

LANGUARD LOCATIONS OPEN CALL

Use the information in this document to aid your submission for the *Languard Locations Open Call*.

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ABOUT THE OPEN CALL

This open call is for *Languard Locations: Outside the Walls*. Use the notes herein to guide your submission.

ABOUT LANGUARD LOCATIONS

Languard Locations is our newest line. Every month, Languard Locations presents 10-12 locations designed for use with *City Backdrop: Languard* (but which can be easily inserted into almost any fantasy city). Locations can be a tavern, inn, service, personal home or something else found in the city.

For this open call, your location stands outside the city walls. Review the Languard map for inspiration.

The point of Languard Locations is to make it easier and more fun for a GM to run a campaign in the city of Languard (and by extension the Gloamhold megadungeon).

Keep the GM (and the players) uppermost in your mind when designing your location. Remember: if a location is of no interest to the PCs, why design it?

USEFUL RESOURCES

Being familiar with my design intent (and the City Backdrop) are key to your victory. For example, I'm an old-school chap so pitching a location which features (for example) a 20th-level drow warlock is a total waste of your time (on three counts). Use the following Raging Swan Press supplements to inform your design:

- [Gloamhold Campaign Guide](#)
- [City Backdrop: Languard](#)

If you do not have these books in either physical or PDF form, buy them or read my blog posts on Gloamhold and Languard below:

- <http://www.creightonbroadhurst.com/gloamhold>
- <http://www.creightonbroadhurst.com/gloamhold/languard/>

In particular, you'll find these posts useful:

- [Languard: The Design Begins](#)
- [Languard: Demographics of the City](#)
- [Languard: How I Think About Levels & Slow Advancement](#)

ANATOMY OF A LOCATION

1. Use the provided template for your submission. Each location comprises:
2. Flavoursome Location Title.
3. Kick-ass first sentence which thematically summarises the location. This sentence also appears on the instalment's summary page (see additional note).
4. Location Description.
5. One or more notable NPCs.
6. One or more plot hooks.

Check out the attached sample locations document to see what a completed location looks like.

A KICK-ASS FIRST SENTENCE

A location's first sentence is ultra, super mega-critical. It might be all a GM reads before the PCs explore the locale for the first time. The first sentence must inform the GM about the locale in a flavoursome fashion.

Think about what you would want to know about a location, if you were a GM in a hurry.

USE THE TEMPLATE

We've created the template document to make the design, submission, review and editing process as simple and easy as possible. If you don't use the template, we'll automatically reject your submission.

Don't waste your time and creative juices—use the template.

HOW TO SUBMIT

1. You may submit ONE location. I don't want billions of submissions—I want your best.
2. Submit your pitch (using the supplied template) in .doc or .docx format with the location name and your surname as its title. For example, Shambles_Broadhurst (do you see what I did there?)
3. In the second column note your name, physical address and PayPal registered email address. (We need these details for your contract, if you are successful.)
4. Include a short (under 200-word) "About the Designer" bio which I'll include in the book. You can include links to your blog, other projects and so in your bio.
5. Submit your location to gatekeeper@ragingswan.com by 14 May.
6. Wait patiently. You'll be notified by 28 May of your submission's status.

KEEP IN MIND

When pitching, keep in mind:

1. Raging Swan Press publishes gritty, “realistic” fantasy. Think [the Lonely Coast](#), Conan or Greyhawk, not the Forgotten Realms or Eberron.
2. Don’t include any NPC higher than 5th-level.
3. Don’t include any NPC of a traditionally non-core race.
4. All Languard Locations are “translated” into Pathfinder, 5e and SNE versions. Including hard-to-translate elements will likely result in your pitch being rejected. For your reference, I primarily use the following books to check for compatibility:
 - Pathfinder Core Rulebook and the Pathfinder Bestiary.
 - 1st Edition Player’s Handbook, Dungeon Master’s Guide and Monster Manual.
 - 5th Edition Player’s Handbook, Dungeon Master’s Guide and Monster Manual.
5. Each location comprises approximately 380 words (and at most 400 words). That equals a “pay packet” of \$42 (11 cents a word).
6. I am looking for reasons to reject your submission, so follow the guidelines. Part of the open call’s point is to discover new freelancers to add to Raging Swan Press’s stable of minions. If you can’t follow instructions—and make my life easy—you won’t be victorious!

IMPORTANT DATES

- **Submission Deadline:** Your submission must be with Raging Swan Press by Monday 14 May.
- **Notified By:** You’ll be notified by Monday 28 May of your submission’s status. At this point, if successful, we’ll also send you a contract.
- **Paid:** If your location is accepted, we’ll pay you \$42 on 1 August via PayPal.
- **Book Released:** *Languard Locations: Outside the Walls* releases on Monday 20 August. On this day, we’ll send successful freelancers a free copy of the book via OBS.

FAQ

Can I submit more than one location? No.

Can anyone submit a Languard Location? Yes—anyone can submit a Languard Location (with the exception of those who have already written for Raging Swan Press). It does not matter if you have been published before (or not). Your personal history, circumstances or anything else about you do not preclude you from submitting an entry. None of that matters. The only question is, “Can you design a thematic, flavoursome location that matches Languard’s theme?”

I have an awesome idea that utilises some non-core game mechanic. Can I submit it? Yes, but it will be rejected.

Will I get detailed feedback on my submission? To be honest, if your location is rejected probably not (but it depends on how many submissions we get). If your pitch is accepted you will get feedback.

Do you really pay 11 cents a word? Yes! Due to our patron’s incredibly generosity we can offer this exceptional (but fair) rate of pay for exceptional work. (Learn more about our Patreon campaign at [patreon.com](#)).

How and when will I be paid? Successful designers will be paid on 1 August via PayPal. They’ll also receive a free PDF of the book on 20 August delivered via OBS.

Can I/should I include a stat block? No—Our customers favour flavour and detail over crunch.

I’m new to freelancing. Do you have any advice? Yes—I’ve written several articles about how to freelance successfully. They can be found on my personal blog.

I have another question. Who do I ask? Ask any other questions pertaining to the open call in the comments at the open call’s webpage. That way, when you get an answer everyone gets an answer!

SAMPLE LANGUARD LOCATIONS

Refer to the next page for two sample Languard Locations.

@: LAUKKANEN'S COLLECTORS

Raimo Laukkanen is ostensibly a dealer in manure—his four carts trundle about Languard day and night collecting the leavings of horses, residents' night soil and other foul things—but not all as it first seems.

Raimo is also a prolific and skilled fence and smuggler with extensive links to the Shadow Masks and a whole range of other cads, scoundrels and brigands. His carts—piled high with manure, night soil and other stinking rubbish—are an excellent means of transporting illicit goods around the city. After all, who would willingly search such a cart?

His workers—a dirty collection of foul-smelling, surly and often shunned lot—are collectively known as “Raimo's Shovelers”.

Raimo owns a large building on Cross Street, which is the centre of his illegal operation. A secretly excavated—and extensive—hidden cellar holds the illicit goods under Raimo's protection and the Laukkanen family wealth. Additionally, several small chambers serve as bedchambers (or perhaps holding cells)—all have stout, lockable doors.

Raimo also owns walled compounds without the city walls near both Low Gate and Traitor's Gate; here he sells the legal proceeds of this trade to farmers and the like and sometimes passes smuggled goods to his contacts.

NOTABLE FOLK

- **Raimo Laukkanen** (NE old male human rogue 3): This gnarled, hirsute old man is utterly without scruples. He'll transport anything in his carts, if the price is right. Crippled in a carting accident decades ago, Raimo is never without his heavy cane of polished mahogany—which he adeptly uses as a weapon, if the need arises.
- **Terhi Laukkanen** (NE female human fighter 2/rogue 1): Raimo's granddaughter, and the only one of his progeny with the necessary morals to work in the family business, Terhi is at home among the filth and squalor. Coarse of mouth, muscular and often coated in grime and muck she is sometimes mistaken for a man. She has her revenge—a savage beating or maliciously placed pile of manure—against such folk.

HOOKS

- One of Raimo's carts has lost a wheel. Manure and other foul things have tipped onto the street. The two men are working hard to fix the wheel and clean up the mess. As a watch patrol approaches, their efforts reach almost (suspiciously) frantic levels.

@: MARJA'S HOUSE OF SIGHS

Famed through the city—and also known as the Moaning Halls—for the pleasures to be had under its roof, Marja's House of Sighs is a popular destination for those seeking respite from the day's travails.

Comprising the entirety of a three-storey tenement building overlooking one of the many small lanes leading north from Warrior's Way it is gaudily decorated with—now faded—semi-lurid murals. The paintings leave no doubt as to the services offered within. Marja lives in a personal apartment on the top floor while the ground floor is given over to a series of lounges, bars and snugs. The middle floor comprises a maze of small passages and rooms decorated in a variety of styles and themes. Much of the Moaning Halls' business is conducted, here.

Marja employs a multitude of street urchins and street people to guide—or perhaps lure—customers to her door. Thus, those obviously with coin—and everyone assumes adventurers have gold to spare—are accosted by a succession of street folk when they are in the Moaning Hall's general vicinity.

NOTABLE FOLK

- **Marja Sianio** (N female half-elf wizard 2/rogue 3): Marja knows many of Languard's residents—she has a prodigious memory—but few people know the real Marja. Secretly the bastard offspring of a minor member of the Nenonen family, she masquerades as a human but is well aware of her true heritage. Her staff are loyal and she—in turn—zealously watches out for their wellbeing. Rumours abound that Marja knows many embarrassing secrets about her customers.

HOOKS

- The PCs seek some local expert, merchant or suchlike. Enquiries lead them to the House of Sighs where the man is believed to be “resting”. Of course, Marja is delighted at the arrival of a group of wealthy adventurers and does her utmost to entice them into availing themselves of the house's services.
- The PCs befriend (perhaps in a nearby tavern) Aila Keto (CN female human expert 1), one of Marja's staff. They subsequently see her being harassed by a man swathed in a voluminous cloak. If they intervene they earn her thanks and the ire on the man Einar Rantanen (NE middle-aged male human expert 1)—a wealthy craftsman, skilled in holding grudges, who does his best to bad mouth Aila's rescuers.

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