

VISITING — THE — FANE

A RAGING SWAN PRESS MINI-EVENTURE



5E



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

VISITING THE FANE OF THE WAVES ETERNAL

Worshippers of the Mistress of Storms gather at the Fane of the Waves Eternal. Here, the faithful bathe in the daily high tides and give thanks for the sea's unending bounty. Adventurers seeking a redoubtable, skilled sailor to take them across Hard Bay's storm-wracked waters will likely find what they seek at the fane.

Even the smallest town has more locations than all but the most diligent and time-rich GM could ever hope to detail and design. To make matters even worse, when an adventuring party gets to a town or city, the characters often have the irritating habit of going off exploring. What's a GM to do? Designed specifically for you, the busy GM, this urban locale is designed to help you bring depth and flavour to your characters' next urban adventure. This Urban Locale is designed for use with City Backdrop: Languard, but is designed to be easily inserted into virtually any town or city.

CREDITS

Design: Creighton Broadhurst

Development: Creighton Broadhurst

Art: William McAusland and Matt Morrow. Some artwork copyright William McAusland, used with permission.

CONTENTS

Credits	1
Contents	1
What's a Mini-Eventure?	1
Using this Mini-Eventure	1
Visiting the Fane	2
Notable Folk	2
Other Folk at the Fane	2
Notable Things for Sale	3
Opportunities & Complications	3
Whispers & Rumours	3
OGL V1.0A	4

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit [patreon.com/ragingswanpress](https://www.patreon.com/ragingswanpress)

©Raging Swan Press 2020.

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. As well as presenting an in-depth look at a locale this supplement also present several tables for use during play. Roll on any or all of them as often as desired to create interesting, engaging situations. These tables include:

- **Opportunities & Complications:** Fate often throws opportunities and complications at adventurers. Use this list, to determine what befalls the characters while at the locale.
- **Whispers & Rumours:** Many rumours, half-truths and outright lies circulate among the folk visiting the fane. Use this list, to determine what rumours the characters hear.



VISITING THE FANE

Overlooking the Svart's estuary, the Fane of the Waves Eternal is dedicated to the Mistress of Storms (Serat, CN goddess of the sea, Storms and Voyages). Here, her worshippers bathe in the daily high tides and give thanks for the sea's unending bounty.

The Fane encompasses a thin spit of land riddled with sea caves and the like jutting into the Svart's estuary. Above ground, the clergy maintain a lighthouse and the other facilities one would expect in a temple. In the largest of the sea caves, the faithful have several small subterranean docks exclusively for use by the temple's flotilla of vessels. Smaller sea caves feature cleverly designed tidal pools for worshippers to bathe in while venerating their mistress.

NOTABLE FOLK

Scores of folk live, work at or visit the Fane of the Waves Eternal on a daily basis. Some such folk are noteworthy:

- **Taneli Eronen** (N male old human druid 9) serves as Serat's Stormlord in Ashlar. He is a reclusive figure rarely seen beyond the fane's bounds. Now old and wizened, he yet leads daily services. Protective of his flock, he is growing increasingly worried about rumours of Dagon worship reaching his ears. His mistress is opposed to Dagon and his fell worshippers, and he works subtly behind the scenes to thwart and stymie their growing influence.
- **Anafa Wildthorn** (N female half-elf druid 7) feels most alive when sailing the ocean waves or exploring its depths in animal form. She is a capricious, wild soul who was called to the ocean from an early age. Increasingly drawn to Hard Bay's dangerous waters, she has started visiting several of the islands therein. If she spots the characters in Hard Bay she might follow them in animal or fish form. She could even come to their aid if they are overmatched by Hard Bay's monstrous denizens, roving pirates or violent weather.



OTHER FOLK AT THE FANE

The characters are not the only folk at the Fane of the Waves Eternal. Use this list, to generate details of other interesting people the characters meet while visiting the temple:

1. **Aatami Laso** (CN middle-aged male human **guard**) needs money desperately and hires himself and his fishing boat out for 1 gp a day. If asked, he explains one of his six children is ill and he needs the money to pay for an apothecary. Characters healing the child gain Aatami's thanks and loyalty.
2. **Brusi Lalli** (CE male human **cultist**) poses as a humble fisherman, but is a cultist of Dagon. He searches for a sacrifice to prove his loyalty to his fell master, and if hired by the characters leads them into an ambush. He is dark-haired, muscular and has a dour personality, although he tries—badly—to ingratiate himself with the characters.
3. **Martta Toiva** (CN female human **acolyte** [Serat]) craves adventure and dreams of visiting Serat's ruined shrine in Greystone. She offers to join the characters' party and if accepted immediately tries to talk them into visiting Greystone. Martta is tall, slender and has close-cropped brown hair. She loves swimming, and can hold her breath for an uncommonly long time.
4. **Eljas Raita** (N male human **bandit captain**) visits the shrine to gain the Mistress of Storm's blessing for his next voyage. Eljas is a smuggler based in Rivengate's lower levels with a valuable cargo to move south—facts he neglects to mention. He is bulky, black-haired and gruff. He avoids adventurers.
5. **Venla Nousia** (CN female human **commoner**) weeps openly. Her fisherman husband and eldest son disappeared three days ago after setting out on the morning tide. She is desperate for news. Have the characters seen them?
6. **Filpus Vihas** (N old male human **commoner**) staggers about the place drunk. An ex-fisherman, he hate the sea and Serat's capricious and uncaring nature.

SERAT

CN greater goddess of the sea, storms and voyages

Epithets: Mistress of Storms, the Uncaring

Symbol: A cresting wave

Raiment: Green and grey robes

Worshippers: Explorers, merchants and sailors

Teachings: The sea and its mistress are eternal. Its waves bring life, but also death. All bounty flows from the sea, and all must return whence it came.

As wild and unpredictable as the sea, sailors, merchants and pirates alike placate Serat with glittering gifts to guarantee a safe voyage. Some believe Serat is the physical embodiment of the sea. Others believe she dwells in a glittering, crystal city far beneath the waves. During services, offerings are cast into the sea. Her priests are often shipwrights, navigators or sea captains.

NOTABLE THINGS FOR SALE

It is not uncommon for the clergy to have items of particular interest to adventurers for sale. Roll on the list below, to determine what notable items are available:

1. **Fishing Boat (50 gp):** Battered, but serviceable, this small boat needs another 20 gp spent on it to make it seaworthy.
2. **Ornate Compass (100 gp):** This large brass compass is the sort of thing attached to a ship. Its arrow is shaped like a lightning bolt and it is enchanted to glow with the same radiance as a candle.
3. **Storm Symbol (100 gp):** Cast from gold and with its details picked out with tiny pearls this palm-sized holy symbol is a beautiful, glimmering object.
4. **Coral Torc (200 gp):** Found by an adventurer on one of Hard Bay's many deserted, rocky isles this delicate torc cut from a chunk of coral was clearly never designed to fit a human's head. It is a beautiful, but disturbing, object.
5. **+1 Trident (500 gp):** Forged from rust-resistant steel this slender supremely well-balanced weapon was forged by an elven weaponsmith long ago. Beautiful etchings depicting a fantastical underground city decorate the weapon's haft.
6. **Ring of Water Walking (500 gp):** This copper band, wrought in the form of intertwined leaping dolphins, is only offered to obviously wealthy guests to the fane. When brought into contact with saltwater the ring glimmers and the dolphins seem to jump and writhe around the wearer's finger.

OPPORTUNITIES & COMPLICATIONS

Canny adventurers can find opportunities almost anywhere. Unlucky adventurers can find complications almost anywhere. Roll once on this list, to determine which the characters find:

1. Character worshippers of Serat come to Taneli's notice after a few successful forays into Gloamhold's depths. Tales of battles against Dagon's cultists automatically pique his interest, and he seeks the characters out. Such a powerful ally could be of great use to the characters.

RUNNING THIS EVENTURE

Visiting the Fane of the Waves Eternal can be nothing more than an interlude between adventures, the venue for the characters to find a skilled healer, wise priest or even the unlikely place to meet a patron or new party member. The characters may even come to the temple in search of healing, advice or some other form of aid. Some adventurers may visit to hire a brave fisherman or other worshipper of Serat to carry them across the bay to Gloamhold's benighted depths.

You can either plan events ahead of time or just "wing" the whole mini-eventure using the tables herein to facilitate play. (These tables could form the basis of repeated visits to the Great Forge as long as you keep track of what results the characters have already experienced).

2. A destitute fisherman (Hannu Kuura) visits the fane at the same time as the characters. Desperate for money, he offers to sail the characters across Hard Bay to Gloamhold.
3. Brusi Lalli (see "Other Folk at the Fane") poses as a fisherman, but is actually a member of the cult of Dagon centred on the Wrecks. He is at the fane in hopes of hiring himself to a group of neophyte adventurers ripe for sacrifice to Dagon's glory.
4. The characters arrive at the fane during a service, and most of the worshippers and clergy are below in the sacred pools. The temple feels eerily deserted, but perceptive characters hear the sounds of singing coming from below.
5. The characters arrive just before a service is beginning and are invited to attend. If they do so, several of the clergy make unsubtle comments about donations before they will discuss the party's business.
6. The characters encounter Anafa Wildthorn (see "Notable Folk"). If she learns they are adventurers she keeps an eye out for them, and might even take an interest in their "careers". Anafa is friendly, and could be a valuable source of information about the many small islands dotting Hard Bay's storm-wracked waters.

WHISPERS & RUMOURS

The priests at the fane are not immune to the insidious tug of a good rumour. Characters chatting with folk at the fane may learn some or all of the rumours (which may or may not be true) below:

1. If you are struggling to find a sailor brave enough to take you to Gloamhold—and crucially wait for you to return from your foray—you should visit the Fane of the Waves Eternal to find such a redoubtable soul.
2. Caves riddle the cliffs below the Fane of the Waves Eternal. Some of the deeper caves are sealed off; what secret or horrors are the faithful hiding?
3. Taneli Eronen (see "Notable Folk") is old and near death—that's why he is so rarely seen outside the fane.
4. The faithful once maintained a shrine in Greystone but it fell into disuse when the village was abandoned. Some old mariners remember tales of the shrine being built over the ruins of something far older.
5. Strange shapes have been seen in the water near the fane, and some fishermen have reported a strangely inquisitive and playful dolphin following their boats.
6. The storms this winter will be much worse than normal unless the Mistress of Storms receives more offerings. Her priesthood have been haranguing merchants and fishermen alike in search of such placatory gifts.

IN YOUR CAMPAIGN

The Fane of the Waves Eternal is location T1 on the City of Languard map, but is easily added to almost any fantasy coastal town or city.

OGL V1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Gloomhold Campaign Guide. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

City Backdrop: Languard. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

Visiting the Fane of the Waves Eternal. ©Raging Swan Press 2020; Author: Creighton Broadhurst.

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Visiting the Fane of the Waves Eternal* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Creighton Broadhurst to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.



GLOAMHOLD AND ITS SURROUNDINGS



ragingswan.com

