

VISITING — THE — GREAT FORGE

A RAGING SWAN PRESS MINI-EVENTURE





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VISITING THE GREAT FORGE

The centre of Abarin's faith in Ashlar, the Great Forge is a buzzing hive of industry and commerce. Here, the duchy's greatest craftsmen and women come to worship, share news, teach new techniques and to meet wealthy patrons. At the forefront of innovation and technological advancement the clergy are said to have recently invented a new kind of weapon—guns—and their larger brethren—cannon.

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.

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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. 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 Watcher's Spire. Use this list, to determine what rumours the characters hear.



VISITING THE GREAT FORGE

The centre of Abarin's faith in Ashlar, the Great Forge is a buzzing hive of industry and commerce. Here, the Great Craftsman's faithful—reputedly the most skilled craftsmen and women in Ashlar—work at their forges or toil over their workbenches in search of new creations and inventions. While most such folk have a shop or workplace in the city, they congregate here to share news, stories and new techniques.

The clamour arising from the Great Forge and clouds of smoke often belching into the air make the residences near the church less salubrious and desirable than other locations on the Svart's northern bank.

An extensive network of underground storerooms lies beneath the temple. Here are stored not just the mundane engines of industry—charcoal, wood, coal and so on—but also more esoteric and valuable materials including—it is rumoured—small stocks of mithral and adamantine which high priest Heimo Karppanen sometimes make available to particularly devout worshippers. Fiendish mechanical traps and merciless clockwork guardians protect the restricted areas (or so it is said).

NOTABLE FOLK

Scores of folk live, work at or visit the Great Forge on a daily basis. Some folk at the Great Forge, however, are particularly noteworthy:

- **High Priest Heimo Karppanen** (N male human cleric 6) enjoys great renown as a skilled weaponsmith and armourer. He is also fascinated with crafting elaborate clocks. Examples of his work adorn several nobles' homes and other notable buildings such as the Dreaming Spires. His work is expensive, but sought after; consequently, there is a long waiting list for his services.
- **Janaela Vonothvar** (LN female half-elf **priest**) obsesses over the movement of the planets and the effects they have on the world. She has constructed a giant orrery in her workshop, and is pale skinned from long hours spent toiling over her mechanism—she only emerges to speak with other learned folk or to visit the Dreaming Spires's library.



OTHER FOLK AT THE TEMPLE

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

1. **Sirja Antero** (NG female human **mage**) has recovered the twisted remnant of a small orrery on her most recent adventure. She staggers into the church with the object in a wheelbarrow, as the characters arrive. Chatty, she strikes up a conversation with the characters and mentions Janaela Vonothvar's interest (or perhaps obsession) in such objects.
2. **Henrikki Joukahainen** (N middle-aged male half-elf **mage**) seeks aid in crafting a particularly intricate lockbox suitable for accepting a series of protective enchantments. He is tired, annoyed and getting fed up waiting to see the renowned silversmith Kaapro Mielenpito.
3. **Kaapro Mielenpito** (LN old male human **commoner**) wanders the temple grounds in search of fresh air and a clear head. Absentminded, Kaapro suffers from inhaling the many chemicals he uses in his daily work. Nevertheless, he is still (probably) the best silversmith in the city and his time is much sought after by the great and the good.
4. **Lalli Susi** (NE male human **spy**) needs money to pay off a debt long overdue. He has come here to find an easy mark. If one of the characters seems distracted or physically weak he follows that individual in hopes of pulling off a quick con or—if the opportunity presents itself—a swift mugging.
5. **Thoric Thergak** (LN female dwarf **veteran**) has heard of the new human invention of guns and is intensely curious. Clearly, the humans have stumbled onto something but dwarven skill is required to perfect this new invention. All Thoric needs is a wealthy patron, well-stocked workshop and two or three years to make the best guns in the land.
6. **Rauna Kare** (N female human **acolyte**) works in the temple as—in her mind—a glorified receptionist. She meets and greets new visitors and directs them to the relevant artisan or priest. She knows everyone, and is a useful contact.

ARABIN

N greater god of industry and artifice

Epithets: The Creator, the Great Craftsman

Symbol: A convoluted mass of cogs and gears

Favoured Weapon: Warhammer

Raiment: Full-length leather apron

Worshippers: Blacksmiths, crafters, engineers and inventors

Teachings: The Great Creator created everything. To build and invent is to praise him. Strive to better what already exists.

Abarin's faithful are crafters, inventors and the like. Abarin's temples contain many complicated devices such as water clocks and even primitive firearms. Mechanical or clockwork guardians often protect Abarin's temples.

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. **Beautifully Wrought Warhammer (320 gp):** Intricate etchings of writhing flames decorate the head and haft of this weapon. It is so well crafted, it could be enchanted.
2. **Curious Steel Shield (190 gp):** This heavy steel shield is of experimental design. Twice as thick and heavy as normal, the shield has a button on the back. Pushing the button causes a field of short spikes to jut from the front of the shield.
3. **Sundial (600 gp):** This wrought iron sundial is set atop a beautifully polished marble pedestal. The item's dial features an impressively detailed etched map of Ashlar while its gnomon is an ornate cog.
4. **Clockwork Bird (1,500 gp):** This child's toy depicts an intricate, laboriously painted parrot. The thing is so well crafted it could be enchanted—and perhaps even gifted with some semblance of sentience by a skilled enough wizard.
5. **Blessed Manual of Creation (120 gp):** Bound in stout leather, and protected by four slender metal clasps, this thick book is filled with long treatises on various different trades. This is the blessed book of Abarin's faith, and no two are the same as their owners leave annotations and the like within.
6. **Gem Assaying and Cutting Kit (150 gp):** Rolled up in a supple leather pouch this kit has everything an adventurer could need to aid them in valuing, polishing and cutting the gemstones they find.

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. The temple faithful require a small quantity of mithral for a special work. A character supplying the metal will receive preferential treatment, in return.

RUNNING THIS EVENTURE

Visiting the Great Forge 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 come here to purchase the latest technological marvel or beautiful object they need to complete the construction of a magic item.

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. The temple is busy—once a month the master crafters showcase their works for prospective clients. Acolytes are on hand to guide visitors to the relevant stalls.
3. The temple is in an uproar; a valuable silver vase has been stolen from Kaapro Mielenpito's (see "Notable Folk") workshop. Only devotees of the Great Craftsman are currently being admitted to the temple.
4. High Priest Heimo Karppanen (see "Notable Folk") is enjoying a spirited public discussion about clocks. Getting involved in the conversation is a great way to make his acquaintance.
5. Lalli Susi (see "Other Notable Folk at the Temple") decides one of the characters is an easy mark.
6. The characters arrive as several of the clergy are demonstrating their new invention—a gun.

WHISPERS & RUMOURS

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

1. The Great Forge has a small supply of magic weapons for sale. If adventurers face monsters immune to normal weapons, they should make their case to the Great Craftsman's clergy. Often, Heimo Karppanen will lend such a weapon to an adventurer—in return for a favour.
2. The clergy are working on a new type of weapon. Called "guns" these weapons spit fire and shoot small balls at their targets. They are also perfecting larger weapons—cannons—designed to shatter castle walls and sink enemy ships.
3. The temple took delivery of a small quantity of adamantine last month, and have securely secured the metal in their heavily guarded storage vault. Only the most puissant and devout crafters can work with such a fabulously rare metal—and only for the wealthiest clients.
4. The Great Forge has suffered a spate of thefts recently and the clergy are taking extra steps to ensure the temple's sanctity. Woe betide anyone caught acting suspiciously in the temple's precincts.
5. Last month, one of the Great Forge's clockwork guardians malfunctioned and went berserk, killing several visitors of the temple. The event has been hushed up—no one knows what went wrong.
6. Janaela Vonothvar (see "Notable Folk") is obsessed with the movement of the planets and their effects on powerful magics and the like woven at propitious times. Why she is so obsessed is unknown.

IN YOUR CAMPAIGN

The Great Forge is location T3 on the City of Languard map, but is easily added to almost any fantasy town or city as the temple or shrine of a good-aligned crusader god.

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