

LANGUARD: FISHSHAMBLES

Fishshambles sprawls along the waterfront 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 rickety wharves and jetties jutting from its southern bank.



OSR

CREDITS

Design

Beth Breitmaier, Dave Breitmaier, Creighton Broadhurst, Rachael Cruz, Steve Hood, John Large, Stewart Moyer, Tyler Omichinski and Rob Smith

Development

Creighton Broadhurst

Art

William McAusland, Matt Morrow and Dean Spencer. Some artwork copyright William McAusland, used with permission.

Cartography

Tommi Salama

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To contact us, email whatho@ragingswan.com

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ABOUT THIS BOOK

This chapter presents more details of Languard's Fishshambles. Use it in conjunction with the base chapter, *Languard: City of Adventure*, to design exciting adventures for your players. Subsequent chapters will detail the balance of Languard, including its other wards. When complete, *Languard: City of Adventure* will be available in hardback and soft cover as well as a compiled PDF.

Each month that we release a new chapter for *Languard: City of Adventure*, we also release a new Languard Backdrop set in that ward. Members of our Patreon campaign also get an exclusive mini-eventure set in the city. You can learn more at patreon.com/ragingswanpress.

ABOUT LANGUARD BACKDROPS

You are a GM, and you are busy. You want to write your own adventures, but don't have the time to start from scratch. And you don't want to use commercial modules. You want to make your campaign your own.

That's where the Languard Backdrop line comes in! Each Languard Backdrop presents a fully fleshed-out and lovingly detailed self-contained locale ready to use as you see fit. Stock the backdrop with smugglers, cultists, thieves or whatever best suits your campaign, decide their back story, and gather your players.

ABOUT MINI-EVENTURES

Mini-Eventures are perfect for GMs and players who enjoy roleplaying or who crave a change of pace from their characters' normal adventurous doings.

Each Mini-Eventure brings to life a specific locale—for example, the Drunken Sailor tavern, the Orc's Head inn or Kardagg's Discount Emporium—and presents easy-to-use, flavoursome lists designed to facilitate play and bring the place to life in your players' imagination.

FISHSHAMBLES AT A GLANCE

Fishshambles sprawls along the waterfront 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 rickety wharves 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, chiefly 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 to the Fishshambles.

Many of the folk and businesses in the Fishshambles—unsurprisingly—make their living from the sea. Most of the choicest fish are landed in High City—sold to merchants who would never deign to catch their own; the folk dwelling here must make do with the cast-offs and leavings of the wealthier folk across the river.

NOTABLE 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 Castoffs' Sanctuary: This wrecked freighter is a sanctuary of sorts for those suffering from the Gloamhold Look—a mark of those who have spent too much time in Gloamhold's benighted, doom-drenched depths.

F4 Jaakola's Periwinkle Palace: The Palace is famed 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. Sages once foretold the birth of the "Great King of the World" here but now all is ruin and decay.

F6 Molley's Bearded Lady: This much-converted, labyrinthine inn is a good place to hide from debtors or the city watch. Its owner—Mugwort "Molley" Zintra—regularly dresses as a bearded lady and was once a member of the city watch.

F7 Ruusu's Rathole: Though boarded up, this shop—selling spell components of an unwholesome nature—is open for business—at least in mad old Aalto Ruusu's mind.

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

F9 The Five Cuts: Raucous cries and the stink of blood come from within this large basement drinking den. This fighting den is renowned throughout Ashlar.

F10 The Arches Bazaar: Set under a large building's wooden supports, this small market offers strange fruit, narcotics and cheap drinks as well as other more eclectic wares and services.

F11 Sandu's Grog and Grub: Dark and dingy, yet filled with laughter and the enticing scents of rich, spicy food, Sandu's Grog and Grub is a renowned tavern. Its owner is rumoured to be a retired pirate-adventurer.

NOTABLE STREETS & ROADS

Dragmire Walk: A low-lying part of the city, this alley is often little more than a quagmire. Here, houses—their meagre foundations eroded away—lean drunkenly against one another. The sun rarely banishes the gloom from this narrow thoroughfare. The folk living here will do almost anything for coin.

Puddle Lane: Puddle Lane lies halfway up Water Lane. Here, when Water Lane floods, the ground is merely boggy. Folk living along Puddle Lane are some of the poorest, most desperate folk in Languard.

Smelly Alley: A hub for fishmongers and the like, this surprisingly wide alley reeks of fish, salt and unwashed bodies. Here, fishermen sell their daily catch from small booths while others smoke fish or bake fish pies. The freshest fish on Smelly Alley are available as soon as the daily catch has been landed. Unscrupulous fishmongers—of which there are many on Smelly Alley—have no qualms about selling fish several days old to unsuspecting (or poor) customers. Smelly Alley can be packed—normally after the daily catch has been landed. Other times, while the boats are at sea, it is almost deserted. Notable businesses operating from Smelly Alley include Honest Irina's Fishmonger (a small, clean establishment), Ossi's Fish Emporium (a grand name for little more than a dingy shopfront and small storeroom) and Sauli & Alma's (a scrupulously honest, but wildly unlucky, husband and wife operation bedevilled by misfortune).

Water Lane: Bounded by ruined and crumbling buildings, Water Lane is the haunt of beggars, lepers and those with nowhere else to go. No one really cares what happens on Water Lane; it is a good place to plot nefarious doings (or to dispose of a body). Water Lane is low-lying and often floods. Heavy rain, unusually high tides and the savage annual winter storms regularly inundate it—and the surrounding buildings. Mud and silt fill the cellars of the houses here. Persistent rumours speak of treasures lost in several of the cellars. Occasionally, treasure hunters come here to dig; none have admitted finding anything of value. No one voluntarily dwells on Water Lane.

NOTABLE LOCATIONS BY TYPE

ADVENTURER'S SERVICES & HANGOUTS

Locale	NAME	NOTES
F3	Castoff's Sanctuary	Adventurer's sanctuary ¹
F10	The Arches Bazaar	Market (oddities) ^{1,2}
F11	Sandu's Grog and Grub	Tavern (seedy; adventurers, thieves) ¹

CATHEDRALS, CHURCHES, & TEMPLES

Locale	NAME	NOTES
F5	Kingsfail	Ruined chapel

INNS, TAVERNS & FESTHALLS

Locale	NAME	NOTES
F2	The Drunken Sailor	Tavern (fisherfolk) ¹
F6	Molley's Bearded Lady	Inn (seedy; thieves)
F8	Sea's Bounty	Tavern (seedy)
F9	The Five Cuts	Tavern and fighting den
F11	Sandu's Grog and Grub	Tavern (seedy; adventurers, thieves) ¹

MISCELLANEOUS SERVICES

Locale	NAME	NOTES
F1	The House of Sighs	Almshouse
F3	Castoff's Sanctuary	Adventurer's sanctuary

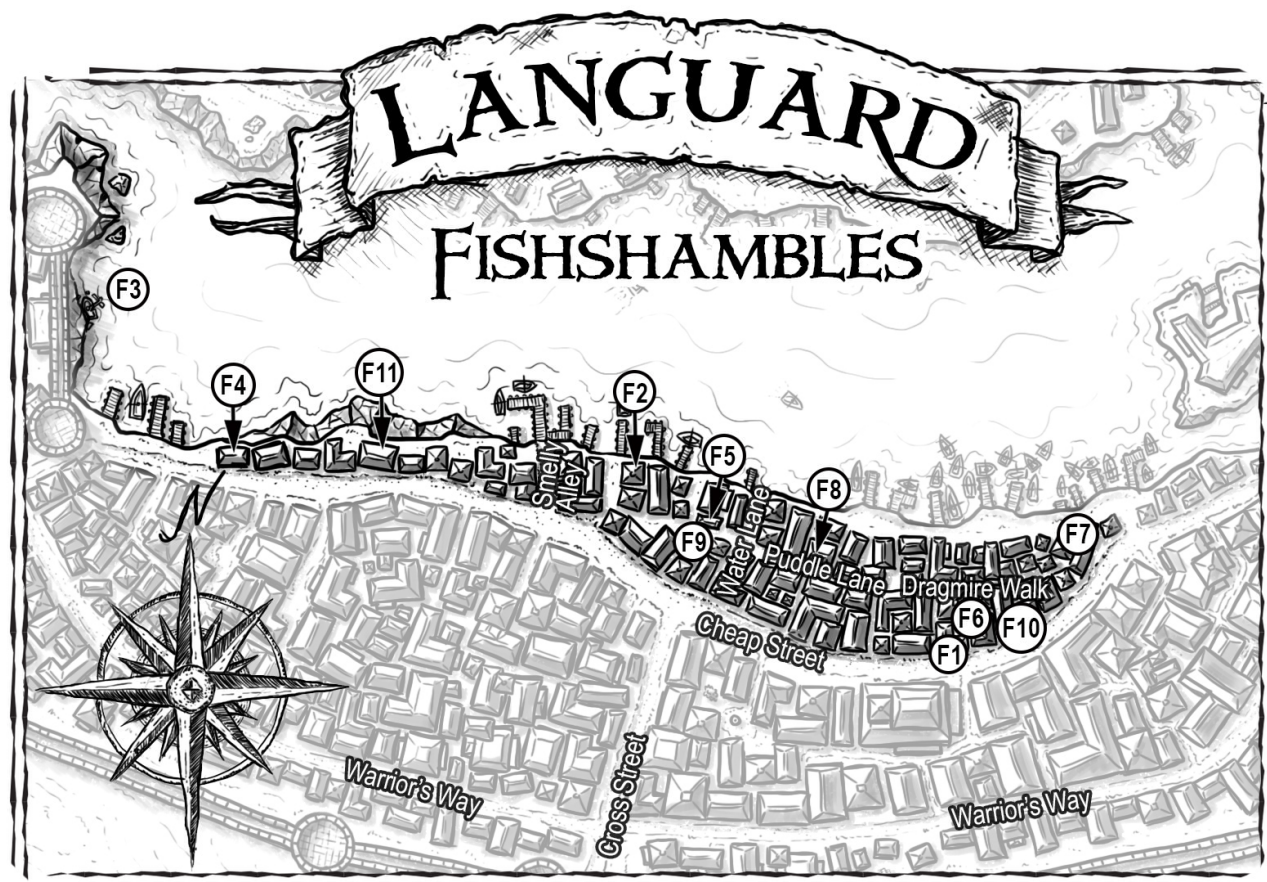
SHOPS, MARKETS AND SERVICES

Locale	NAME	NOTES
F4	Jaakola's Periwinkle Palace	Shop (healing, narcotics)
F7	Ruusu's Rathole	Shop (foul spell components)
F10	The Arches Bazaar	Market (oddities) ¹

SAGES & WIZARDS

Locale	NAME	NOTES
F7	Ruusu's Rathole	Shop (foul spell components)

1. This locale might be of interest to adventurers for one reason or another.
2. Magic items for sale can sometimes be found here.



MINOR LOCALES IN FISHSHAMBLES

Fishshambles features many notable and not-so-notable locales, such as shops, workshops, private homes and the like. Place minor locales wherever you deem appropriate.

1. **Money for Old Rope:** This rambling building is an outpost of the Minudain family business. The Minudains specialise in rope, and do a good trade in Fishshambles. They not only sell new rope, but buy, at bargain prices, old ropes and the like.
2. **Hull & Mast:** Set hard on the docks, this sprawling, low-roofed warehouse features a covered dock accessible directly from the Svart. Within, master shipwright Teppo Mieho (LN middle-aged male human) directs teams of apprentices in building fishing boats, rowboats and the like. While undeniably skilled, Teppo specialises in building small boats and is not interested in taking on larger commissions.
3. **The Saucy Mermaid:** This low-class, low-quality tavern offers cheap drinks and the comfort of anonymity. The ostler–Tahvo Kaukiainen (N middle-aged male human fighter 2)—ignores his patrons’ business as long as they don’t cause any trouble. Salacious paintings decorate the Saucy Mermaid’s walls. A positively scandalous sign identifies the place.
4. **Box and Chest:** This rambling, one-storey warehouse rents space to merchants who lack their own facilities. Inside, the place is subdivided into dozens of small rooms. The owners (sensibly) don’t ask too many questions about what their patrons store here. Four, easily bribed, mercenary guards theoretically protect the building and its contents.



5. **Antero's:** This tiny tavern only has seating for 20 patrons. Its patrons are uniformly old, retired fisherfolk. Most have nothing else to do and spend many hours here. Newcomers are viewed with suspicion, unless they buy several rounds of drinks. Antero's patrons are mostly light on coin but rich in sea-lore. This is a good place for adventurers to learn more about Hard Bay and its many wave-lashed islands.
6. **Oars and Sails:** This large, chaotically organised shop stocks everything a sailor or fisherfolk could need. The owner, Taavi Joutsi (N male human), is a devout follower of Serat, Mistress of Storms, and peppers his conversation with references to the goddess.
7. **Catch 'o the Dark:** Operating only at night, these fisherfolk specialise in catching nocturnal fish. Often at the docks after dark, they see much that goes on under the cover of night. Many folk assume they are smugglers, but they are not.
8. **Urpanus Home:** Lights blaze in the upper windows of this tall, thin building. Herein dwells Urpanus Kuningas (LG male human)—a writer haunted by queer waking dreams of strange places and stranger folk. He writes at night, frantically noting down all he sees. Many believe the dishevelled, humpbacked man is mad. They are right.
9. **The Broken Oar:** Sea shanties and hard drinking are the order of business at the Broken Oar. This small, decrepit tavern only opens at night, or when the weather is so foul that fishing is impossible. Wild, off-key singing likely draws the characters to this busy place.
10. **Nestor's:** This small shop is always open; its owner, Nestor Montaja (N old male human), seemingly has no need of sleep (or personal hygiene for that matter). Nautical bric-a-brac (some from questionable sources) festoons the dingy, candle-lit shop. Nestor has a few maps of Hard Bay purporting to show the locations of ancient ruins and buried treasures. He only parts with them for an up-front payment and a decent percentage of any recovered treasure. Local children tell anyone who will listen that Nestor is a warlock, vampire or lich!
11. **Cinders and Ashes:** This ash-wreathed ruin partially burnt down a decade ago. At night, it is a beggars' haunt. Flickering flames from various small fire pits show where the homeless gather to swap stories and to drink the night-chills away.
12. **The Old House:** Reputedly Fishshambles's oldest tavern, the Old House overlooks the docks. The tavern features a leaning stone tower, which once served as a lighthouse. Now, seagulls roost where once blazing fires guided the fisherfolk home. The tower is still a good place to watch dockside doings.

FOLK OUT & ABOUT IN FISHSHAMBLES

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

1. **Samu Aikio** (CN male human thief 1) wanders Fishshambles on the lookout for an easy purse to lift. Perceptive characters spot the thin, nervous man watching them. He trails the party for a while before deciding they are better left alone.
2. **Tuuli Montaja** (N female human fighter 3) proudly displays her muscular, tattooed arms; extensive tentacle tattoos decorate both. She swaggers down the street—the picture of a relaxed, confident warrior.
3. **Piri Ilma** (CN old male human) sits on the docks, drinking morosely from a leather flask. Now retired, he does little but sit, drink and think of the friends lost to Hard Bay's capricious waters. Piri sees much of what happens on the docks, and could provide valuable information to the characters—if he is at least vaguely sober.
4. **Mauno Himottu** (N male human fighter 2) recently escaped from a pirate ship and ended up in Languard with little more than the rags on his back. However, he does have a map purporting to show the location of a pirate cache hidden on a nameless island far out into Hard Bay. He is desperate for coin and aggressively and enthusiastically haggles for as much as he can get.
5. **Sikke Rahikka** (CN female human thief 2) hunts the streets for a rival who beat her to her next planned job. She is fuming and muttering to herself as she bumps into one of the characters. Although dressed nondescriptly, Sikke exhibits the fluid grace of a dancer, which suggests there is more to her than meets the eye. She is so angry, she demands an apology from the character. While she won't get into a fight, she may mark the character as one who needs to be taken down a peg or two in the future.
6. **Valpuri Kultamies** (LG female human paladin [Darlen] 1) desires to save the folk of Water Lane from the horrors of the witch Toivottu. Wearing brightly polished, but old, scale mail Valpuri stands out from the crowd. She is attempting to gather information from the locals regards several recent sightings of the hideous old witch.
7. **Turo Vesi** (N middle-aged male human) staggers home after a frenzied and prolonged drinking session. He is worse for wear and barely able to stand. He's friendly, though, and latches onto the party. Fascinated by their adventures, he (loudly and repeatedly) asks many questions about their exploits. If the characters are attempting deception or stealth, this could be a problem.
8. **Tuuli Rahikka** (CN female human) mulls a pressing problem—she needs coin and she needs it fast to pay off certain debts. Tuuli is a skilled sailor and offers to ferry the characters to their next adventure. If they agree, she asks for an upfront payment to “tide her over”. She's

easily distracted, though, and might be unavailable when the characters need her.

9. **Siri Aikio** (N middle-aged male human) needs money. Piri needs to raise funds to pay for his wife's magical healing—she suffers from a serious wasting disease. He approaches the characters and tries to sell them his boat. Knowing adventurers rarely know the value of normal things, he starts with an outrageously high asking price.
10. **Tuulitar Vaino** (NG female half-elf fighter 3) wanders Fishshambles in search of a stout sailor to ferry her band across the bay. Tuulitar belongs to the Bloody Sword adventuring band and stops to chat with the characters. Her band have recently discovered a map showing the location of a hoard on one of Hard Bay's nameless isles. Paranoid, she wants to make sure the characters are not after “her” treasure.
11. **Mauno Kokko** (NG male human thief 3) lies face down in the gutter after an epic drinking session. Covered in vomit and excrement, at first glance, he appears dead. He's also been robbed. If the characters help, he quickly realises his purse is missing and, with no other suspects, accuses the characters of the crime. When sober, which is rare these days, he is a clever and daring burglar.
12. **Tiera Niera** (NE male human fighter 2) works with a band of friends to follow and mug drunk revellers. He's a hulking, somewhat unsubtle fellow, ill-suited to his role as the group's spotter. (See Fishshambles by Night #11).



FISHSHAMBLES BY DAY

By day, Fishshambles is a buzzing hive of activity. The sounds, sights and smells of industry and commerce create a feast for the senses. Fishshambles is one of the busiest parts of Languard—this is particularly so when the fisherfolk unload their daily catch.

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

1. **Busy Day:** The cries of fishermen bringing in their catch add to the general hubbub of industry rising above Fishshambles. When the wind blows in from the docks, the heady scent of salt and fish is strong in the air.
2. **Basket of Fish:** A stout woman carries a basket filled with fresh fish on her shoulder. Seagulls wheel and swoop in the air above her. Sometimes, brave birds swoop to claim a prize from her basket. The woman is vigilant and quick, however, and few birds succeed in stealing a fish.
3. **Fish Pies for Sale:** Samuli Kokko (N male human) pushes a battered handcart from which he sells cold fish pies and the like for 1 cp each. Samuli hears much, and for a 1 sp relates one rumour to a customer.
4. **Loaded Wagon:** Two horses pull an overloaded wagon toward the docks. Provisions for an extended voyage fill the wagon—someone is clearly planning a notable and lengthy expedition.
5. **Net Fixing:** Two boys—Laus and Niilo—(both CN young male human) sit in the doorway of their home, attempting to repair a fishing net. Neither is skilled at the task, and both are people watching. If the characters are looking for someone, the pair may have seen them.
6. **Argument:** Two drunk sailors are arguing loudly about a dolphin that one of them thought they saw fighting a shark near the Svart's mouth. The argument is becoming increasingly heated; a brawl may ensue.
7. **Boat for Sale:** A street urchin wanders the street calling out about a fishing boat for sale. The boat is called *Weejas*, and its owner wants 250 gp for it. The boat is in good condition.



8. **Lost:** A well-dressed woman—Mateli Janakka (LG female human)—stands at an intersection. Lost, she is trying to get her bearings. Several seedy, nautical-looking folk are watching her with a keen intensity that speaks of nefarious intent. Mateli is grateful for the characters' assistance if they escort her to safety.
9. **Crew Wanted:** Lauri Salme (LN male human) bangs a small drum and shouts the details of his patron's offer as he moves through Fishshambles. The merchant Vilutar Pakkanen (see *Wreck of the Sea Sprite* for more information) requires brave crewmen for a voyage to the far-off Coral Sea. Prospective crew should report to Captain Liekko Arpia aboard *Star Chaser* (docked in High City) for an interview.
10. **Laina's Missing Friend:** The news that the fisherwoman Laina Eronen is searching for her missing friend Jalmari Lemmäs is on many people's lips. She has offered to sail any adventurers helping her find her friend across the bay to Gloamhold. She often drinks at the Drunken Sailor (location F2).
11. **Smugglers:** Smugglers are a perennial problem for Duke Nenonen as they deprive him of his rightful share of goods flowing through Fishshambles. Occasionally, the watch sends many patrols into Fishshambles, and this is one of those days.
12. **Old Toivottu Abroad:** The news that Old Toivottu Vilja—the hideous, death-dealing witch—has once again been seen on dismal, flood-prone Water Lane is all about the Fishshambles, and many folk are talking about it. People avoid Water Lane at the best of times—few will willingly go there now.
13. **Thronged Thoroughfares:** Fishshambles's streets and lanes are thronged with people going about their business, and the crowds slow the characters' journey.
14. **Lone Gull:** A monstrosly large seagull perches atop a low roof and watches the crowds go by. It is waiting for someone to pass with a basket of fish. When likely prey appears, it swoops down to claim its prize.
15. **The Stench:** The heady and cloying stench of fish fills the air, reaching a level of peculiar intensity; even some of the locals gag at its overwhelming strength.
16. **Laughing Children:** Two laughing children, clad in ragged clothes, chase a mud-splattered mongrel through the streets.
17. **Stray Dogs:** Two skinny stray dogs nose about in the mouth of a shadowy alley.
18. **Flock of Gulls:** A flock of gulls swirls about in the air above Fishshambles; their coarse cries mingle with the general hubbub of the streets.
19. **Dark Clouds:** A bank of dark clouds passes over the city, plunging the street into cold, deep shade.
20. **Chamberpot:** Without warning, someone empties a chamber pot into the street from a third-storey window. They aren't looking at what they are doing, and one of the characters could be deluged in foul-smelling waste.

FISHSHAMBLES BY NIGHT

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

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

1. **Drunken Singing:** Sounds of revelry and drunken singing curl through Fishshambles's dim streets. The day's catch has been good, and the fisherfolk are celebrating the best way they know how—with ale, companionship and song.
2. **Quiet Streets:** Heavy rain falls on Languard, and the gloomy streets empty. Only those with pressing business are aboard this night.
3. **Drunken Sailors:** A trio of drunken sailors stagger down the road, deep in loud (and incomprehensible) conversation. They don't see the party, and blunder into the characters. Their reaction depends on how the characters deal with their mistake.
4. **Ladies of the Night:** Prostitutes linger in the deep shadows cast by the looming buildings bounding the street. They call out enticingly to passersby, to drum up trade. Some may be honest, while others have nefarious intentions. Those with hidden motives could work in league with press gangs, muggers or worse.
5. **Fish Slops:** As the characters pass a shop or tenement building, someone throws a bucket of fish guts and bones into the street. The foul slurry splashes a character's boots.
6. **Arguing Couple:** Two peasants—a fisherman and his wife—argue loudly in the street. It seems one has "drunk all the money", and both are angry. The two are drunk, and the argument is confused. It's not immediately clear which of the two has "drunk all the money".
7. **Fight in the Dark:** The unmistakable sounds of combat reach the characters' ears from a nearby dark court. If the party investigate, they discover two rival fishing boat crews locked in a brawl.
8. **Furtive Cart:** A teamster drives a small cart through Fishshambles. He—Brusi Niera (CN male human thief 1)—avoids busy or well-lit areas. Perceptive characters notice his horse's hooves are muffled and that the teamster wears dark, nondescript clothing, and might wonder what is in the cart.
9. **Rotting Fish:** Elias Ora (N male human thief 1) pushes a noisome handcart down the street. Ostentatiously trying to sell fish, he is, in fact, the lookout for a gang of thieves robbing a nearby business. He tries to sell the characters obviously rotten fish for an outrageous price, hoping they will quickly move on. Elias prides himself on how annoying he can be when "in character".
10. **Falling Tile:** A roof tile falls from a nearby building and shatters on the ground inches away from a character. Was the falling tile an accident, attempted murder or the result of a thief about their nocturnal rooftop doings?
11. **Mugging:** A group of muggers decides a character, or the entire group, is a good target for a quick, profitable mugging. One of them follows the target for a short while, and the character likely notices the interest. If it becomes obvious the thieves are about to make a terrible mistake, they retreat. Otherwise, they launch their ill-advised attempt when the target reaches a quiet spot.
12. **Rolling Bottle:** An empty wine bottle rolls slowly out of a shadowy alley and comes to rest against a character's foot. A faint moan issues from the alley.
13. **Empty Thoroughfares:** Fishshambles' streets and lanes are virtually empty of other people. Lights glimmer wanly in nearby windows, and the sound of revelry from nearby taverns is audible, but few people are abroad this night, at least where the characters are.
14. **Stray Dog:** A mongrel puppy scavenges among the filth at the mouth of an alley. The dog is hungry and eagerly accepts any scraps of food. If treated well, it follows the party around.
15. **Band of Toughs & Rakes:** A small group of hard-looking men and women stand on a street corner. They talk in low voices and watch passersby. Several of the group are drinking from wine flasks; all are armed with rapier, short sword or the like.
16. **The Stench:** The heady and cloying stench of fish fills the air, reaching a level of peculiar intensity; even some of the locals gag at its overwhelming strength.
17. **Staggering Drunk:** A drunk, wearing filthy clothing, staggers along, singing quietly to himself. The man is a merry drunk, but one drink short of unconsciousness; he is essentially incoherent if engaged in conversation.
18. **Homeward Bound:** A weary peasant wends his way home through the murk. He carries a small sack over one shoulder. A stray dog sniffs through a pile of discarded rubbish nearby, smells something interesting in the sack and begins to follow the man. He, in turn, tries to kick the dog away; this might raise the characters' suspicions; just what is in the sack?
19. **Chamberpot:** Without warning, someone empties a chamber pot into the street from a high window. They aren't looking at what they are doing, and one of the characters could be deluged in foul-smelling waste.
20. **Furtive Sounds:** Furtive sounds suggestive of an attempt at stealth issue from the mouth of a dark alleyway.

FISHSHAMBLES WHISPERS & RUMOURS

Characters out and about in Fishshambles may hear some of the rumours (which may or may not be true) below:

1. **Bad Catches:** Many of the fisherfolk complain of bad catches, of late. Some catch only small fish while others pull up mostly diseased or dead fish. Some mutter of foul sorcery or the actions of a depraved cult.
2. **Storms:** The clergy at the Fane of the Waves Eternal (location T1) have predicted a savage storm will strike Languard during the next full moon. Some low-lying areas are bound to flood, and most fisherfolk are preparing for a few days in port. The price of fish will likely soon rise.
3. **Pirates Ahoy:** Talk of pirates is rife. Several merchantmen report an increase in pirates cruising the nearby waters. Some of the pirate ships may hail from Deksport, as goblins and orcs have been reported among the crews.
4. **A New Fishing Tax:** The fisherfolk are incensed that the duke is considering a new tax on their catches. (This may be true or could be a false rumour spread to spread discontent or discredit the duke for some reason.)
5. **Getting to Gloamhold:** Adventurers without sailing skills or a boat often hire a brave sailor to convey them across Hard Bay. The best place to find such folk is the Drunken Sailor (location F2)—a popular dockside tavern.
6. **Floating Body:** A body was found floating by the docks yesterday morning. The creature was man-like, but hideously ugly and covered in barely visible grey scales.
7. **Things in the Water:** Several fisherfolk have reported seeing dark shadows underwater near the Svart's mouth. Some describe the shadows as "wriggling", while others say they were akin to humanoid octopuses!
8. **Old Mother Toivottu:** Old Mother Toivottu has been seen abroad on Water Lane. Sightings of the incredibly ugly old hag always presage disappearances and woe among Fishshambles's residents. Avoid Water Lane at night or when the thick sea mists roll in to blanket the area if you value your life.



9. **Missing Fisherman:** Samuli Ilma was last seen sailing out to Hard Bay three days ago. He's a skilled fisherman, and his friends and family fear the worst, even though the weather has not been inclement.
10. **The Drunken Sailor:** The Drunken Sailor (location F2) is the tavern to visit if you seek brave fisherfolk willing to sail across Hard Bay to Gloamhold's benighted depths.
11. **Old Tunnels:** Old tunnels crisscross the waterfront. Used by smugglers and thieves alike, some have flooded and are unusable. Some people believe they connect to even deeper, older tunnels, but most honest folk discount such wild rumours.
12. **Rumours of Dark Worship:** Persistent rumours speak of odd cults among the fisherfolk. Said to meet in the dead of night, the cults venerate certain ancient sea gods. In return, the worshippers enjoy excellent catches, good weather and fine winds—even when their fellows do not.
13. **Merciless Sandu:** Sandu, owner of Sandu's Grog and Grub (location F11), is a merciless pirate. Long retired from such doings, he is still dangerous and has killed several folk just for annoying him or for saying bad things about his cooking.
14. **The Bizarre Bazaar:** Strange things are for sale at the Arches Bazaar (location F10). Some of the things for sale there are merely odd; others are downright illegal. It's not somewhere decent folk go to shop.
15. **Pirates! Smugglers! Slavers!** The docks are a dangerous place to be at night. Sometimes, on the darkest nights of the new moon, smugglers, slaves, and pirates come ashore to ply their terrible trades. Some of the fouler folk of Fishshambles willingly work with these groups. Be wary of whom you trust in Fishshambles.
16. **Title:** Strange folk dwell in the rotting hulk of a ship driven ashore below the Fane of the Waves Eternal (location T1). Those dwelling there have haggard, grey looks and are watched over by the old and quite mad Father Ukko.
17. **Buried Treasures of Water Lane:** Water Lane is the haunt of beggars, lepers and those with nowhere else to go. Its northern stretch is often flooded by the Svart, and consequently, the tottering houses' cellars are filled with silt and mud. Some of them also hold buried treasure!
18. **Almshouse of Despair:** Chancellor Nalias Boferg at the House of Sighs (location F1), Fishshambles's almshouse, is a nasty piece of work. He only cares about lining his own pockets. He cares nothing for the folk in his care. The people who live there are wretched folk who have nowhere else to go.
19. **Lying Low:** If you want to hide from the watch, debtor or angry spouse, the Molley's Bearded Lady inn (location F6) is the place to visit. Its odd owner, Mugwort "Molley" Zinthra, will look after you.
20. **In League with the Takolen:** Some of the roughest and worst denizens of the Fishshambles are in league with the Takolen. Such folk are no better than the Takolen with whom they consort.

NOTABLE LOCATIONS

F1: HOUSE OF SIGHS

Almshouse and the last refuge of the desperate

This large, dilapidated building was once a warehouse and is now an almshouse. However, where once the House of Sighs was a charitable enterprise funded by local merchants, it is now little more than a workhouse. People living here have literally nowhere else to go. Conditions within are grim; the roof leaks, the place is overcrowded, and the food is poor. In return for the dubious benefits of a bed, the “inmates” fix nets, plait rope and attend to other less wholesome tasks. Many unpleasant rumours swirl about the House of Sighs and its chancellor, Nalias Boferg.

TARIFF

- **Labour:** Unskilled Labourer (1 sp/day).

NOTABLE FOLK

- **Chancellor Nalias Boferg** (NE male dwarf fighter 5) cares little for his charges’ health or well-being and only cares for profit. He is shameless, lazy and a sadist. A skilled warrior, Nalias is adept at fighting and deception. Few realise the black depths of his heart.

HOOKS

- **Can You Help?** Nalias—hearing of the characters’ successful adventures—seeks the party out in hopes of securing a donation to keep the House of Sighs running. Most of any coin given ends up in his pockets.
- **Slavers:** Rumours reach the characters’ ears that the House of Sighs is a front for a clandestine slaving operation. (This may well be true; certainly, inmates disappear with surprising regularity.)



F2: THE DRUNKEN SAILOR

Rowdy dockside tavern favoured by fisherfolk and sailors

A rowdy dockside tavern, the Drunken Sailor is a favoured sailors’ and fisherfolks’ drinking den. The crowd here ebbs and flows with the tides, and, surprisingly, violence and brawls are rare within.

The Drunken Sailor’s offering is basic and cheap—just how the clientele likes it. Run by the balding and bombastic half-elf Arlamen Evdrearn, the Drunken Sailor is the place to meet sailors, fisherfolk and the like. Adventurers desirous of reaching benighted Gloamhold or ruined Greystone often come here to find a sailor brave enough to take them across Hard Bay’s treacherous and dangerous waters.

TARIFF

- **Drink:** Flagon of ale (8 cp), flagon of watery wine (2 sp).
- **Food:** Fish stew (2 sp), crusty fish pie (2 sp).
- **Fisherfolk for Hire (1 gp/day):** The first problem adventurers must solve when planning to explore Gloamhold or Greystone is Hard Bay’s turbulent waters. Characters with the requisite skills and coin could purchase a vessel. Most, however, seek a fisherfolk to convey them thither. Sailors are, in the main, superstitious folk and fear Gloamhold and its terrors. Refer to “Special Offerings” to determine who is available for hire when the characters arrive.

NOTABLE FOLK

- **Arlamen Evdrearn** (N middle-aged male half-elf fighter 3) runs the Drunken Sailor. Well-known and respected, Arlamen is one of the best-connected folk in the Fishshambles. A retired adventurer, he has a soft spot for those following in his footsteps. He is fond of bardic tales of high adventure—and in particular tales of the legendary pirate-bard Vilimzair Aralivar.
- **Lamahs Evdrearn** (N female half-elf fighter 1) works alongside her father. Perpetually leather-clad, raven-haired Lamahs is as at home behind the bar as she is afloat. She craves adventure and to follow in her father’s footsteps—something he does not wish for her. She may try to join a band of adventurers visiting the tavern, if they seem “nice”.
- **Ilmatar Joutsi** (CN middle-aged female human) loves working at the Drunken Sailor. Since her husband was lost at sea, the work here gives her a purpose, a (pitiful) income and a family of sorts. Her animated cackle often rises above the common room’s hubbub. She is well-known and popular among the regulars. Lamahs considers Ilmater her surrogate mother.

HOOK

- **Brave Sailors:** The characters hear that the Drunken Sailor is a good place to meet someone brave enough to sail them across Hard Bay to Gloamhold.

F3: THE CASTOFFS' SANCTUARY

Fetid sanctuary for those assailed by the Gloamhold Look

Atop the front half of a bisected, run aground freighter lit by flickering candles, a withered half-orc preaches a maddened sermon to a small throng of unresponsive listeners. An elderly woman helps by corralling the inattentive inside, protecting them from the crashing tide without.

This wrecked ship serves as a sanctuary of sorts. All clustered within its faint candlelight have the Gloamhold Look. These wretched survivors of explorations deep inside Gloamhold are known as Castoffs. Father Ukko, aided by the fallen paladin Sirpa, watches over those seeking sanctuary here. The pair were once explorers of Gloamhold, but 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, a pile of shattered crates serve as a makeshift pulpit from which Father Ukko preaches.

The Hold: Ragged sleeping rolls and worn camping supplies litter the hold. Dim candlelight always illuminates the fetid hold. The darkness must be kept at bay.

TARIFF

- **Favours:** Father Ukko is a capable healer. However, he only helps the Castoffs; if the characters want his help, they must do him a favour. Completing small tasks lets the characters get food, drink, board and adventuring supplies here. Completing large or dangerous tasks persuades Ukko to cast healing and restorative spells of up to 3rd-level.

NOTABLE FOLK

- **Father Ukko** (CG venerable male half-orc cleric 5) refuses to break his vow of pacifism, although he is insane and slowly dying. Wild-eyed and barely breathing, Ukko wills himself to hide and protect those who have succumbed to Gloamhold's fell curse.
- **Sirpa** (LG old female human ex-paladin 4) 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. She is electively mute.

HOOKS

- **The Lidless Eye:** 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.
- **Wandering Castoff:** 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 upon murder.

F4: JAAKOLA'S PERIWINKLE PALACE

Well-known place to get healing, narcotics and more

A moss-clad, stone building at the water's edge, partly obscured by seaweed and clinging shellfish, is what most visitors first see of the Periwinkle Palace. The Palace is a well-known stop for those seeking healing, narcotics, or other diversions, as long as the visitor 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 wizard 3) 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. He is a wrinkled, old, hunched-back man.
- **Ella Jaakola** (NG female thief 1) fears her adopted father but doesn't wish to abandon the other labourers. She is Jaakola's adopted daughter; the old man purchased her from an orphanage when his bad back prevented him from doing the manual labour in the Palace. Ella is a brown-haired woman with a kind face who seldom speaks when her father is 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 normally stand still, staring into space.

HOOKS

- **Missing Thief:** A local thief, Topi Huttunen, went missing while 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. A thievish character may recognise Topi if they glimpse some of Ale's labourers.
- **Wandering Dullard:** 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 a Fish-Eyed Labourer who Ella sent to get help, in a desperate attempt to escape her cruel adopted father.

F5: KINGSFAIL

Crumbled chapel wreathed in legend

This barren, broken chapel had a kinder name and a happier purpose many years ago; now, only broken stone remains. 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 and deliberately, ruined and erased from memory and time.

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?

Inside, all is ruin and decay. Carefully laid floor tiles are cracked and broken, and the accumulated dust and debris of years mixes heavily with the rubble of deliberately destroyed statues and low-relief sculptures.

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 wizard 1) 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 visits it whenever possible; she is convinced there are great secrets to learn and fantastic adventures to find in the ruin. She is a short, scrawny young woman with wide, owl eyes made bigger by her oversized spectacles. She favours thick, woollen robes—“I get so chilly at night,” she often chirps.

HOOKS

- **Scraps of History:** An artefact dealer offers to pay—and pay well—for even a scrap of Kingsfail’s proven history. Another (mysterious) benefactor offers even more gold... but less explanation.
- **Sheltering Beggar:** A character spots a small fire guttering out amid a ring of blackened stones. A heavily cloaked man lies nearby, wrapped in a threadbare blanket. Investigation reveals the man is dead; obviously a beggar, there are no wounds upon his body—only a terrible look of uttermost terror fixed upon his face.
- **Terrible Dreams:** A traveller shares the story of his arrival to Languard: without coin he sheltered in Kingsfail to avoid the rain. All night, his dreams were plagued with gibbering whispers, and the indistinct image of a strange, indescribable five-pointed symbol filled his mind.

F6: MOLLEY’S BEARDED LADY

Inn, popular with criminals, boasting many secret exits

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. Molley’s Bearded Lady is a rambling old building converted into an inn that specialises in clientele that likes having multiple escape routes. The inn grew from humble beginnings into the adjacent buildings. Selective work broke down walls and built new ones to create a little labyrinth of decadence for the down at heel and criminals who wish to get lost for a while.

Ground Floor: The taproom 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 fills the second floor. Nominally, the stairs in each of the three buildings only rise to the corresponding upper stories. In reality, there are plenty of hidden interconnecting doors leading into secret niches, hidden rooms and even to the roof and to street level.

Cellar: The cellar is Molley’s pride and joy. Originally excavated for storage, years of surreptitious excavation have led to three separate secret escape passages leading to nearby buildings, the owners of which each receive a small stipend from Molley to look the other way.

NOTABLE FOLK

- **Mugwort “Molley” Zinthra** (CN male human fighter 4) once served in the city watch. Corruption, particularly a willingness to look the other way for minor offences, led to his dismissal. 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

- **Steal Me Some Wine:** Molley is a larger-than-life figure, and that means he needs to have a larger-than-life birthday. Having Molley owe you a favour is a good thing, and Molley would like a very special wine to celebrate this birthday. Normally, only nobles can afford the vintage; the only known supplies lie in High City in the townhouses of several of Ashlar’s wealthiest families.
- **The Watch:** Acting on a tip, a double-strength patrol of the watch burst in and start to search for a wanted criminal. They spend an hour in the tavern and leave tired and empty-handed.

F7: RUUSU'S RATHOLE

Shop of horrors suitable for necromancers and no one else

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

The "shop" is a laboratory of chaos, with half-spilt vials and spell components strewn between stacks of dusty, rotting 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 muted growls coming from the cellar. When the noises become too distracting, Ruusu tosses dubious-looking leftovers into the noisome darkness 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, along with other unidentifiable odours.

Cellar: In the cellar's 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.

TARIFF

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

NOTABLE FOLK

- **Aalto Ruusu** (NE male human wizard 4) scavenges "trinkets" from the corpses hanging from Traitor's Gate (location G3); 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-splotched 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 fighter 1) retreated into the basement as her father became increasingly neglectful, rarely remembering to feed her. She has long forgotten the need for companionship and sunshine. 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!

HOOK

- **Shadowy Figure:** A character spots a shadowy figure lurking near Traitor's Gate. A trail of gnawed vermin bones leads to Ruusu's Rathole.

F8: SEA'S BOUNTY

Malodorous, popular and always open tavern

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 collapse, 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 customers. The owner, Atso Savela, has made his reputation by selling cheap meals in return for coin, 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 Languard's fishmongers, as well as mouldering vegetables and meats of dubious origin.

Ground Floor: The ground floor mainly comprises the common room, the centrepiece of which is 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 Languardian high society.

TARIFF

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

NOTABLE FOLK

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

HOOK

- **Atso's Many Enemies:** Atso risks incurring the wrath of the Shadow Masks and the authorities alike. Many people want him dead, but all fear what would become of their secrets if he suffered 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 fighting den with strict, unbreakable rules

Raucous cries and the stink of blood come from 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: A raised 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.

THE RULES

A large noticeboard in the taproom lists the rules very simply:

- Can't fight, don't enter.
- Five cuts—no more, no less, or take the consequences.
- The owner 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) owns the Five Cuts. Sitting at a private alcove at the back of the room, he watches the fights each night and ensures his simple rules are obeyed. Rumoured to have connections to Languard's Shadow Masks, he is not a man to wrong. He has few morals and demands unflinching obedience from his staff and the fighters in the ring. Rumours of his anger speak of families wiped out, fathers killed in their own beds and other, more terrible, atrocities.
- **Sanna the Rogue** (NE female human assassin 4) serves as 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. She is an overly tall and lanky beauty.

HOOKS

- **Beat the Bully:** 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.
- **I Have Information:** A local champion knows information the party needs but will only sell it if the party's champion defeats him in a bout.
- **Throw the Fight:** A merchant concerned for his son's safety hires a character 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

Small bazaar with a bizarre, ever-changing offering

Set under a large building's supports, several stalls 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.

THE STALLS

- **Bilge** (N male halfling thief 1) sells poor quality bread. He is also a spotter for a local street gang and points out rich marks to them.
- **Daji'Albar** (N male human) offers leeches alongside haircuts to people for 1 cp. He is a swarthy, exotic-looking man from a distant land.
- **Finbarr the Notorious** (NE old male human wizard 2) offers scrolls of low-level spells and notary work. He is a cantankerous old man whose charges are extortionate.
- **Flenser** (NG female human) 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). She is small but sturdily built.
- **Jermia the Cobbler** (N male gnome) sits on a barrel next to a seat, cleaning and repairing footwear. He can waterproof boots for 1 sp. (He hates Laila, see below.)
- **Laila's Poultices** (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.
- **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 five times their stake. Morwen is infatuated with a local woman—Hallean—who works at Sandu's Grog and Grub (location F11).
- **Mother Akia** (NE old female human) offers insight into people's future as a mystic fortuneteller, but she has no real power; she is an expert at reading people and telling them what they want to hear. She charges 2 cp.

HOOKS

- **Bazaar Brawl:** A brawl breaks out. It quickly spreads throughout the bazaar. Several customers use the opportunity to loot some of the bazaar's stalls.
- **I Need Bloodweed:** Laila needs kraken blooded, which only grows in and near Gloamhold to cure Flenser's scabies. She has nothing really to offer the party except for a paltry amount of gold. She would make a good friend, though. (A character may also know that kraken bloodweed is used to make some poisons which might make them suspicious of her motivations.)
- **Pickpocket:** A pickpocket targets a character after Bilge points them out as rich marks.

F11: SANDU'S GROG AND GRUB

Exotic food draws adventurers and ruffians to this tavern

Dark and dingy, yet filled with laughter and enticing scents of rich spicy food, Sandu's Grog and Grub is a renowned Fishshambles' 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 reputation.

Ground Floor: A large stove dominates the centre of the taproom. Here, Sandu cooks the spicy food for which his establishment is famed. Small 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.

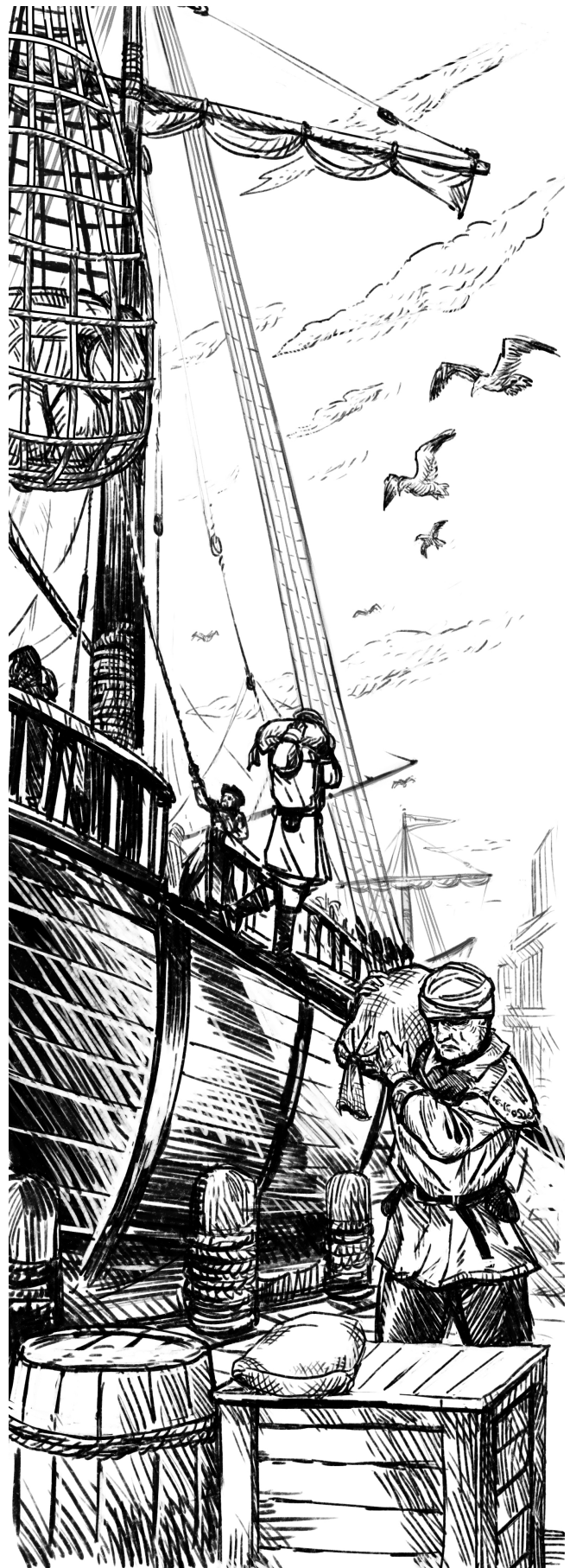
Second Floor: Sandu's chambers and Hallean's small room are above the taproom. No one is allowed to enter this area; the last person caught here was given a sound thrashing and thrown in the river. Sandu keeps several baskets containing exotic, poisonous snakes in his room.

NOTABLE FOLK

- **Sandu** (N male human fighter 2) actively encourages the many rumours about him. He is a bit of an enigma. Mostly false rumours portray him as a bad-tempered pirate, murderer and rogue who has slain countless people just for upsetting him. He is actually a retired adventurer from a far-off jungle who fell on hard times after a failed foray in Gloamhold. He now sells over-spiced meats and drinks. Whatever the truth of his origins, people enjoy the thrill of dining at the dangerous man's tavern. He is a muscular man with an intimidating scar across his dark-skinned brow (which he often covers with a felt hat).
- **Hallaen** (N female human) serves food here in the evenings and works in the Arches Bazaar (location F10) during the day. Sandu is very protective of her and deals with any trouble swiftly and messily. Hallaen is currently being hassled by the rogue Morwen (location F10) but hasn't told Sandu as it will cause trouble. She is a small, exotic-looking woman.

HOOKS

- **Missing Person Hunt:** The characters 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.
- **You Must Be Mine:** Morwen (location F10) turns up at the eatery with some cronies to see Hallean, while Sandu is out. He clearly has sinister designs upon the woman.



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