

THE WRECKS
BY
DAY

A RAGING SWAN PRESS MINI-EVENTURE





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THE WRECKS BY DAY

Languard is the Duchy of Ashlar's capital city. It is a vibrant, dynamic place full of opportunities, complications and adventures. So often, though, characters moving about the city experience none of this rich flavour—they simply arrive at their destination. Use the lists herein to add depth and flavour to your characters' exploits in Languard.

Designed specifically for you, the busy GM, this supplement enables you to effortlessly bring your characters' next urban adventure to life. This supplement is designed for use with *City Backdrop: Languard*, but can be easily used with virtually any town or city featuring a squalid waterfront.

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WHAT'S A MINI-EVENTURE?

A mini-eventure is akin to a normal encounter, but does not (normally) feature violence or physical challenges. Instead, a mini-eventure focuses on the use of social skills and role-play to resolve the challenges, or events, therein. Most mini-eventures take place in an urban locale. Mini-eventures are an excellent change of pace and can be used as filler between adventures or as situations in which characters who have invested in social skills can shine. They are also perfect for players who enjoy role-playing.

USING THIS MINI-EVENTURE

This supplement provides everything you need to run a short, flavoursome eventure.

Use the lists herein to add depth and flavour to the characters' exploration of Languard. Use the entries as nothing more than local colour or as springboards to encounters, side quests or even full adventures. You can use this mini-eventure repeatedly, as long as you keep track of which entries you have previously used. Of course, some of the listed NPCs and locales could become staples of your campaign. Be sure to note the location of locales on your GM's city map and develop any your characters seem particularly interested in visiting again.

You can either plan events ahead of time or just "wing" the whole mini-eventure using the tables herein to facilitate play.



THE WRECKS

Where the ramshackle and slimy, sagging wharfs redolent with decay cluster thickly along the Svart's muddy, slick bank gather the ferociously independent and inbred takolen. A singular air of ruin and decay hangs heavily over their home—the rotting wharves and the festering, stinking boats moored alongside or grounded in the shallow water thick with silt, seaweed and jetsam.

Many of the fetid hulks moored along the crumbling docks have not put to sea in living memory. In truth, most cannot. Lashed together, the boats form a confused mishmash of homes, warehouses, whorehouses, taverns and other less pleasant businesses. Even the agents of the Shadow Masks dare not work here, but some of the braver—or perhaps more debased—townsfolk do occasionally visit certain of these uniformly foul, unwelcoming businesses.

Perhaps numbering 200 souls, the takolen are universally thought of as a surly, rude and violent folk. Rumours of inbreeding, the unknown fate of some of those venturing into the takolen's rotting realm and strange religious practices conspire to keep most outsiders at bay. Even among the unsavoury and debauched takolen, however, the cult of Dagon—the Shadow Under the Sea—has found little purchase. Still, a few of the more deranged and morally bankrupt individuals have embraced his blasphemous teachings. Hidden deep in the part-flooded hold and bilges of the semi-sunken *Acheon* lurks the centre of his profane worship—the so-called Briny Fane—in the Wrecks.

THE WRECKS BY DAY

Even by day, the Wrecks is a foul place. The smell of rotting fish, general decay and salt-encrusted mud hangs over the place. Few non-takolen visit the Wrecks by day; such folk stick out like sore thumbs and must have a spectacularly good reason to dare the place. No-one comes here unarmed.

FOLK OUT & ABOUT

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

1. **Ninazu Isin** (NE male human [takolen] fighter 3) glowers at the party as they pass. With a bald pate and thick, bushy eyebrows this heavily scared warrior is a fearsome sight. Ninazu is in a bad mood—he's got a cracking hangover—and is spoiling for an argument. He sometimes works as a fisherman.
2. **Puabi Accad** (CE female human [takolen] fighter 2/rogue 3) owns a reputation as a fierce warrior and daring thief. She has a small fishing vessel, which she sails around the bay in virtually any weather. Puabi has contacts among a vast range of foul folk including smugglers, assassins and worse. She is monstrously ugly, and incredibly strong.
3. **Kanlanvain Wilmatyn** (NE male half-elf wizard 7) seeks hirelings of the blackest heart, and has come to the Wrecks to secure the services of Arura Kutha (location W2; NE female human rogue 5/assassin 2), one of Ashlar's most accomplished assassins. Kanlanvain covets the spellbook of a

rival, and wants Arura to kill its owner and get the book. Perceptive characters notice Kanlanvain wears several bulging pouches—that no doubt hold much coin—and yet no footpads or muggers follow the dangerous-looking half-elf.

4. **Zimu Enegi** (CN female human [takolen] rogue 3) loves it when non-takolen come to the Wrecks. She offers herself as a guide to such folk, hinting strongly her presence keeps her nefarious brethren at bay. Zimu is short and walks with the swagger of youth. She is brave, but not foolish, and does her best to protect her clients...unless she gets distracted.
5. **Sangasu Amarenzu** (CE male human [takolen] fighter 2) drinks heavily whenever he is ashore—and he's ashore a lot these days (as he sunk his fishing boat). This burly, pale-skinned, one-eared man is angry, desperate for money and spoiling for an unfair fight.
6. **Siduri Kishi** (LE female human [takolen] wizard 5) seeks mastery of the water element so she may in turn gain mastery over the takolen. She is ambitious and has come to the attention of the hidden Dagon cult. They view her as a threat to be excised. Siduri has just been shot with a heavy crossbow, and staggers into the party with a bolt sticking from her back.

LOCALES OF INTEREST

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

1. **Magpie:** Black and white paint flakes from the hull of this dilapidated coaster. *Magpie* hasn't set sail for many years, but her owner does a roaring trade selling "items of interest" to discrete customers who ask and answer few questions.
2. **Wharf's:** This part-sunken caravel lists against a rotting dock. *Wharf's* is a tavern frequented by the worst sort of nautical folk—folk with odd views, strange beliefs or who have simply spent too long alone at sea. *Wharf's* is dirty, dingy and unwelcoming to newcomers. Brawls and murders are relatively common occurrences, here.
3. **The Sticks:** The masts of a sunken ship jut forlornly above the Svart's restless waters. Takolen children often swim here. Persistent rumours of treasures lost in the sunken ship, sometimes lure adventurers into the water.
4. **Mother Aya:** Reputedly born with seawater in her veins, the now aged Aya Ki-An (CN[E] old female human [takolen] cleric [Serat] 5) is rich in sealore. Adventurers sometimes consult her about Hard Bay's isolated isles. She also prays to her mistress on patrons' behalf for good weather and fair winds.
5. **Ninazu's:** Old and reputedly as mad as a drunk fish, Ninazu (LE old male human [takolen] commoner 2) sits in front of his home drinking potent spirits. Muttering and sometimes shouting to himself Ninazu sees much and knows more about the takolen and their ways. Large quantities of strong spirits loosen his tongue and refresh his memory.
6. **Sea's Bounty:** This hovel sells any flotsam and jetsam its owner can lay their hands on. Sailors mending their boats on the cheap come here for bargains.

WHAT'S GOING ON?

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

1. **Seafront Miasma:** A gust of wind blows the nauseating stench of rotting fish, salt and tar over the party. The Svart's muddy water gleams evilly in the sun.
2. **Nefarious Doings:** Several takolen mutter to themselves while passing a wine jack back and forth. They lounge on the deck of an old, dilapidated barge and stop talking at the characters' approach. They watch the party with suspicious eyes, and are rude if approached.
3. **Hue and Cry:** A gallimaufry of shouting reaches the party's ears, but its source is not immediately apparent. One of the shouts turns into a scream before abruptly ceasing. No one else on the street seems to care, although murder has probably just been done.
4. **Listless Folk:** Ripped nets, broken lobster pots and other cast-offs lie about this rotting wharf; several permanently moored ships lean against the dock; several ragged folk lounge about and stare listlessly at the Svart's muddy waters.
5. **Screaming Birds:** Seabirds wheel and screech overhead; others alight on the masts of various rotting, dilapidated vessels. An astute character notices the birds avoid the masts of a certain three-masted caravel. This is *Wave Dancer* (location W1 on the City of Languard map) home to the sinister Dagon-worshipping Duranki family.
6. **Floating Body:** A body floats face down a stone's throw from shore. Several takolen children sit on a nearby wharf waiting for the body to get closer so they can loot it of valuables.

OPPORTUNITIES & COMPLICATIONS

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

1. **A Curious Circlet:** As the characters round a corner, they spot two takolen bending over a bloodied body. If challenged, the takolen flee. Investigation reveals the body to be that of a thief; he is dead and has been badly beaten. The characters disturbed the takolen before they could recover what the thief stole—a strangely wrought tiara or circlet crafted from fused bones and teeth. The takolen make strenuous efforts to recover the item, if the characters liberate it.
2. **An Offer:** The characters spot a dirty, broad-shouldered man lounging in the shadow of a wreck. This is Ekur Duranki (location W1; CE middle-aged human rogue 1/cleric [Dagon] 3). He tries to befriend the characters and offers to sail them across Hard Bay to Gloamhold for only a gold each. (He plans to push them overboard as sacrifices to his dark lord.)
3. **Journey, Interrupted:** If the characters are on a dock, one of them inadvertently puts their foot on a particularly rotten plank of wood and goes straight through—potentially injuring themselves. If the party is ashore, the character stands in what looks like a muddy puddle, but it's actually a three-foot-deep sinkhole filled with cloying, quicksand-like mud.

4. **Glimmer in the Mud:** A sharp-eyed character spots a glimmering something jutting from the thick mud of the Svart's bank. A character slogging through the mud discovers a filthy silvered longsword with a curious crest of five gems adorning its pommel.
5. **Body in the Shadows:** A body lies in the deep shadow under a rotting wharf. Wrapped in seaweed, and horribly bloated, the corpse has been in the water for a couple of days. The corpse—or something it carries—could lead to the characters' next adventure.
6. **Help!** Desperate shouts for help reach the characters' ears. The shouts emanate from under a sagging wharf of excessive decrepitude. Investigation reveals a child, Ninki Dabrum (LE young female human [takolen] rogue 1) stuck in the mud. She explains she was hunting for treasure and trinkets when she got stuck. She is grateful for help, and does not forget the party's kindness (until she has repaid her debt).

WHISPERS & RUMOURS

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

1. **Aberrant Religions:** The takolen are not like normal folk and have foul and blasphemous religious practises. These are little understood and much feared by Languard's populace. Sometimes children and the homeless go missing near the Wrecks; some no doubt are the takolen's victims—sacrificed to their terrible patrons.
2. **No Shadow Masks:** Even the Shadow Masks don't operate in the Wrecks; non-takolen thieves go missing with surprising regularity therein. Their mutilated corpses are often found days later floating in the Svart.
3. **Scour the Wrecks:** The duke is planning to do something about the takolen and their foul home. The Wrecks squats like a cancer in Languard's heart, and it is about time the Nenonens excise it.
4. **The Shackle:** In the Shackle (location W5 on the City of Languard map) depraved patrons gamble and bet on who will survive the games held in the bowels of the great river barge. Such contests often feature foul monsters of the most aberrant sort. Some folk participate in the games voluntarily; others, it is rumoured, are snatched from the street to act as entertainment for the establishment's sadistic patrons.
5. **Fish Food:** The curiously odd hold of the *Faithless* (location W9 on the City of Languard map)—a ship that ran aground over a decade ago—serves as the Wreck's marketplace. There is something indefinably odd about the proportions of the ship's claustrophobic gloomy hold, but some say the best cooked fish in all Languard can be had there.
6. **Sunken Isles:** Several sunken isles lurk below the surface of the Svart close to the Wrecks. These are the remains of an ill-fated attempt to expand the city's living space. None survived for long before sinking. What treasures might lie hidden in the silt and sucking mud of the riverbed?

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