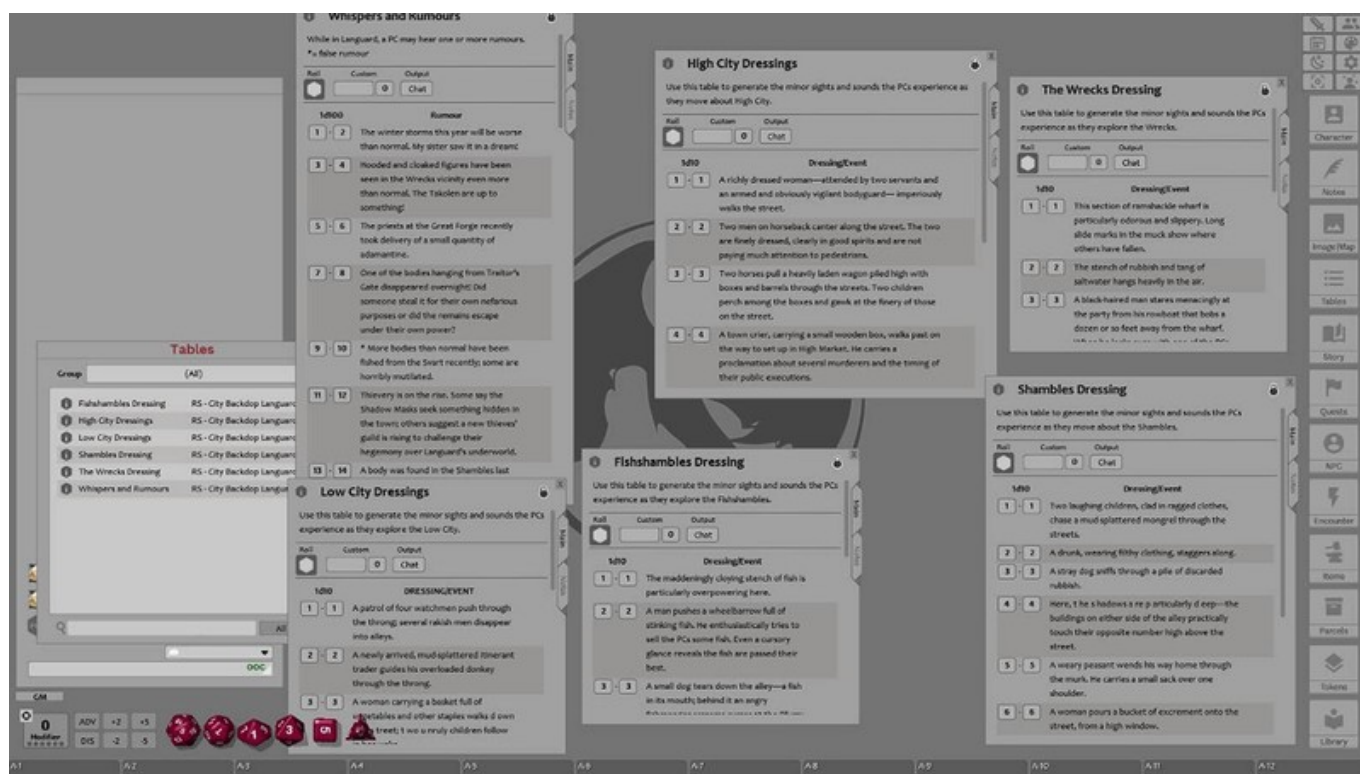


Fantasy Grounds - City Backdrop: Languard (5E) Activation Key Download



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About This Content

City Backdrop: Languard

Storied Languard--capital of Ashlar and its greatest city--stands hard against Hard Bay's turbulent, stormy waters. To the north lies the Mottled Spire's brooding spray-drenched mass, the curse-haunted ruins of Greystone and Gloamhold's doom-wreathed halls. Ashlar's greatest--indeed only--city, Languard is a noisy, dirty place. Here, amid broad, muddy streets teeming with life and shadow-mantled, danger-filled alleyways there is little beneath the sun that cannot be had somewhere--for a price.

Few Languardians overly concern themselves with the brooding terrors lurking within Gloamhold's halls, but for others, the legendary, benighted ruin draws them to Languard as a moth to a flame. For within Languard's stout walls live, plot and scheme a surprising number of adventurers, freebooters and mercenaries all lured here by the treasures said to lie but a scant few miles to the north.

Low City Locations:

- G1 Low Gate: Low Gate is always busy, choked with a multitude of carts piled high with trade goods.
- G3 Traitor's Gate: "Decorated" with the remains of traitors to the crown, Traitor's Gate is well named.
- L1 Low Market: A bustling market fills this muddy space.

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- L2 Vonya's Span: Of dwarven craft--and reputedly haunted--Vonya's Span is the only bridge spanning the Svart.
 - L3 The Scythe: The one-legged Arvo Outila runs this drinking den renown for live music.
 - T1 Fane of the Waves Eternal: Here Serat's worshippers commune with the ocean's eternal glory.

High City Locations:

- G2 River Gate: These two towers oversee all river traffic.
- G4 Duke's Gate: The least-used of Languard's gates. Only those traveling northwards use this gate.
- H1 Castle Languard: Family Nenonen's seat.
- H2 High Market: Those with a taste for the finer things in life come to High Market.
- H3 Urmas' House: The aged sage Urmas--one of Ashlar's greatest authorities on Gloamhold--dwells here.
- H4 The Dreaming Spires: Ashlar's centre of learning, the library here is only matched by that held at the Black Tower.
- T2 The Father's Hall: A cathedral dedicated to Conn's worship and the centre of his faith in Ashlar.
- T3 The Great Forge: A clamour of noise and smoke perpetually rises above Abarin's temple-forge.
- T4 Watcher's Spire: Darlen's followers dwell in this fortified temple.

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.

Shambles Locations:

- S1 Raisa's Curios: Idle adventurers often come here to browse the eclectic range of goods on offer.
- S2 The Bloody Eagle: A seemingly destitute merchants runs this tavern, which is a Shadow Mask front.

Wrecks Locations:

- W1 Duranki's: The Duranki family will ferry (unwary, too-trusting) adventurers to Gloamhold, for a fee.
- W2 The Fallen Maid: Here dwells one of Ashlar's pre-eminent assassins.

Fantasy Grounds Conversion extras:

-
- Not only the full content of the PDF in Fantasy Grounds format, but each of the NPC are fully stated out, close to 60 NPC to use in Languard. All in encounters and ready to use right away.
 - Rollable tables for each location of the city to generate dressings

Converted by: **Michael Potter**

Released on January 09, 2019. Designed for Fantasy Grounds version 3.3.6 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included 5E Compatible ruleset.

Title: Fantasy Grounds - City Backdrop: Languard (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 22 Jan, 2019

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

First Protector Elmo Reukonen
Medium humanoid (human), lawful neutral

Armor Class 18 (plate)
Hit Points 58 (9HD + 18)
Speed 30 ft.

STR 16, DEX 11, CON 14, INT 11, WIS 11, CHA 11
+3 +2 +3 +2 +3 +2

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3

TRAITS
Brave
First Protector Elmo Reukonen has advantage on saving throws against being frightened.
Improved Grapple
First Protector Elmo Reukonen scores critical hits on a roll of 19 or 20.

Action Surge
On his turn, he can take one additional action.

Ekur Duranki
Medium humanoid (human), chaotic evil

Armor Class 13 (chain shirt)
Hit Points 22 (4HD + 4)
Speed 25 ft.

STR 10, DEX 10, CON 12, INT 13, WIS 14, CHA 13
+1 +1 +2 +3 +4 +3

Skills Medicine +5, Persuasion +5, Religion +4
Senses passive Perception 13
Languages any two languages
Challenge 2 XP 450

TRAITS
Divine Embodiment

Ibi-Sin Duranki
Medium humanoid (human), neutral evil

Armor Class 11 (leather armor)
Hit Points 26 (4HD + 8)
Speed 30 ft.

STR 15, DEX 11, CON 14, INT 10, WIS 10, CHA 11
+2 +2 +3 +1 +1 +2

Skills Intimidation +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 XP 100

TRAITS
Sneak Attack
Ibi-Sin Duranki deals an extra 1 (1d4) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Ibi-Sin Duranki that isn't incapacitated and Ibi-Sin Duranki doesn't have disadvantage on the attack roll.

ACTIONS
Ibi-Sin Duranki can cast the spell *acid* to cause its extra 10 (3d6) radiant damage until the end of the turn, if the target is within 5 feet of the extra 10 damage.

Kaari Nikkonen
Medium humanoid (human), lawful neutral

Armor Class 17 (splint)
Hit Points 58 (9HD + 18)
Speed 30 ft.

STR 16, DEX 11, CON 14, INT 10, WIS 11, CHA 11
+3 +2 +3 +2 +3 +2

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 XP 700

ACTIONS
Multiattack
Kaari Nikkonen makes two longsword attacks. If she has a shortsword drawn, she can also make a shortsword attack.

Viljo Hafelttyr
Medium humanoid (half-elf), chaotic good

Armor Class 12 (leather armor)
Hit Points 11 (2HD + 2)
Speed 30 ft.

STR 12, DEX 10, CON 12, INT 14, WIS 10, CHA 11
+2 +1 +3 +4 +1 +2

Skills Arcana +4, History +4
Senses darkvision 60 ft., passive Perception 10
Languages any one language (usually Common), Elvish
Challenge 1/4 XP 50

TRAITS
Spellcasting
Viljo Hafelttyr is a 1st-level spellcaster. His spellcasting ability is Intelligence. He has the following wizard spells prepared: *Cantrips* (at will), *fire bolt*, *melding*, *prestidigitation* 1st level (2 slots), *burning hands*, *disguise self*, *shield*
Fey Ancestry
Viljo Hafelttyr has advantage on saving throws against being charmed.

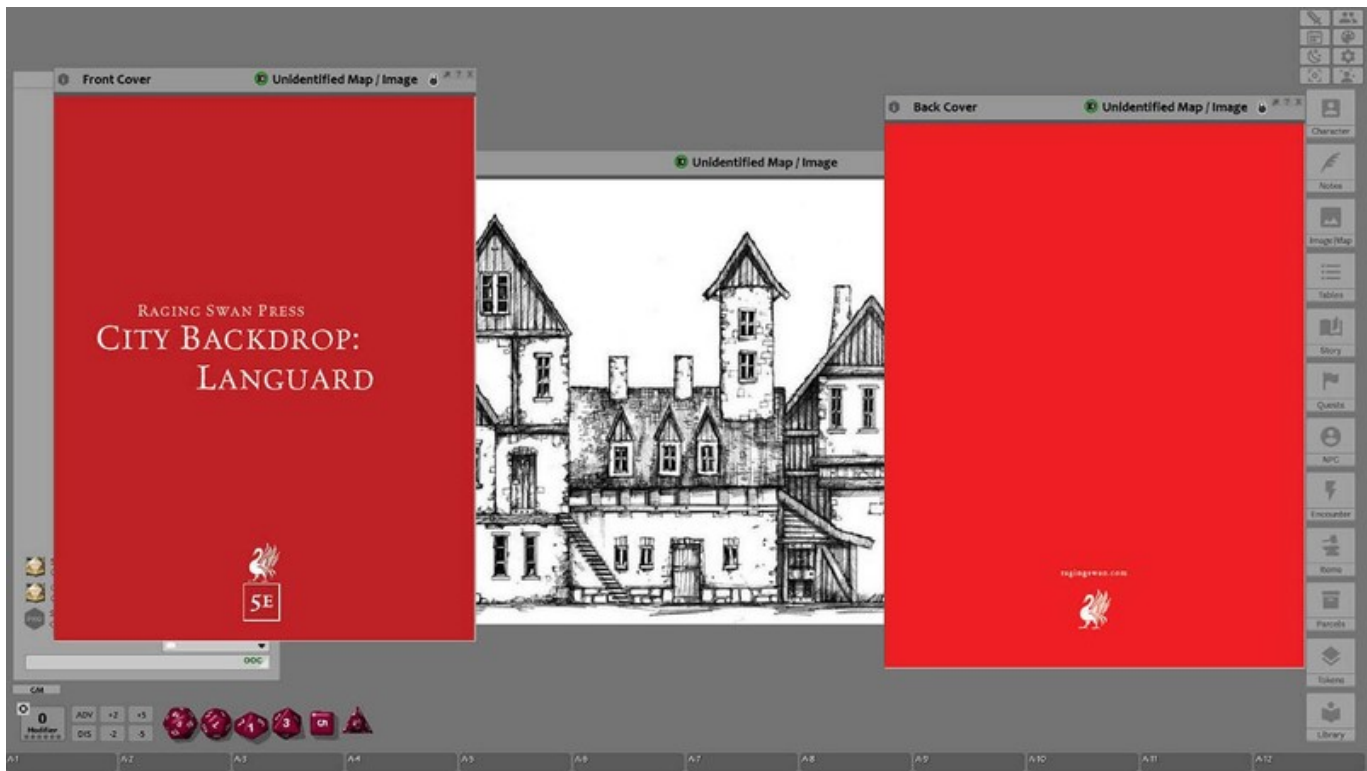
NPCs
Group: RS - City Backup/Langward

By Letter By CR By Type

1. Nuolani Sehtele
2. Onni Markku
3. Pii
4. Rana Ojnen
5. Reema Sano
6. Renu Neuv
7. Riku Eronen
8. Samuho Ki An
9. Tahya Azarim
10. Taneli Eronen
11. Taneli Laitnen
12. Teuvo Eskola
13. Tuukka Takala
14. Umas Aalto
15. Verma Vuolle
16. Viljo Hafelttyr
17. Vyrki Korpeto

CM ADV +2 +3 DIS -2 -3

01 02 03 04 05 06 07 08 09 10 11 12



Story

Templates

Group: RS - City Backdrop Languard

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Back Cover

4.0 Fortifications

An aged fortress, **Castle Languard** (from which the city gets its name), well equipped with catapults and ballistae, defends Languard's seaward approaches and serves as Duke Honoran's demesne. Vigils, but persistent rumours among the populace speak of a network of deep caves and caverns below the castle and of dark, terrible deeds wrought in their shadowed depths.

Formidable, 20-foot high walls encircle Languard. At three points, stout gates, flanked by 50-foot tall towers, pierce the wall, heavily fortified and well garrisoned; they close at dusk and do not reopen again until dawn crosses the horizon.

Duke's Gate: The quietest of all Languard's Gates, the little-used road from here leads northwards to Black Tower and the domal village of Coldwater.

Low Gate: Winding the harbour's approaches, Low Gate was built to remove as much cart and wagon traffic as possible from the narrow confines of the city.

River Gate: A misnomer, River Gate isn't a gate at all, instead, about watchtowers flank the Sweet River where it flows into the city. Protected by a thick chain that can be raised and lowered as needed, the river is tidal and is used by the populace as a convenient place to dump much of their filth and rubbish. For those willing to get wet and cold, River Gate is the easiest way to enter Languard after dark.

Traitor's Gate: The rotting, mutilated bodies of thieves, murderers and other malefactors hang in iron cages from Traitor's Gate, left here as a warning—and as a stark demonstration of the duke's power and high regard for the law—they serve as a grim welcome to the town. Most visitors enter Languard through Traitor's Gate, as beyond lies the South Road which links the town with the rest of the duchy.

5.21 F1: The House of Sighs

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 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, patch rope and attend to other less wholesome tasks. Many rumours swirl about the House of Sighs and its chancellor, Nallas Boleg.

NOTABLE PEOPLE

- Chancellor Nallas Boleg (NE male dwarf fighter 5): A skilled warrior, Nallas is adept both in fighting and deception. Few realize the black depths of his heart. He cares little for his charges' health or wellbeing and only cares for profit. He is shameless, lazy and a sadist.

5.21 F1: The House of Sighs (encounter)

HOOKS

- Rumours reach the PCs ears that the House of Sighs is a front for a clandestine smuggling operation. (This may well be true; certainly, inmates disappear with surprising regularity.)
- Nallas—hearing of the PCs' 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.

0 HP/1000

ADV +2 +5

DIS -2 -5

1 2 3 4 5 6 7 8 9 10 11 12

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