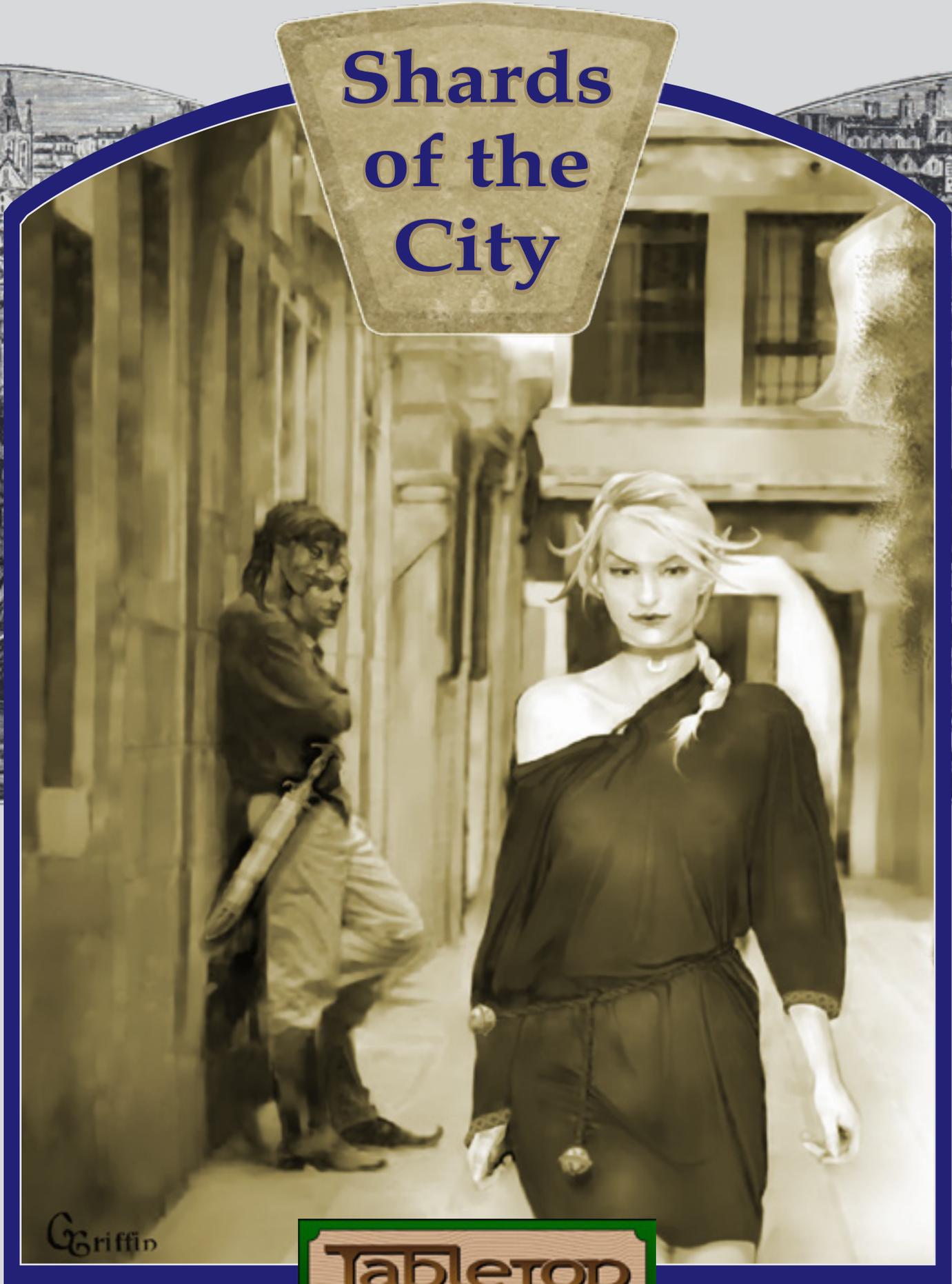


Tabletop Adventures Presents

# Shards of the City



Griffin

**Tabletop**  
ADVENTURES



# Table of Contents

Introduction	03
How to use this resource	04
Street Scene Bricks	06
1 The Third Hanging of Terrance Olmerson	06
2 No Dainty Flower	08
3 On a Mission from God	09
4 The Old Guard	12
5 Blacksmith Extraordinaire	13
6 Hay Wain in the Gate	15
7 Baker's Booth	17
8 Friendly Fire	19
9 Dancing Queen	20
10 Sinkhole	22
11 The Amateur	23
12 Orc War-band Traders	25
13 Night Watch	27
14 Tax Collector	29
15 Wagers on the Street	30
16 Runaway Horse	31
17 Smidek's Map	33
18 The Floating Mage	35
19 Pretty Woman	36
20 Lamp Oil Thief	38
21 Uncharitable Giving	39
22 Three Jestng Guardsmen	42
23 Aiming to Misbehave	44
24 Blind Old Woman	46
25 Wizard vs. Thief	47
Street Scene Shards	50
Exotic Locales	60
Index	63





### *07 Baker's Booth*

*Scene:* A popular food stand is the site of an altercation in the marketplace.

*View I:* The market is filled with the smells of many foods and spices. Many are savory, and some are downright unpleasant, but the sweet scent of spiced apples wafts on the breeze and catches your attention. That is followed by the sound of raised voices; two women seem to be having an altercation.

*View II:* Ahead you see a small merchant's stand whose hanging signboard bears a colored drawing of a pie. A queue of six people waits there, and your nose begs you to join them, but just now some are backing away as two

women have come to blows in line. From their imprecations, it seems one of them suggested she was going to get the last pie for the day and the other woman would have none. Suddenly a guard rounds the corner of the shop and thrusts a hand between the two. "Here now! Let's have none of that. I daresay Mistress Nia has brought a goodly number of pies, as she always does. If you can't wait peaceably, then you can both go on your way and come back after these good people have all been served." He waves the women off in two different directions, touches his hat to the person inside the booth, and then moves on himself. In the new quiet, a woman's voice is heard giving instructions to the lead customer, who held his position through all the confusion: "You just put that pie in the oven for 15 minutes or so while your dinner bakes and it will be nice and warm to serve along with your ham." The man turns away and the people behind part to let him through, inadvertently clearing the way for you to get a glimpse of the proprietor. You briefly see a pretty woman with pale skin and long red hair, before the next customer steps up.

*View III:* The stall's business is brisk, but the woman behind the counter takes a minute to visit with all her customers, asking about how things are in their part of the city, or about their recent travels. Your turn comes in due course, and you find that the stand's window concentrates the delicious smells. The odors of spiced apple pie, fresh nut bread, thick sugared rolls, and other sweet items all assail your senses as you step up to the counter. Up close, the woman behind it is more than commonly pretty. Her pale skin is smooth, and her red hair is accented with several braids pulled back at her temples and falling along the sides of her face. She wears a non-descript brown dress over a full linen shirt, the outfit appearing rather dull compared to her vibrant coloring. She smiles at your approach. "Can I help you?" she asks, as you begin to pick out specific aromas.





[GM Note: Nia, who runs the bakery stall, is one of two druids who are caretakers of a nearby forest. She and her mother Niara both love to bake, but their main purpose in running this stand once a week is to keep track of what is going on in and around the city, for its actions and needs tend to influence the welfare of their forest. Nia can answer general questions about the city and surrounding area, though she is guarded in what she says about the forest and will not, under any circumstances, divulge where her home is located. The druids dry plants and prepare medicinal substances from the forest and trade them for spices from distant areas, but sell only their baked goods in the public marketplace.]

*Plot Hooks:*

- The druids sense negative changes happening in the forest and they are trying to pinpoint what is going on and how to stop it. This is the reason for their information gathering, and Nia would welcome anyone who can give her good information from farther away, or about things that don't interest the common citizens.
- The druids have sensed a shadow growing for some time, but the folks in the town refuse to listen. For now they are biding their time, but Nia might consider sharing their concerns with a sympathetic stranger.
- Nia's mother is sick with a long-term disease the druids' magic cannot cure. They need a healing herb that is far away and Nia is desperate to get it, but she cannot leave her mother for that long.
- Nia is harassed by local toughs (or a small band of orcs) when she is traveling by herself. So far she has managed to hold them off with her magic and by calling on some wild animals, but she believes it is only a matter of time until they get rougher. She would like to have someone she could trust to help her out.

- A disease is beginning to show up in the area, one that could turn into an epidemic if not controlled. Certain ingredients could control its spread (or cure it more easily), but they are at some distance and the druids don't dare leave the area and risk the disease spreading more quickly. They are willing to reward someone for acquiring the ingredients and transporting them here.
- If the adventurers manage to gain Nia's approval, she may be a source of healing potions for them. She could have up to five available any given week, though sometimes she will have none.





**13 Your eyes are drawn to an alleyway, where it seems that a young boy is lying on the ground resting. However, as you draw closer you notice the large crimson stain on his shirt. No one else seems to notice nor care about the boy; they all pass by without giving his body a glance.** [GM Note: The boy is dead, killed by a single slash across the throat. He was a homeless orphan, and so has no family to mourn him. He has no items of value on him; presumably if he ever had any, they were taken by whoever killed him.]

**14 From the sign over the door, it would seem the Canellfeld Brothers have moved their scribe's shop outdoors to take advantage of a beautiful summer day. The fattest and eldest-looking brother squats in the shop's doorway, going over a lengthy inventory with a grizzled old farmer as the two share some good beer from a sweating pitcher. The two younger brothers sit in the shade of an old oak and laboriously hand-copy local tax regulations for a city contract, glancing enviously at the older brother and his mug.**

**15 Every tree, lamp post, and similar column within sight has been wrapped with cheap red and purple ribbons sewn with fish designs in white thread. As you stroll down the streets, you have to duck your head to pass under the dangling loops of colorful bunting. Everywhere revelers are buying ceramic trinkets of sea monsters, and planks of salted fish and octopus; the salty seafood smell makes your mouth water. Two women stand on a street corner, their hair let down and tousled, wearing long tight skirts made of some shiny green fabric, with short trains at the back. It takes a moment to register, then you realize that the two are dressed to appear like mermaids. It is not clear if they are streetwalkers, or just women out having a good time, but they seem to be attracting a lot of attention.**

**16 As you walk down the city street, thick dark clouds are rolling in from the west. The air cools quickly, causing an involuntary shiver. A light rain begins to fall and you look around for a place to take shelter from the coming storm. Suddenly a young boy, dressed in rags and already soaking wet, rushes up to your party from out of nowhere. He grabs the nearest person by the arm and yells in a frightened voice, "I told them it was coming. I told them. Now it can't be stopped! Run from here as fast as you can." With that said, the wild-eyed boy takes off running down the road.** [GM Note: The boy is basically a simple commoner. If the GM chooses to have him actually possess powers of premonition, they should be treated as an extraordinary ability possessed by an otherwise ordinary young boy. Everyone in town knows him as a street urchin who has scraped together a life from fallen bread crumbs and handouts, though nobody knows where he is from. If asked, any citizen will say that the boy is simply mad and is always rambling about terrible things whenever a storm arises.

[At the GM's discretion, the boy may indeed possess some powers of special foresight. The storm could possibly be the precursor to a tornado that will wreak havoc through the town in several hours. On the other hand, it could be the magical creation of a powerful sorcerer who has been paid by a rival city to cause destruction and confusion in order to draw people and trade away from the town.]

**17 A pair of male barbarians swagger through the town square, conspicuous in their blood-spattered furs and self-inflicted scars, with their bone and obsidian spears lashed to their backs. They seem to speak very little of the language as they are mostly communicating with food vendors and shopkeepers by pointing and gesturing. You catch a glimpse of the coins they are using and those are strange, too.**





## INDEX

No marking = Brick; S = Shard; E = Exotic Locale

- Altercation: 02, 07, 11  
Animals: S23, S25, S50, E02, E03  
    Birds: 10, S35  
    Cat: 10, S12, S47  
    Dog: 05, 10, 14, 19, S19, S22, S24, S48  
    Horse: 10, 16  
Armor/weapons: 05, 12  
Blindness: 24  
Dead body: S13  
Debate: S34  
Decoration: S08, S09, S15, S18, S38, E07  
Demons: S50  
Emergency: 08, 10, 11, 16  
Fishing: S19  
Gambling: 15  
Hanging: 01  
Invitation: 03, 09, 11  
Insanity: 04, S04, S16  
Locations  
    Bakery: 07, S29, S35  
    Bridge: S19  
    Butcher's shop: S33  
    Circus: S50  
    City gate: 06, S28, E01, E02, E03, E05  
    Food sellers: 02, 05, 07, 09, 23, S08, S15, S17, S22, S33, S46  
    Inn: 23  
    Market: 02, 05, 07, 10, 12, 16, S10, S11  
    Memorial: S41  
    Scribe shop: S14  
    Tavern: 17, 23, S32  
    Taxidermy shop: S27  
    Temple: 03, 21, S49  
    Well/fountain: S01, S48  
Maps: 17  
Music: 09, S04, S37, S46, S50  
People  
    Barbarian: S10, S17  
    Boy: 01, 02, 06, 20, S11, S13, S16, S19, S36, S40  
    Crowd: 01, 02, 03, 05, 09, 10, 14, 15, 16, 17, 18, 23, 24, S04, S25, S34, S37, S46  
    Dwarf: S02, S3  
    Elf: 09, 21, S22  
    Girl: 03, 11, S04  
    Gnome: S06  
    Goblin: S32  
    Halfling: S44, S50  
    Old man: 04, 17, 25, S41  
    Old woman: 24, S01, S29, S45, S48  
    Orc: 12, S26, S44  
    Teen: 02, 11, S04, S42, S45  
    Women: 07, 21, S04, S05, S15, S21, S38, S43, S44, S48  
Procession: 03, 14, S37, S43  
Profession  
    Armorer: 05  
    Auctioneer: S25  
    Bartender: S32  
    Blacksmith: 05  
    Businesspeople: 09, S02, S36, E04  
    Carpenter: S40  
    City official: S31  
    Dancer: 09, S04  
    Doctor: S06  
    Druid: 07  
    Glassblower: S45  
    Guard: 01, 04, 06, 07, 08, 13, 14, 16, 20, 22, S28, S50, E01  
    Lawyer: S03  
    Locksmith: S02  
    Mercenary: 02, 13, 14  
    Performers: 09, S37, S50  
    Priest: 21, S22  
    Priestess: 03, S43  
    Prostitute: S26  
    Slave: 09, S20  
    Thief: 01, 02, 19, 20, 21, 25  
    Traders: 12, S10  
    Warrior: 14, S10, S26  
        Female: 02, 05, S07, S43  
        Male: 08, 12, 13, S17  
    Wizard: 05, 11, 14, 18, 25, S23  
Sinkhole: 10  
Statue: S01, S11, S39  
Times and seasons  
    Night: 13, 20, 23, S23, S24, S47, S50  
    Spring: S38  
    Autumn: S09, S30  
Wagon: 01, 05, 06, 10, S19, S28, S45, S50  
Weather  
    Rain: S12, S16  
    Snow: S21, S35  
    Wind: S30, S35

