

RAGING SWAN PRESS

LANGUARD LOCATIONS: HIGH CITY





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LANGUARD LOCATIONS: HIGH CITY

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: High City presents ten 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.

Designed for use with any edition of the world’s most popular roleplaying game.

CREDITS

Design: Creighton Broadhurst, Jeff Gomez, Steve Hood, Amber Underwood and Mike Welham

Development: Creighton Broadhurst

Art: William McAusland, Bradley K. McDevitt and Matt Morrow.
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Cartography: Tommi Salama

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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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ragingswan.com
gatekeeper@ragingswan.com

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.

NOBLE FAMILIES OF ASHLAR

Family Nenonen rules Ashlar as they have done since the wandering adventurer, Arndul Nenonen, founded the duchy. Lesser houses hold sway over their own fiefdoms. Such noble families all maintain townhouses in Languard for when they must attend the capital. Ashlar's noble families include:

Gall: This wealthy house rules over the town of Dulwich. Its patriarch, Wido Gall, has designs upon the village of Longbridge.

Issakainen: Led by the dour, but powerful, Ilmari Issakainen, this noble house rules Wellswood and has an alliance with the dwarf clan of Erdikr (who dwell in their subterranean hold—Don Galir—below the village proper).

Lankinen: The benign Lankinens rule Kingsfell from their fortress-home, Vigil. The paladin Mira Lankinen leads the family.

Lorsch: Led by Hilduin Lorsch, the scheming (and poor) family Lorsch of Woodridge covet the village of Longbridge and control over the trade passing through that village. They are rivals of house Gall.

Oksanen: The elderly lord Benjam Oksanen rules the backwater town of Dunstone.

Vuolle: Dwelling in the dismal costal village of Coldwater, the Vuolles are a diminished, faded line. Now only Elina Vuolle remains and, if rumours are true, she would sell her title to escape

her foreboding and depressing home.



HIGH CITY LOCATIONS

G2 River Gate¹: These two towers oversee all river traffic.

G4 Duke's Gate¹: The least-used of Languard's gates. Only those traveling northwards use this gate.

H1 Castle Languard¹: Family Nenonen's seat.

H2 High Market¹: Those with a taste for the finer things in life come to High Market.

H3 Urmas' House¹: The aged sage Urmas—one of Ashlar's greatest authorities on Gloamhold—dwells here.

H4 The Dreaming Spires¹: Ashlar's centre of learning, the library here is only matched by that held at the Black Tower.

H5 Anku Sennra's Fine Diamonds and Other Gemstones: Offering the finest gemstones, this shop has a surprising link to Low City.

H6 High Bank: One of the best protected buildings in Languard, here many nobles keep their wealth.

H7 Miya's Stables: Stables for the well-to-do visitors to the city who might have "strange" or "atypical" steeds or pets.

H8 Kilpikonna's Fine Baked Goods: This bakery of renown is also where the assassin Ohto Paivanen plies his trade.

H9 Dragonheart Tavern: A favourite among nobles for its wide and every-changing menu, the Dragonheart is always busy.

H10 Old Mother Grumm's: Here can be found for sale tasty pastries of all descriptions...and magical potions.

H11 Needle's Poise: The finely tailored clothes on offer here are the best in Languard.

H12 The Emerald Medusa: A popular eatery and festhall, the Emerald Medusa was once the *Medusa*—a caravel now permanently moored in Languard.

H13 Pharran's Shroud: This high-end brothel, is famed for the decadent—and expensive—pleasures on offer within.

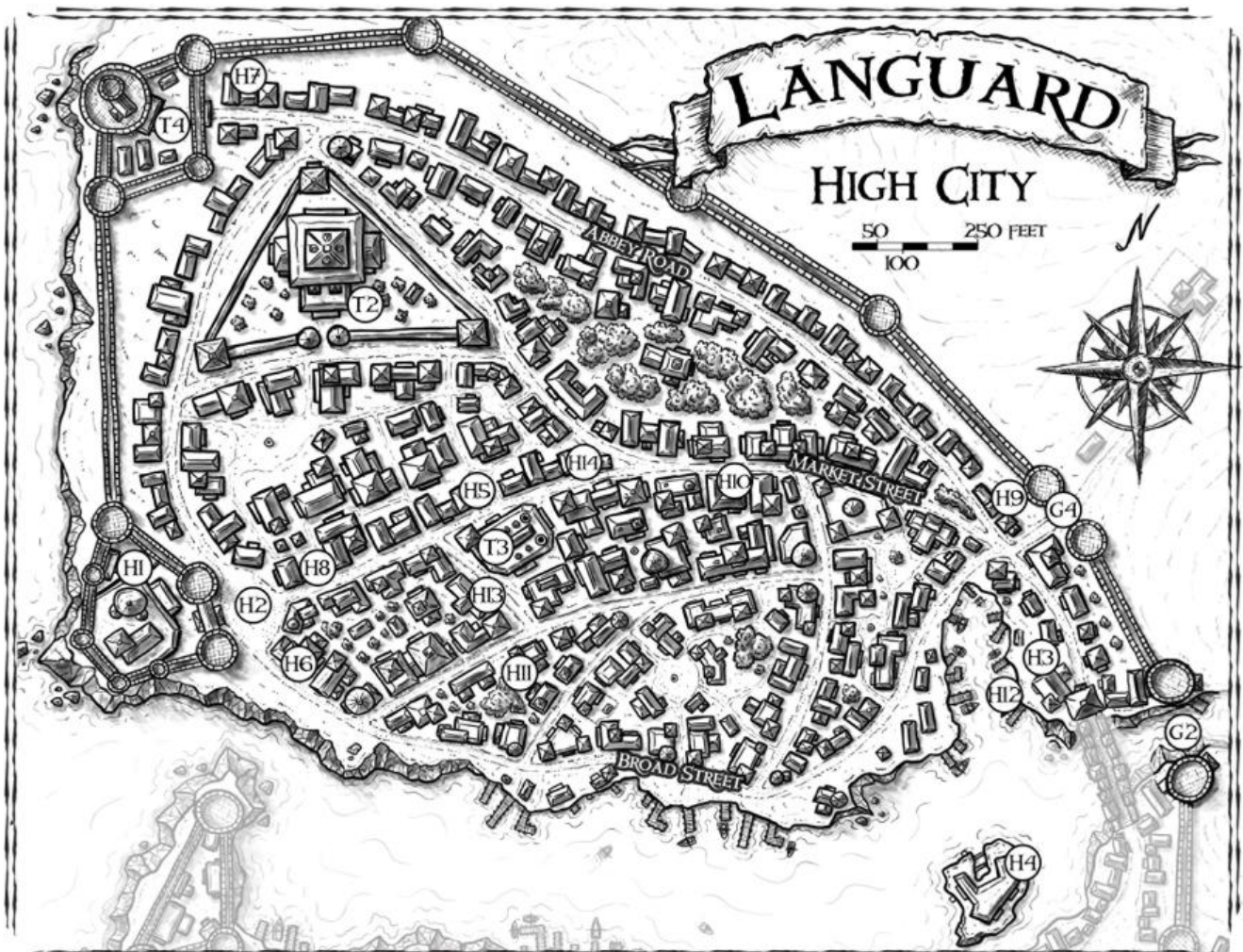
H14 The Ruby Plate: This open-air eatery is famed for its weird, but not always wonderful, food.

T2 The Father's Hall¹: A cathedral dedicated to Conn's worship and the centre of his faith in Ashlar.

T3 The Great Forge¹: A clamour of noise and smoke perpetually rises above Abarin's temple-forge.

T4 Watcher's Spire¹: A fortified temple dedicated to Darlen.

¹: See *City Backdrop: Languard*.



H5: ANKU SENNRA'S FINE DIAMONDS AND OTHER GEMSTONES

Anku has the best gemstones in Languard, as long as you don't ask too many questions. Her small, but fabulously well-equipped, shop shows no hint of skulduggery. Dig a little deeper, however, and you'll find a network of thieves and informants throughout High and Low City alike. Most of Anku's patrons suspect the truth (particularly if they recognize a neighbour's gemstone for sale) but feign ignorance in exchange for better prices.

Anku is careful to leave no trace of her dealings. Given the store's prestigious location on Market Street, she never meets her contractors here. Instead, Anku dresses in a black shawl and makes her way down to the Mixing Pot tavern (location L5) to organize heists and collect gems.

Shopfront: The shop is small, but the white marble countertops shine with obvious care. A few small gemstones sit behind thick glass, illuminated by candles and mirrors. These gems are nothing more than a taste of what Anku keeps in the backroom.

Second Floor: The "good stuff" is kept in a locked iron vault worthy of High Bank. By keeping illicit goods hidden, Anku minimizes the risk of a patron recognizing their stolen stones.

NOTABLE FOLK

- **Anku Sennra** (LE female human) grew up a servant's daughter in High City but spent her time with the poor in the Shambles. She acted as a fence for Jere Millo, eventually earning enough money to purchase her shop. Silver-tongued and raven-haired with an ageless face, Anku can switch between charming and brutally cold at a moment's notice.
- **Jere Millo** (NE male human) is Anku's partner and part-time lover. Jere is a life-long social climber with blackmail material on nearly everyone he meets. Slick, strange and always smiling, Jere hangs around the shop with two bodyguards and whistles at passers-by through bone white teeth. There's nothing Jere likes more than watching his henchmen beat a debtor to a pulp.

HOOKS

- A wealthy diplomat from a foreign land arrives in Languard with a ruby the size of a fist. Anku wants the gem, but it is embedded in the diplomat's chest.
- A mansion vault was burglarized, but only a single flawless black diamond was stolen. Some suspect Anku, but don't have the evidence to press charges.

H6: HIGH BANK

Many fortunes flow through Languard, and most of them spend time in High Bank. Situated next to Castle Languard and equipped with nearly as many guards, High Bank stores and invests High City's wealth. Ironically, the richest place in Languard is perhaps the least ostentatious—the black marble façade is as severe and humourless as the stone-faced employees. High Bank is the ultimate ambition of every thief in Languard, but if anyone has successfully plundered its reputedly impregnable vaults they have kept their mouths shut.

Ground Floor: The interior is dully lit by wax candles and oil lamps which drip onto the black marble floor. After entering, visitors wait on hard velvet benches in a stifling hot room. When the bank is ready, the patron is summoned to a small office to discuss matters. When their business is concluded, the patron is escorted from the building. There are no warm welcomes or friendly exceptions here.

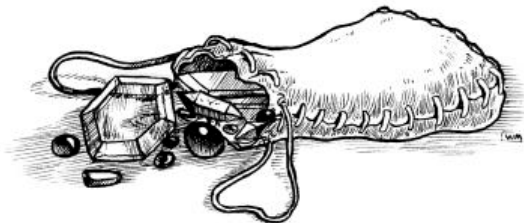
Underground Vaults: There is no single vault in High Bank. Instead, the wealth is subdivided into three dozen iron compartments, all connected by a web of twisting stone passages. High Bank employs ten guards to roam these halls in pairs. The vaults doors themselves are of the highest calibre, thick iron portals which would take a skilled thief hours to defeat. A lead-lined compartment of water surrounds the entire underground complex area. If a would-be burglar punctures this liquid barrier, the water slowly drains away and sets off numerous alarms.

NOTABLE FOLK

- **Tacitus Greev** (LN male human) is as cold as the wealth he oversees. His thin face is pale from years underground. As the current Manager of High Bank, Tacitus suffers no break from protocol no matter the circumstance.
- **Antero Kaapo** (LE male human fighter 5) is a brute, but well suited for his role as Captain of the Guard. He revels in inflicting pain on his lessers, and thoroughly enjoys catching and punishing criminals. Antero rose through the ranks of the watch, and now lords his august position over his minions.

HOOKS

- A mysterious outsider is planning an impossible heist of high High Bank. If the PCs can find the outsider, they can either join in the heist or prevent it from happening.



H7: MIYA'S STABLES

These stables quarter mounts for the well-to-do. Obviously, the High City's rich residents won't stand for horses wandering the streets and won't hitch their animals outside a tavern like the hoi polloi, so this is a frequent stop for wealthy visitors. Miya Orava, a retired human druid, owns the stables and tends to animals and exotic mounts quartered here.

Miya has carved out a little patch of land upon which her charges roam. Due to the value or bizarre natures of the mounts, she or one of her grooms accompanies creatures set loose from the stables. Miya owns two horses—one abandoned at the stables and the other taken from an abusive owner—and offers free riding lessons to youngsters when she is not otherwise occupied with her duties.

TARIFF

- **Stabling:** Dog or other small animal 5 sp/day, horse or other large animal 1 gp/day, exotic animal or creature 2–5 gp/day.

NOTABLE FOLK

Miya employs seven young women and men as grooms (most of whom are unremarkable commoners) and slyly attempts to inculcate a love of nature in their breasts—she grows old and know she must soon find a successor to take over her business.

- **Miya Orava** (N old female human druid 5) is a former adventurer from a distant land who arrived here after her final expedition. Taken by the parade of horses, riding dogs and other unusual creatures serving as mounts, she settled down. Her husband died two years ago, and she has thrown herself into maintaining the grounds and caring for her charges. She closed off one of the stalls and uses it as modest living quarters, so she can keep watch over her clients' mounts. Miya dresses smartly in hues of bright green and brown and takes a business-like attitude when negotiating fees. She turns away obviously abusive or neglectful owners and conspires to liberate their animals from them.
- **Jarno Vähänen** (CN male halfling thief 1) is on the run from thugs to whom he owes money and pretends to be a teenage boy while serving as a stablehand. Despite his dodgy background, he has proven himself Miya's most skilled worker.

HOOKS

- Miya has learned the Dragonheart Tavern has a captive griffon which the tavern will cut up into steaks two days hence. She implores the PCs to rescue the beast and offers a considerable reward from her own savings for its release.
- A wealthy customer's horse disappeared from the stables overnight. Evidence suggests the horse burst out of its stall, but Miya suspects otherwise and asks the PCs to investigate.

H8: KILPIKONNA'S FINE BAKED GOODS

Standing near High Market, Kilpikonna's exudes pleasant aromas at all hours of the day. This two-storey bakery employs several expert bakers as well as employees from other districts to help with mundane tasks. Kilpikonna's offers an assortment of typical cakes, pies and other pastries, but Mirja Kilpikonna prides herself on her and her staff's ability to promptly satisfy special request, (for suitable recompense).

While Kilpikonna's would be a prime target for freelance assassins who use poison, but Mirja is ever vigilant. The assassin Ohto Paivanen already uses the bakery as cover for his activities and ensures no outsiders use the location to get to their mark. Mirja alone knows a frequently changed codeword which customers can use to gain Ohto's attention.

The bakery is a centre for other shady activity. Mirja uses her confections to send coded messages, or to hide items useful for jailbreaks—for which she charges a ransom, since she considers this use of her creations a bad show. A private room in the building's second storey is available for clandestine meetings.

TARIFF

- **Drink:** tea (cup) 2 sp, tea (pot) 1 gp.
- **Food:** cake or pie (slice) 5 sp, cake or pie (whole) 2 gp, special request (completed within 24 hours) 5–10 gp.

NOTABLE FOLK

Mirja's wares command high prices, which allows her to staff the bakery most of the day. Most of the cakes and pies are prepared overnight, so the bakery stays open to customers all hours.

- **Mirja Kilpikonna** (N female human) served in the kitchens at Castle Languard, where a distant Nenonen cousin noticed her aptitude with pastries. The noble sponsored the opening of her own bakery and soon returned to his own lands, leaving her to her own devices. She surprised herself with her ability to manage the bakery, but demand required her to engage additional bakers and helpers to alleviate the pressures on her time.
- **Ohto Paivanen** (LE male human assassin 6) arrived at Kilpikonna's hoping to poison one of the cakes Mirja was making for a client. She caught the assassin in the act, but Ohto used his masculine wiles to weasel out of any legal entanglements. He decided to remain and use the bakery as a cover for his activities, which Mirja insists cannot be traced to the business. The two are occasional lovers.

HOOKS

- Mirja pays the PCs to deliver a cake in the hope they won't attract the suspicions of those watching her client.

H9: DRAGONHEART TAVERN

Excess money breeds a lust for unique experiences, and the Dragonheart Tavern caters to culinary cravings. The proprietors claim to be adventurers who travel the countryside to procure roc breasts, bulette flank steaks and cockatrice eggs. One draw to dining here is enjoying specially prepared food with potentially lethal consequences. Whether the inn provides truly exotic meals or uniquely flavoured deceptions is unknown. For the less adventurous who don't mind losing face by selecting them, mundane yet well-prepared meals are also available.

As a notable tavern, this location serves as one of the High City's favourite public meeting places where business between nobles and other well-to-do residents occurs. Rarely, tempers run high and patrons come to blows. If opposing groups cannot reconcile their differences, the inn's guards break up fights in a way that ensures no side receives preferential treatment.

TARIFF

- **Drink:** wine (glass) 1 gp, wine (bottle) 20 gp, whiskey (cup) 5 sp.
- **Food:** meal (steak, roasted potatoes, cheese) 1 gp, exotic meal (basilisk cutlets, poached cockatrice eggs, etc.) 5–50 gp.

NOTABLE FOLK

The Dragonheart Tavern employs numerous cooks, wait staff and bouncers and has many regular customers. The owner and the bartender are the most noteworthy people here.

- **Niilo Majatalonisäntä** (NE male dwarf fighter 3/thief 2) inherited the inn from his parents and seeks to honour the neutrality they established here. However, he is not above accepting gold to ensure a dining experience is fatal.
- **Herrta Syöksyhammas** (N female half-orc) was spotted by Niilo chopping wood. He hired her as a guard, but she proved to be an excellent bartender; despite the initial reaction her outward appearance may engender, she gets customers to open up to her. This makes her an excellent source of information about High City. She freely supplies Niilo with this information but shares it with others for the right price.

HOOKS

- The PCs receive an invitation from an influential noble to dine with her at the inn. The noble expects them to provide muscle in case a touchy negotiation goes awry. As discussions progress, it becomes obvious the deal is detrimental to the other party, and they react accordingly. The PCs gain favour with their host if they intervene on her behalf or earn a powerful enemy if they decide to stand up for the other side.
- Niilo asks the PCs to capture a basilisk alive, or, if they must kill it, to do so within 24 hours of delivery. He promises a sizeable bounty for the creature.

H10: OLD MOTHER GRUMM'S

Supplementing her baking skills with potion sales and spellcasting services, Old Mother Grumm's is a favourite among locals and adventurers alike. From sticky toffee to bespoke potions, many things can be found for sale here.

Inside: Bearing a slightly weird name this small shop has an even weirder interior. Bubbling cauldrons and alembics steam alongside large ovens and fantastically expensive glass cabinets. Selling everything from fruit-cakes and sweets to *potions of spider climbing* and *elixirs of love* Aila the proprietor is always scuttling around the shop making things.

Counters filled with jars of sweets, tangled toffee sticks and gingerbread men clutter the walls whilst a counter of baked goods and sweet-meats dominates the far end of the room. Signs proudly state all goods are homemade, many with ingredients taken from the tiered garden covering the roof of the shop above her small flat.

Aila is here from dawn till dusk supervising her three staff (human female expert 1) who bake most of the goods found here and spending her own time brewing potions. She offers bespoke potion making as well as spellcasting services to people, usually withdrawing to the roof garden to discuss such jobs with the customer. The local urchins and beggars know Aila is a kind-hearted soul and watch over her in return for the sweets and cakes she gives to them at the end of each day. Recently the shop has become very popular with adventurers for her sugared trail rations and raisin and cherry rock cakes.

NOTABLE FOLK

- **Aila Grumm** (NG old female human magic-user 4) is a diminutive old lady. She wears her hennaed hair in a bun and is often covered in flour. She is good-natured and popular but does not have the energy she once had. An old injury—a badly fixed broken leg—aches fiercely when it rains and thus she hates the winter.
- **Tiggy** is Aila's tubby flour dusted bobcat familiar. She is usually asleep in the front window or sat by the door licking the remnants of some sugary substance off her paws. Tiggy follows Aila around if she leaves the shop floor.

ITEMS FOR SALE

- **Drinks & Confectionary:** tangled toffee sticks (bag, 2 cp), gingerbread men (1 cp), sugared and fruited iron rations (week, 3 gp), sugary berry flavoured drinks (bottle, 2 cp).
- **Magic Items:** *philtre of love* (300 gp), *potion of climb* (500 gp), *potion of diminution* (500 gp), *potion of growth* (300 gp).
- **Spellcasting Services:** Aila charges normal fees for spellcasting services.

H11: NEEDLE'S POISE

Perfection has a price, and the renowned tailor of Needle's Poise caters to the few who can afford it. Airi Luoma's shop is a two-storey stone-brick building, boasting two tall, fabulously expensive glass windows to display the shop's offerings. Its mannequins are decked with vibrant colours, silk brocade and golden thread fit for nobility, but also practical leather and fur garments designed for adventurers. This duality makes Airi an intermediary between noble and adventuring society; she draws noble attention to promising adventurers, and helps adventurers find upper class patrons.

Ground Floor: The sales floor contains rows of mannequins, each one garbed in a unique style. All of the clothing here is for display rather than purchase, used to demonstrate Airi's skill and provide examples of different techniques and options. A desk at the centre is staffed by Airi herself or one of her apprentices who personally assists every customer.

Basement: This is Airi's workshop, a space well lit with magic lamps to avoid fire and heat. The workspace is filled with in-progress garments and someone is always working here, but Airi maintains strict order and tidiness. Customers may be invited in to try on unfinished garments but are otherwise kept out.

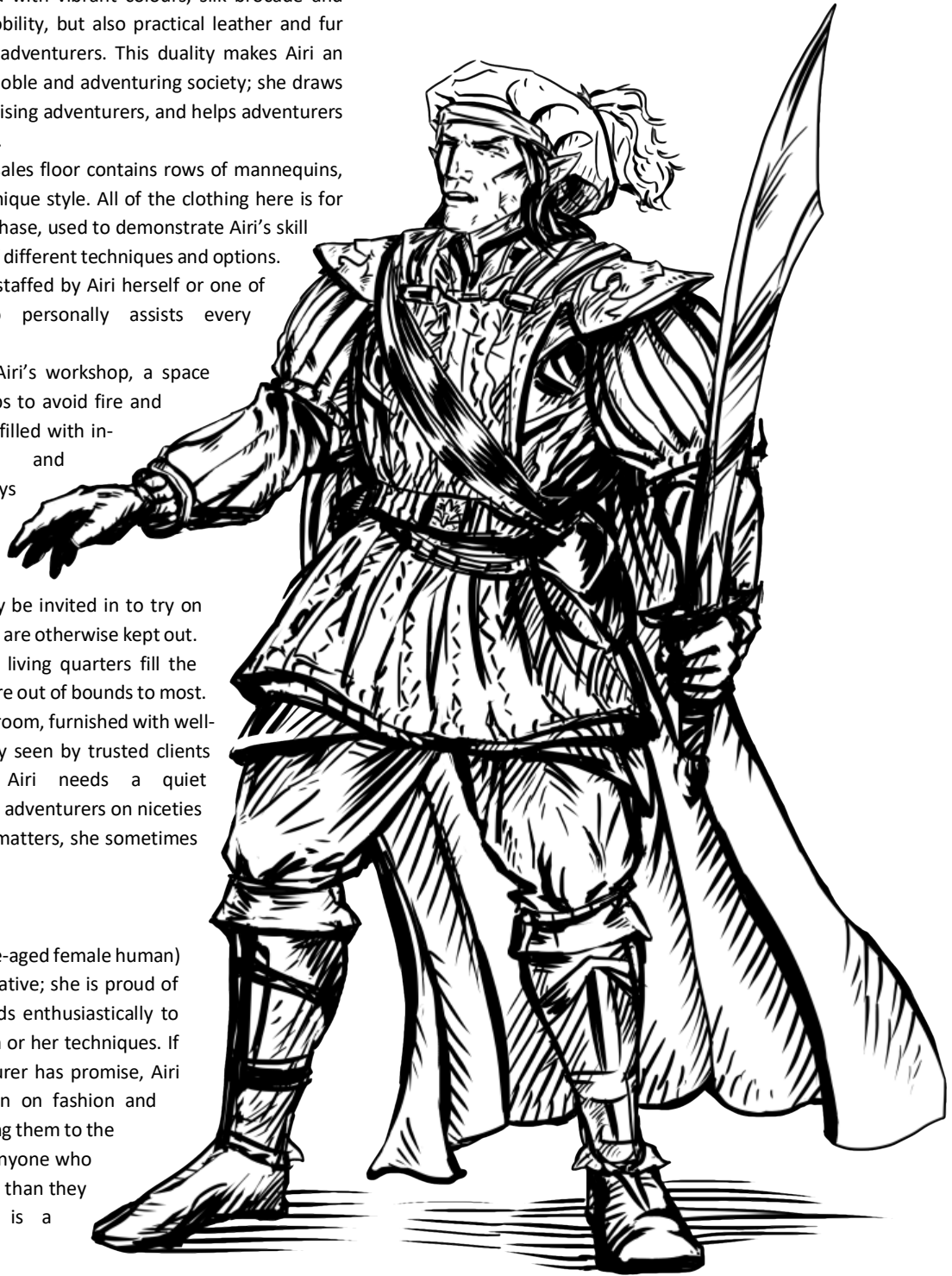
Second Floor: Airi's living quarters fill the second floor, and they are out of bounds to most. The comfortable sitting room, furnished with well-cushioned chairs, is only seen by trusted clients and friends. When Airi needs a quiet environment to educate adventurers on niceties or speak about private matters, she sometimes brings them here.

NOTABLE FOLK

- **Airi Luoma** (NG middle-aged female human)
Airi is elegant and creative; she is proud of her work and responds enthusiastically to any interest in fashion or her techniques. If she thinks an adventurer has promise, Airi offers them education on fashion and etiquette, and will bring them to the attention of nobles. Anyone who accepts may get more than they bargained for: Airi is a demanding teacher.

HOOKS

- One of Airi's apprentices approaches the PCs and invites them to her shop. A noble has taken interest in them but wants them presentable before they meet. Airi has already been paid for their attire but needs to take their measurements and quickly teach them proper etiquette.



H12: THE EMERALD MEDUSA

Once a large multi-decked sailing ship, *The Medusa* is a popular eatery and festhall permanently moored in Languard famed both for its food and “enchanting” evening dances. The vessel is named—unsurprisingly—for its intricately sculpted medusa figurehead which now stands prominently on deck. The medusa holds intricately carved—magical—lens amid its beautifully carved, breathtakingly realistic writhing snake-hair.

A place for nobles to meet the Emerald Medusa is the perfect place to discuss adventures or plot intrigue. Moored close to the docks it has several ornate gangplanks leading up to the main deck. Here small bands of musicians play beautiful, music under wide canvas canopies.

Below Decks: Here the choicest tables offer a view of the river and bay through finely made portholes. Larger tables set into the main hold provide space for larger groups to dine.

Nightly Entertainments: Each night, a presentation of beautifully crafted food, from swordfish baked in rock-salt to venison with exotic plum sauce is made at the eighth bell. It is customary for the person inviting others to pay for the meals. Many adventurers are invited by aspiring nobles to show off their wealth and social superiority.

The medusa figurehead is positioned so that its large enchanted glass lenses watch over the dancing crowds below and periodically emit beams of twinkling light to which dancers must freeze when they are touched. As the night goes on more and more lights are emitted making the dance around the pretend statues harder and harder. The last person dancing at midnight wins access to the Captain’s Table—a private dining room much in demand among Languard’s elite.

NOTABLE FOLK

- **Mira Rantanen** (NG middle-aged female magic-user 3) owns the Emerald Medusa. She is popular among Languard’s elite, who vie with each other to win her favour. She is friendly, but a shrewd judge of character.

TARIFF

A favourite among nobles the food and wine cater to the desires of the upper class and wealthy adventurers.

- Evening entertainment (includes food, drink and dancing) 30 gp, eleven wines and sweetmeats 50 gp, light meal on deck 10 gp.

HOOKS

- The party is asked to attend the ship to help a young noble win the dance contest.
- In a strange turn of events, a dancing couple are turned to stone during the nightly dance below decks. Mira asks the PCs to discover why as she fears foul play and can’t trust any of her customers to get to the bottom of the matter.

H13: PHARRAN’S SHROUD

This large townhouse serves as a high-end brothel, providing a wide range of services to Languard’s powerful and wealthy. Run by Pharran, a tall silk-shrouded lady of unknown origin, “The Shroud” as it known to the locals serves the needs of the rich and noble. All the workers wear ornate face masks to hide their identity and it is rumoured some of the workers are nobles’ sons and daughters sating their lusts amongst the common folk.

Ground Floor: Well-made oak doors set with leaded glass and silken drapes are watched by burly well-dressed guards. Beyond lies a large entry hall and several rooms dedicated to meeting people and serve food and drinks all night at a reasonable price.

Upper Floors: A balcony overhangs the ground floor on which the working girls and lads, known as “Masques” strut about.

Curtained archways lead further into the building where many different themed rooms—from elven boudoirs to sumptuous palaces—are available. Most themed rooms are rented for the night; smaller rooms are available for short periods.

The “Dungeons”: Concealed doors lead to hidden stairs that descend into dimly lit chambers below the house. Here Varg, a large half-ogre of immense proportions, manacles and throws customers into curtained off cages to await the intentions of their masque. Whilst frightening to some this is all part of the show.

TARIFF

- **Masques:** normal masque 2 gp, “specialist” masque 10 gp.
- **Rooms:** small room 1 gp/hour, themed room 5 gp/hour, the “Dungeons” 10 gp/hour.

NOTABLE FOLK

- **Pharran** (NG [fe]male human cleric 5) is actually Silas Morganstern a male priest of the god of love using the trademark shroud to disguise his appearance. Being a good person at heart he donates a large amount of his earnings to local charities and invests in local businesses. As Silas Morganstern, he is a popular gentleman in the area.
- **Varg** (N male half-ogre fighter 3) is massively strong and prefers to be in a state of undress. An impressive sight, his presence is incredibly intimidating to those not used to violence.

HOOKS

- A local noble is enraged that his son works at the Shroud. He seeks information on his son’s activities in a clandestine manner and hires the PCs to make discreet enquiries.
- A well-to-do potential patron wishes to meet the party at the Masque. He is an idiot and thinks meeting in the Dungeons will be atmospheric.

H14: THE RUBY PLATE

Roaring fire bursts from pans, knives flip through the air and colourful arrangements adorn plates in this open-air restaurant. Thick wooden columns, and a mess of tables, surround Jalo's central cooking station; a shingled roof keeps out the elements. The sizzle of frying fat and the aroma of dill and chives float from its corner of Market Street, enticing market-goers to come see the spectacle. This is The Ruby Plate, pride of cook and proprietor Jalo Rinne.

Jalo strives to provide something unique, and it doesn't stop at his constant showmanship; the menu changes day to day as Jalo buys exotic and bizarre ingredients and cooks meals he may never be able to prepare again. Truth be told the quality of the food suffers from this, but the opportunity to try sea-serpent meat, shrieking mushrooms and ankheg legs keeps customers coming back.

TARIFF

The Ruby Plate's menu is unreliable, changing from day to day. The following meals are examples of what it might serve.

- **Food** Glow pie [savoury game pie with phosphorescent fungus sauce for the glow] 6 sp, stone-egg pastry [pastry with rice and cockatrice-egg filling] 8 sp, sealord platter [giant crab leg, fish stew and fresh bread] 1 gp.

- **Drink** Assassin wine [assassin vine berry wine] (bottle) 10 gp, oozing mead [diluted gelatinous cube acid, milk and honey] (pitcher) 1 gp.

NOTABLE FOLK

- **Jalo Rinne** (LN male human) is an exuberant and outgoing and engages customers and passers-by with a cheerful patter. He is optimistic and confident, sometimes overly so; he underestimates the difficulty of tasks and throws himself into projects beyond his ability.

HOOKS

- Keeping the Ruby Plate supplied with intriguing dishes is a challenge, so Jalo leans on adventurers to help him. If the PCs dine at The Ruby Plate, Jalo quietly offers to buy any interesting ingredients they come across for a small sum. He'll buy anything fit to eat, whether monster meat or magic fungus.
- A dire boar was spotted a few days away from Languard, and Jalo yearns to make a feast of it. He speaks of it to every adventurer who passes by, including the PCs. Jalo's enthusiasm and the substantial reward he's offering for the boar is sure to turn the hunt into a competition.



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