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LANGUARD LOCATIONS: THE SHAMBLES





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LANGUARD LOCATIONS: THE SHAMBLES

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: The Shambles 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. This instalment deals with locations in Languard’s Shambles district.

CREDITS

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

Development: Creighton Broadhurst

Art: William McAusland and Maciej Zagorski (The Forge Studio).
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Cartography: Tommi Salama

CONTENTS

Credits	1
Contents	1
System Neutral Edition	1
The Shambles.....	2
Shambles Locations	2
S3: Veera’s Corpsewears.....	3
S4: The Broken Elbow	3
S5: Kardagg’s Discount Emporium.....	4
S6: Crier’s Corner.....	4
S7: Kaino’s House	5
S8: Mongrel Alley	5
S9: The Spinning Coin	6
S10: The Stone Cauldron.....	6
S11: The Rookery.....	7
S12: Well of Dreams	7

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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

THE SHAMBLES

Lying exclusively to the south of the Svart, between Cheap Street and Low Gate, the Shambles is a place of narrow, twisting alleyways, tottering tenement buildings and cloying desperation. Here dwell Languard's poor in cramped, unsanitary conditions.

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

SHAMBLES LOCATIONS

- S1 Raisa's Curios¹:** Idle adventurers often come here to browse the eclectic range of goods on offer.
- S2 The Bloody Eagle ¹:** A seemingly destitute merchant runs this tavern, which is a Shadow Mask front.
- S3 Veera's Corpsewear:** While most Low City haberdashers obscure their products' provenance, Veera makes no excuses. The clothes in her small shop come straight from corpses.
- S4 The Broken Elbow:** A rough tavern famed for its cheap beer, cheaper women and arm wrestling contests.

S5 Kardagg's Discount Emporium: This large shop is where failed adventuring groups come to sell off their equipment.

S6 Crier's Corner: From this dubious vantagepoint criers read proclamations, merchants advertise wares and drunkards rail at the world.

S7 Kaino's House: Here in this ramshackle house dwells the ill (or more accurately cursed) scribe Kaino.

S8 Mongrel Alley: Light barely reaches this dismal alley through the overlapping roofs, and the thin, rough street feels all the longer for the shadows looming over it. Something terrible lurks on Mongrel Alley.

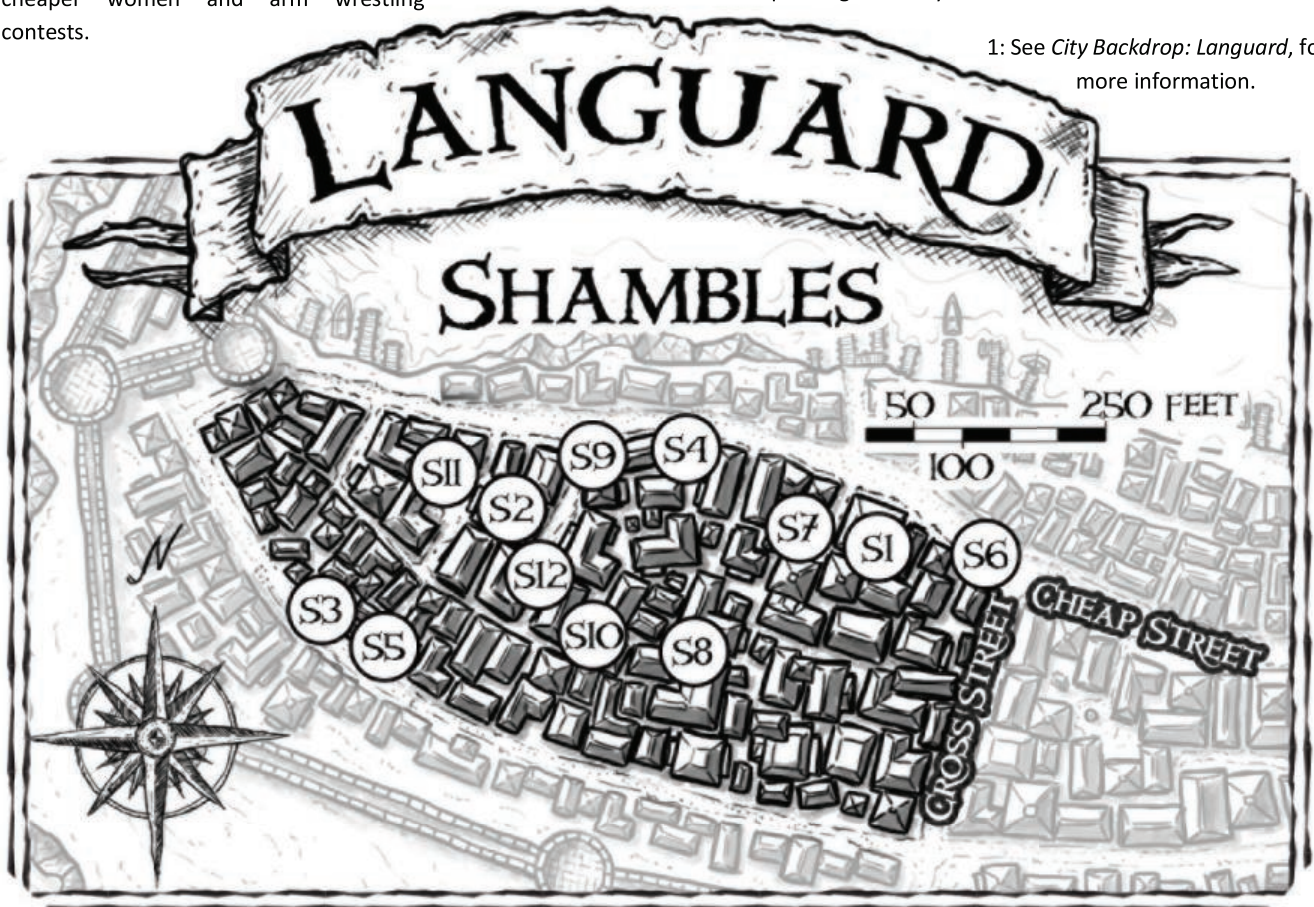
S9 The Spinning Coin: Coin and valuables flow through this aged, unassuming shop, which sells everything from ancient art to newly-forged weaponry.

S10 The Stone Cauldron: This infamous tavern is run by the former thief, Havu, who sells the cheapest alcohol in the city.

S11 The Rookery: Crows and ravens perch on this building's crumbling stone overhangs and branches of nearby trees. Here the druid Irja trains her birds.

S12 Well of Dreams: This is either a great place to throw away hard-earned coppers or a site where earnest wishes come true, depending on who you ask.

¹: See *City Backdrop: Languard*, for more information.



S3: VEERA'S CORPSEWEARS

While most Low City haberdashers conceal their wares' provenance, Veera makes no excuses. The clothes in her small shop come from corpses—that's why her prices are so low. If the customer can guess the previous owner's cause of death, they even get a discount. (This boot floated in on an overboard sailor, that conspicuously holey jacket belonged to an unfortunate—and clearly unskilled—thief and so on). Veera is a cheery and aggressive saleswoman, and it is hard to beat her prices.

Veera is often visited by guards, criminals and grieving family members for news on Languard's corpses. She relays what she knows (once her memory is jogged by coin), but rarely gives up the corpses themselves. While she claims she tosses them into the sea, some say she sells or even eats the bodies.

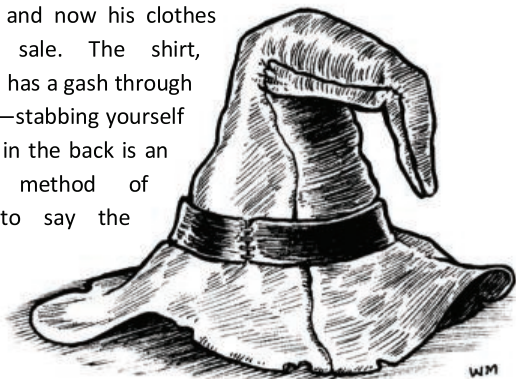
The storefront itself is small—a tiny room laden with piles of clothing. Water drips from recent "catches" and fills the air with salt. In the back, a locked door leads to Veera's personal living quarters and storage.

NOTABLE FOLK

- **Veera Pulli** (CN female human) was born to a fisherman and fishmonger. While her father attempted to instil a love of the sea, Veera instead obsessed over any flotsam she could find. Corpses jingling with jewellery were the best. As she grew older she began to hock these wares, and her natural sales skills blossomed into a thriving business.
- **Ahti Pulli** (CN male human) is Veera's bastard son, but he may as well be an orphan. Veera treats him with no particular love, instead employing him in acquiring corpsewears. Ahti is eight or nine years of age, agile and lean, with a twisted sense of humour from years of pillaging the dead.

HOOKS

- A noble who wronged the city guard is missing, and his cloak is on sale at Veera's. The guard claim no wrongdoing, but the city is astir. Veera is unusually closemouthed about the whole affair. In truth, the noble fled the city and gave Veera his cloak to throw others off his trail.
- A prominent merchant with many enemies killed himself recently, and now his clothes are on sale. The shirt, however, has a gash through the back—stabbing yourself to death in the back is an unusual method of suicide to say the least.



S4: THE BROKEN ELBOW

A rough tavern famed for its cheap beer, cheaper women and arm wrestling contests the Broken Elbow is the haunt of those seeking a certain kind of entertainment. Run by Sigrud an ex-pirate turned tavernkeeper, the Elbow is a popular drinking hole for adventurers, nobles and thugs alike.

Ground Floor: Dominated by a large, oak arm wrestling post bolted to the floor, the taproom is busy from sunsets 'til midnight. The post itself has been polished smooth by countless elbows and has firm iron grips to aid the competitors. Long planks, sticky with spilled beer, lead from the door to the small bar set in the corner. Here Sigrud pulls flagons from kegs on the bar or scoops out jugs of dregs from a bucket. Behind the bar a list of champion's names and how long they held their title is engraved onto a large plank.

Arm Wrestling: Each night, arm wrestling is the main attraction. Meanwhile, deals are made, and information is gathered and sold on. Anyone expecting to hear rumours or seal a deal had better be prepared to roll their sleeves up and take part. For all this, fights are rare at the Broken Elbow.

TARIFF

- **Drink:** ale (flagon) 5 cp, dregs (jug) 1 cp
- **Arm Wrestling:** 1 sp/bout (Sigrud shares his take with the current champion)

NOTABLE FOLK AND CHAMPIONS

- **Sigrud** (N male human fighter 4) is tall and gangly. This ex-pirate has a long scar across his face and is surly to the point of rudeness. He serves drinks and nothing else.
- **Ordruin Kilak** (N male dwarf thief 4) is a miserly thug, usually wearing dirty leather armour and his bright ginger beard braided into his hair. He is the current arm wrestling champion.
- **Morgar Randik** (N female human fighter 2) is a sturdy, blonde woman proficient in swords, axes and scathing comments. She enjoys tormenting and humiliating patronising men.
- **Slippery Pettenan** (NE male human fighter 2) is a wiry, black haired ex-pirate and general bad person. He should not be crossed lightly.

HOOKS

- Slippery Pettenan hires thugs to hurt people who beat him; if the PCs anger him they could fall foul of his ire. He, of course, would deny all knowledge of any attack, but could develop into a low-level, long-running threat or irritation to the party.
- Ordruin knows secrets about Gloamhold but only sells them to someone who can beat him at an arm wrestle. If a PC beats Ordruin, and he thinks his opponent cheated, he wreaks his revenge by making up a hidden treasure in Gloamhold in the hopes the PCs suffer disaster trying to find it.

S5: KARDAGG'S DISCOUNT EMPORIUM

This large shop is where failed adventuring groups come to sell off their equipment before retiring from their danger-filled profession. Although his shop is filled with badly conditioned armour, lengths of frayed rope and lanterns that sputter and go out when needed the most, the dwarven owner Kardagg is nonetheless, rich in information and stories of desperate adventure across the bay.

Ground Floor: Set in a warehouse with rickety double doors of weathered oak and hard packed earth floors the inside of this place is a veritable maze of precariously balanced goods, damaged armour, barrels of rusting weapons and more.

Kardagg sits behind a long wooden desk next to the front door with a small brazier burning wood, no matter the weather. As customers enter he nods a curt greeting and with his club-like walking stick taps a large sign that says, "You break it, you buy it. No refunds".

NOTABLE FOLK

- **Kardagg** (N male dwarf fighter 3) is a dwarf of very few words who has thick black hair and a tangled beard which hides his scarred face. He is a hard yet fair salesman. Being a typical dwarf, he has a fondness for gems and tries to get payment in such, something clever customers could use to their advantage.
- **Kitt** (N war dog) is large, brutish and Kardagg's only real friend. Kitt barks at, and smells, all new customers. Occasionally, he follows them round the shop.

FOR SALE

Most of the equipment on sale is cheap, nasty and in bad repair. Some items may even break just when their owner has great need of them. Most prices are 20% lower than normal but most items break on a roll of a natural 1 when being used. (Armour falls apart if the wearer suffers a critical hit).

Kardagg buys, or trades for, virtually any equipment and normally offers to buy items for around 40% of normal price. He is unaware he owns several well-balanced and keen weapons (which determined browsers may uncover). Behind the counter he displays his best items including several low-end magic items. He is well aware of their rarity and demands a steep price:

- **For Sale:** fine longsword (15 gp), six fine arrows (1 sp each), *feather token swan boat* (2,000 gp) *potion of healing* (400 gp), *scroll of magic missile* (300 gp).

HOOKS

- Kardagg knows much about the local area and may pass on stories to paying customers for a fee. He teases his knowledge to generate sales but says little of import to those merely browsing his wares.

S6: CRIER'S CORNER

A stumpy, mud-spattered wooden platform marks one of the most important locations south of the Svart: the intersection of Cheap Street and Cross Street. Heavy traffic floods the intersection at all times of day as people fight through Low Gate's crushing crowd, hurry to the Low Market or struggle towards other destinations. The constant crowd ensures messages shouted from the platform disseminate through the Low City. From this dubious vantagepoint criers read proclamations, merchants advertise wares and drunkards rail at the world.

Of late, one voice has risen above the others: the doomsayer Kuura uses the platform as her pulpit to spread her message of fear. She gathers the ills and injustices of the city—poverty, disease and corruption—and lays the blame on Gloamhold's evils. Adventurers and the duke who harbours them stir the vile dark of Gloamhold, she says, bringing pestilence from its depths and curses with their ill-gotten plunder. The countless downtrodden of Languard listen to her, and though tensions are rising the city watch doesn't want to spark a riot by removing her.

NOTABLE FOLK

- **Kuura** (CN middle-aged female human thief 4) is prematurely old. Countless scars, white hair and weathered skin age Kuura beyond her years. All her life she clawed for mere survival, and she despises everyone who had it easier. Her hate, fear and envy resonate with the Shambles' downtrodden, and her followers grow more numerous by the day.
- Other folk also harangue the masses from Crier's Corner. These include Tuuka Ojanen (N male human) who believes the end of the world is nigh, the charismatic Armi Auvienien (NE female human thief 1) who speaks to the evils of excess and offers to relieve those with a guilty conscience of their unneeded wealth and the bombastic Heimo Hujanen (N male human) who hires himself out as a crier "skilled in the dissemination of missives, notices and news".

HOOKS

- If Kuura recognizes the PCs as adventurers she hurls insults and threats at them; she accuses them of greed and corruption, blasphemy and bloodlust, even hatred of their fellow man. Her goal is to cow them into aborting their quest or draw them into an argument. Rumours of any argument with Kuura spread rapidly, and unless the PCs do an exceptional job defending themselves it will turn many humble folk against them.
- Many groups want Kuura out of the way. The watch worries about her rabble rousing, the duke resents the defamation of his character and her message make it hard for merchants to sell Gloamhold's plunder. Any one of these factions might ask the PCs to publicly embarrass or remove her in a way that leaves the faction blameless.

S7: KAINO'S HOUSE

A sign bearing a stylized quill and inkwell marks an otherwise unremarkable house just off Cheap Street. Humble, but well-built compared to those around it, the house bears signs of recent neglect; there are uncleaned stains and messes, hinges and breaks that need repairing and other indications the building is not being given the care it needs. This is the home and workplace of Kaino, a once reputable scribe who has fallen on hard times.

Kaino's struggle is obvious to anyone who meets him. He has erratic lapses with varying symptoms; sometimes his body faintly trembles and seizes up, others he simply goes quiet mid-sentence and still others he suffers mild hallucinations, though he always recognizes them for what they are. His lapses have slowed his ability to work, and his symptoms provoke fear or disgust from many. Because of these factors his income has dropped significantly, leaving him one faltering step from poverty. His troubles force him to take any scribing work he can, even if it pays poorly or isn't legal.

NOTABLE FOLK

- **Kaino Perspoika's** (LN male human) mysterious malady has rendered him gaunt and pale and makes it a struggle to keep his appearance as immaculate as he would like. He desperately strives to be the tidy and professional man he once was, but his uncontrollable lapses steal his composure, delay his work and leave him ragged. Nonetheless, Kaino is an excellent scribe. His writing is beautiful, he knows an exceptional number of languages and his ability with rare or encrypted scripts is unmatched. He is fearful of Gloamhold but reluctantly takes work that involves it.

HOOKS

- PCs who encounter unknown languages or difficult cyphers can turn to Kaino for help. The scribe's fee is modest in comparison to his talent, though he may offer and miss several deadlines as he struggles to do his work.
- Kaino's mysterious malady may be curable with the right magic, but unbeknownst to anyone it is also contagious. PCs who press him for details or gather rumours learn his troubles started when he translated a strange text retrieved from Gloamhold.



S8: MONGREL ALLEY

Light barely reaches this dismal alley through the overlapping roofs, and the thin, rough street feels all the longer for the shadows looming over it. Mangy dogs and sharp-eyed rats lurk in the blackened corners, competing for space with wretched, diseased and dying beggars. Mongrel Alley is nested deep within the shambles, out of sight of the main streets and the masses. This allows (and encourages) the watch to completely ignore the alley and dismiss all disturbances there as the activity of feral dogs.

A particularly unnerving vagrant, often seen wrapped in voluminous dirty rags, now lurks in the alley, and his recent arrival has driven away many others...or worse. Beneath his concealing garments, the beggar is a desperate but cunning ghoul, hungry enough to feed on the animals in the alley and corpses stolen from Traitor's Gate. The ghoul, Thirst, craves more satisfying (wriggling) meals, and cautiously hunts anyone in the alley who won't be missed.

NOTABLE FOLK

- **Thirst** (CE male ghoul thief 1) is without humanity, driven only by a constant gnawing hunger, an insatiable emptiness kept in check by fear. Thirst knows he is outnumbered and that living in Languard puts him in a dangerous position, so he slinks through the shadows and alleys searching for food. Pragmatic cowardice keeps Thirst alive; he readily flees from fights, hide from strangers and cowers when threatened. It is a mistake to underestimate Thirst though, because he is canny, underhanded and skilled in subterfuge.
- Other beggars dwelling in Mongrel Alley include the depraved, but perceptive, Voitto Keto (NE male human thief 1) who has realised there is something special about Thirst and desires an alliance with the hooded vagrant, and the partially mad Kirsti Outila (CN female human) who is "famed" for her lurid stories about the end of the world.

HOOKS

- A bloody beggar, Taisto Ahokas (N male human), staggers into the street and screams for help. The watch is nowhere in sight, and most draw back from the filthy, pock-marked man, ascribing his behaviour to madness or alcohol. He attempts to latch on to the toughest-looking PC and incoherently begs them to protect him from the thing chasing him, though there's no sign of it. The watch refuses to take it seriously, but if the PCs investigate they find signs of Thirst's predations on other homeless folk.
- Anyone who fights, corners or intimidates Thirst causes the ghoul to beg for mercy. Thirst cringes and grovels, offering his skills and knowledge in exchange for his life. The ghoul might offer useful information about Gloamhold, secrets about notable individuals in Languard or even his services as a thief.

S9: THE SPINNING COIN

Coin and valuables flow through this aged, unassuming shop, which sells everything from ancient art to newly-forged weaponry. The Spinning Coin is a pawnbroker tucked in a corner off Cheap Street, and here Terho Linna preys on the poor with promises of quick coin. Many adventurers also come here to sell loot, as Terho makes no fuss over goods from any source, Gloamhold or otherwise. The Spinning Coin buys anything that has value and the potential to be resold, though Terho pays less than more discriminating shops.

The shop's eclectic assortment of used goods makes it easy to hide stolen items among them. Fencing stolen goods is lucrative, and the legitimate business of the Spinning Coin is in large part a front for its illegal operations. Even if something sold there is identified as stolen, Terho denies all knowledge and responsibility before blaming on the thieves who sold to them.

Unusually, the Spinning Coin is not associated with the Shadow Masks. Their attempts to run it out of business have all failed, and the shop's unseen owner refuses all offers to sell.

NOTABLE FOLK

- **Terho Linna** (NE middle-aged male dwarf thief 2) has streaks of white hair, a pronounced limp and patched clothing. However, Terho speaks in a soft voice and leans on an elaborately carved cane, giving him the air of a worn gentleman. He runs the Spinning Coin as he sees fit, given free hand by its owner to work without oversight. His kindly manner hides his ruthless pragmatism and boundless contempt for others.
- **Sade Kokkonen** (LE female human fighter 2/thief 3) is stern, aloof and holds the rank of Sergeant-at-Arms. She serves as an investigator in the city watch and is publicly known for her tireless campaign against crime. Behind the scenes, Sade is the unseen owner of the Spinning Coin, and she uses her authority to strike at her competition, mainly the Shadow Masks. Thieves with talent, circumspection and the willingness to work with her may receive Sade's leniency.

HOOKS

- An angry commoner argues with Terho over a plain silver ring. The commoner insists it is a stolen family heirloom, while Terho expresses doubt and suggests the man is trying to scam him.
- The PCs are in the shop, when a member of the watch (Sade Kokkonen) slips inside. She spends an inordinate amount of time browsing, which may alert the PCs to suspicious doings as the watch are rarely seen in the Shambles. She only gets down to business with Terho once the PCs have left. PCs hanging around outside discover she stays inside the shop for several hours before leaving.

S10: THE STONE CAULDRON

A ramshackle construction of warped wood and crumbling brick, the Stone Cauldron seems ready to collapse at any moment, and so do many of its patrons. This infamous tavern is run by the former thief, Havu, who sells the cheapest alcohol in the city. The customers who shuffle into the dimly lit building are surly at best, and violent at worst.

Atop the tavern's hearth rests its namesake: a grubby, scarred grey cauldron with a flaking surface. This sizeable vessel is kept on the fire at all times to warm the dubious brew within. Its contents, an alcoholic cider, are never emptied or changed; instead Havu pours new batches of cider in whenever it needs refilling. Havu makes this cider from whatever fruit is cheapest in the market and mixes it all together regardless of flavour or consistency.

TARIFF

- **Drink:** cider (flagon) 5 cp, watered-down cider (flagon) 3 cp

NOTABLE FOLK

- **Havu Rinne** (NE male half-orc thief 2) scowls at virtually everyone. Havu is terse, impatient and grasping, and only gives his patrons attention when money is involved. Though he readily engages in shady practices and looks aside from criminal activity in his tavern, he balks at doing anything strictly illegal. Several of his fingers were cut off as punishment for his former thievery, and he is not eager to run afoul of the law again.
- **Laine** (N female human) is Havu's only employee and is a sullen, harried barmaid who likes to wear shapeless, hooded tunics. Disowned by her family, Laine was desperate enough to take Havu's paltry job offer. She hates her work, and her mood is further soured by the dysphoria she experiences as a trans woman. Laine turns to the gods for relief, praying desperately to outlandish deities and conducting esoteric rituals in the hopes that something will answer her pleas for a new body.
- The Stone Cauldron has many regulars. They include the spiteful fencer Onni Scarsong (CN male half-elf fighter 2) whose scarred throat and mangled hands render him unable to fight, the waifish errand runner Pilvi (CN female human thief 1) and dour Aate (N male gnome) who works as a carpenter and is eternally pessimistic.

HOOKS

- Tempers flare when Onni Scarsong makes a cutting remark to Laine, who reacts by dumping warm cider over the half-elf's head. The half-elf's resultant outrage is the cause of much mirth in the taproom.
- Pilvi approaches the PCs and offers her services as a runner and guide. She is persistent and nags the PCs—a silver piece gets rid of her—and may even follow them when they leave, if they seem particularly interesting (or rich).

S11: THE ROOKERY

Crows and ravens perch on this building's crumbling stone overhangs and branches of nearby trees. The birds are common sights in most of Languard except for the High City, which treats them as pests and uses various means to deter the birds from roosting there. The druid Irja trains her corvids and rents them to customers who wish to send messages or have the birds commit larceny on the buyers' behalf. She cares little how her customers employ the birds, provided they don't put them in obvious danger. While Irja has trained her crows and ravens to ignore their instincts and remain while threatened, the birds are intelligent enough to flee from imminent harm.

In addition to renting out her birds, Irja sells them as companions to interested buyers and saves exceptional specimens as potential familiars. She requires customers to undergo rigorous training with their prospective bird before she releases it to its owner. If the crow or raven suffers abuse, it returns to Irja, who often plots retaliation, often in the form of a murder of eye-plucking crows, suddenly swooping down on the abusive owner.

Thanks to her birds, Irja has added information broker as an incidental source of income. Her trained crows and ravens can recall up to a day's worth of minute details and a week's worth of broader events. She uses *speak with animals* to uncover secrets hidden by buyers and others the birds observe during their time away from the Rookery. While not in the Shadow Masks' employ, she often sells her information to the guild.

NOTABLE FOLK

Irja is the Rookery's proprietor, but she has taken on a young ward named Auli, who has shown a great affinity for birds.

- **Irja Lintunen** (N female half-elf druid 7) spent her early life as an adventurer, until a severe injury gave her a permanent limp. She recovered from her wound in Languard and decided to retire in the Shambles where most of her favoured birds reside. She is warm to visitors but has acquired off-putting quirks, such as staring overly long and cocking her head.
- **Auli Kanevera** (N young female human druid 1) is the red-haired, morose girl who came to Irja attention when the druid witnessed her nursing a crow with a broken wing back to health. Auli claims to have lost her parents and has been staying at the Rookery as of two months ago.

HOOKS

- A crow carrying a signet ring drops it into one of the PCs' open hand. It then hops and flies away from the PCs, keeping them in sight and leading them toward the Rookery.
- A dozen crows croak "Doom!" when the PCs pass the Rookery. Irja claims the birds have no divinatorial capabilities.

S12: WELL OF DREAMS

Depending on the person asked, the Well of Dreams is a great place to throw away hard-earned coppers or a site where earnest wishes come true. The well formerly provided water for the area's residents, but rumours of a mind-altering poison which induced living dreams polluting the water caused people to stop using it. Potable water was then diverted to a better-protected well. However, the well's dream connotations reinforced the superstition of throwing money into its waters to receive wishes, especially when one such hopeful received twenty gold coins 24 hours after making a wish for medicine for her sick uncle.

The Shadow Masks have majority control over the well and gather money thrown into it. On rare occasions, they use some of their ill-gotten gains to fulfil a wish to encourage people to continue using the well. Guild members punished for minor infractions collect money from the well and encourage visitors and townspeople alike to throw their money down the well. The guild expects a certain modest daily take, so the overseer sometimes resorts to petty theft to make up the difference.

Calling the tunnels leading to the well home, the murderous halfling Ukkonen brothers listen for honest desires and make them come true, usually at the cost of others' lives. For example, a child sincerely wishing for a pony receives the animal days later, while the constabulary find the murdered former owner, seemingly trampled to death. The Shadow Masks have stayed out of the halflings' way, and the amount the halflings take is minimal (Huugo makes it a point of honour to claim the coin used for the wish). They have tried unsuccessfully to steer the Ukkonens toward targets they want eliminated.

NOTABLE FOLK

The Shadow Mask post at the well rotates, but at least one low-level rogue is here most of the time. The Ukkonen brothers are the only other permanent fixtures here.

- **Huugo Ukkonen** (CE male halfling thief 7) is the older Ukkonen and the less impulsive brother who keeps track of the locations and methods of their murders, so the law doesn't recognize a pattern. He is well-read and well-spoken and keeps his clothes immaculate, allowing him to better infiltrate a target's home.
- **Hannu Ukkonen** (CE male halfling thief 6) would go on a killing spree, without Huugo's calming influence. He wears mismatched clothing and sports wild hair. Hannu is peculiarly empathic and understands who makes genuine wishes.

HOOK

- A case of mistaken identity puts the Ukkonens on the trail of one of the PCs. The PCs must avoid the halflings' murder attempts and convince them they have the wrong person, which may require the PCs to produce the actual target.

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