- A local champion knows information the party needs but will only sell it if the party's champion defeats him in a bout.
- A bully is intimidating one of the locals and needs a lesson. The bully is a regular at the Five Cuts and is notoriously unable to back down from a challenge.
- A paladin steps into the ring seeking atonement for a past act but everyone refuses to fight him.
- A local noble concerned for his son's safety hires a PC to fight and lose to him, so he doesn't have to fight some of the more violent, bloodthirsty participants in the tavern's blood sport.

F10: THE ARCHES BAZAAR

Set under a large building's wooden supports, several stalls here offer strange fruit, narcotics and cheap drinks to shoppers. Each day, hawkers rush to set up their small stands or position their hand carts to sell their eclectic wares and services. Some of the more interesting "merchants" here include:

- **Daji'Albar** (N male human) is a swarthy, exotic-looking man. He offers leeches alongside haircuts to people for 1 cp.
- **Flenser** (NG female human) is a small but sturdily built woman who offers to massage away aches and ease long term injuries for only 3 cp. She has strong hands (and, unfortunately, scabies which may infect her customers).
- **Finbarr the Notorious** (NE male human magic-user 2) offers scrolls of low-level spells and notary work. He is a cantankerous old man who charges extortionately for his work.
- **Mother Akia** (NE old female human) is a skilled fortune-teller. She offers insight into people's future but has no real power; she is an expert at reading people and telling them what they want to hear. She charges 2 cp.
- **Jermia the Cobbler** (N male gnome) sits on a barrel next to a seat cleaning and repairing footwear. He can water-proof boots for 1 sp. (He hates Laila, see below).
- **Bilge** (N male halfling thief 1) sells poor quality bread. He is also a watcher for a local street gangs and points out rich marks for them.
- **Lucky 'Hands' Morwen** (N male human) offers a unique betting game. He has a large barrel with several holes cut into its lid. He offers customers a chance to bet on from which hole his (trained) rat will emerge. People can bet up to 1 sp and winners get back five times their stake. Morwen is infatuated with a local woman—Hallea—who works at Sandu's Grog and Grub (see location F11 for more details).
- **Laila's Poulitices** (NG old female gnome cleric 2) stands on a box behind her stall offering cures to all ailments for 2 cp. She sometimes asks for help gathering herbs for her treatments.

HOOKS

- A brawl breaks out. It quickly spreads throughout the bazaar. Several customers use the opportunity to loot some of the bazaar's stalls.
- A pickpocket targets the party after Bilge points them out as rich marks.
- Laila needs plants from Gloamhold to cure Flenser. She has nothing really to offer the party except for a paltry amount of gold. She would make a good friend, though.

F11: SANDU'S GROG AND GRUB

Dark and dingy, yet filled with enticing scents of rich spicy food and laughter, Sandu's Grog and Grub is a renown Fishshamble's tavern. Sandu, rumoured to be an ex-pirate and adventurer in Gloamhold, runs this small tavern. Adventurers and ruffians alike are drawn here by the exotic food from Sandu's native land and its owner's impressive reputation.

Ground Floor: A large stove dominates the centre of the taproom. Here, Sandu cooks the spicy food for which his establishment is renowned. Tables stand against the walls and a large common table takes up one end of the room. Large stores with access to the alleys beyond are set at the back of the building. In the cold store, a large grate opens up into a large tidal pool linked by a submerged passage to the Svart River. It is rumoured Sandu uses the pool to dispose of bodies, including that of the previous owner who disappeared mysteriously just after Sandu offered a derisory amount of money for the tavern.

Second Floor: Sandu's living quarters and Halleen's small room are here above the main room. No one is allowed to enter this area; the last person caught here was given a sound thrashing and thrown in the river. Sandu keeps several baskets containing his pet exotic poisonous snakes in his room.

NOTABLE FOLK

- **Sandu** (N male human fighter 2) is a muscular man with an intimidating scar across his dark-skinned brow (which he often covers under a felt hat). Sandu is a bit of an enigma. Mostly false rumours put him as a bad-tempered pirate, murderer and rogue who has slain countless people just for upsetting him. In reality, he is an ex-adventurer from far off a jungle who fell on bad times after a failed foray in Gloamhold. He now sells over-spiced meats and drinks. Whatever the truth of his origins, people seem to enjoy the thrill of dining at the dangerous man's tavern.
- **Halleen** (N female human) is a small exotic-looking woman who serves food here in the evenings and works in the arches bazaar during the day. Sandu is very protective of her and deals with any trouble swiftly and messily. Halleen is currently being hassled by a rogue called Morwen at the bazaar but hasn't told Sandu in case it causes trouble.

HOOKS

- Morwen (see location F10) turns up at the eatery with some cronies to see Halleen, while Sandu is away. He clearly has sinister design upon the woman.
- The PCs are hired to find a missing person. Rumours abound of the person being dumped through the grate in the tavern's cold store. Hopefully, the person was dead before being thrown into the pool.



ABOUT THE DESIGNERS

Dave Breitmaier is the crunch, **Beth Breitmaier** is the fluff—and it's a pretty great combo, if they do say so themselves. As rising writers on the RPG scene, they have been published in several 3pps, including *Wayfinder* and the *Xeno File*, a periodical for the *Starfinder* OGL.

When Beth's imagination and stats run away with her, Dave is the faithful rules lawyer who reins her in. (After being married for four years, they've found it works that way in real life, too.)

The couple resides in the college town of West Chester, Pennsylvania in the U.S. By day, Dave works in radio (that thing some people still listen to). Beth is launching a full-time freelancing career while she cranks out her novel—and tries not to get distracted writing fanfiction. They are both grateful to love what they do and do what they love.

Rachael Cruz is a writer, artist, and all-around nice person.

Best known for her work with Modiphius Entertainment, her writing has appeared in *Robert E. Howard's Conan: Adventures in an Age Undreamed Of*, *Star Trek Adventures*, and *Infinity*.

A fantasy lover at heart, you will also find her work in *Green Ronin's Fantasy AGE Campaign Builder's Guidebook*. She collects riddles and fairy tales, and follows her dreams unapologetically.

Also, she believes in you.

Steve Hood lives most of his time in his head creating worlds and wandering the streets of Port Blackstone, his own campaign setting. When not drawing maps and designing locations he spends his time sculpting, painting models, creating scenery and talking to his dog Dave. A proud

dad he excels at nerf wars and being generally good at pointless activities. His daughters are his biggest inspiration preferring to call them by the nicknames Super-Model Rock Chick (BoBo) and Poppy

Noodle the Hero Ninja. A lifelong gamer, Steve loves creating things from his imagination that other people can experience and enjoy.

John Large lives in England and started roleplaying during his early teens when—like a lot of people at the time—he ended up being the GM by simple virtue of having the books. This began a love affair with RPGs that lead to him marrying someone working at his local games store, starting a blog, a YouTube channel and eventually self-publishing some of his own humble roleplay scribblings.

John spends his time with his lovely wife Hannah and their two cats, when he isn't busy doodling yet more dungeons for his *Lamentations of the Flame Princess* campaign, he invariably up to his neck in game planning or messing around creating electronic tokens, props and other such things on his computer.

Red Dice Diaries blog: <https://www.reddicediaries.com>

Stewart Moyer is a freelance writer with an English degree and a minor in creative writing. Introduced to Pathfinder by several friends from his local college gaming group, Stewart was enticed by the game and strove to become a freelancer. So far, he has one credit to his name; writing a series of feats for the third person party publication "*Wayfinder #18*".

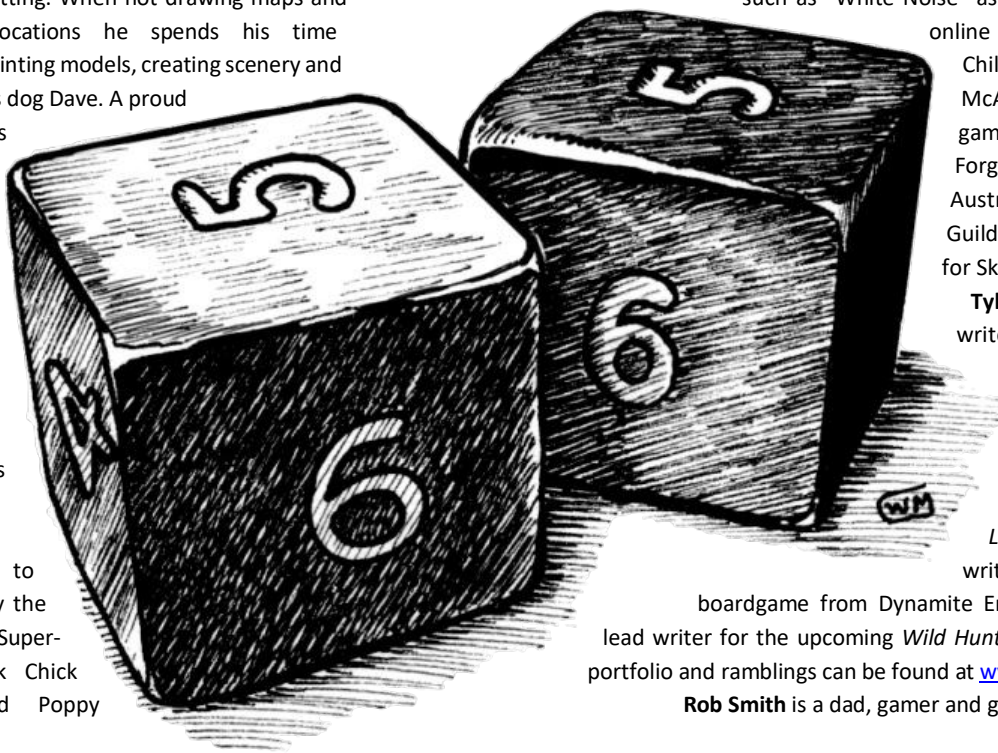
When not looking for writing opportunities, Stewart also works as a freelance voice actor, starring in podcasts such as "*White Noise*" as Father Victor Greene,

online webcomics like "*Dear Children*" as Aaron McAryes, and in video game mods such as "*The Forgotten City*", the Australian Screen Writer's Guild award-winning mod for *Skyrim*.

Tyler Omichinski is a writer and game designer from the wilds of Canada. His work includes serving as editor for the *Ennie Award* nominated *Little Heroes*, the lead writer for the *ReAnimator*

boardgame from Dynamite Entertainment, and the lead writer for the upcoming *Wild Hunt* from Stygian Fox. His portfolio and ramblings can be found at www.omichinski.com.

Rob Smith is a dad, gamer and geek.



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