

DRINKING
— AT THE —
GILDED SWAN

A RAGING SWAN PRESS MINI-EVENTURE



OSR



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DRINKING AT THE GILDED SWAN

The Duchy of Ashlar is small and constrained. Always, the forces of evil and shadow press inwards upon its borders. If it were not for a stout few, death and darkness would have long ago overwhelmed the land. Dunstone was once Ashlar's northern bulwark. Now, it is a dangerously sleepy and insular place. Wicked humanoids yet lurk in the dark forests and deep valleys of the surrounding hills. Abandoned mines and crumbled ruins stud the surrounds, calling with their siren song to bold adventurers. To the west, lies the time-worn, oft-cursed ruin of the ancient Nameless Monastery.

Not all dangers lurk without, though. Folk—both fair and foul—have plans for Dunstone. Change is coming, to the Town on the Borderlands.

Designed specifically for you, the busy GM, this supplement enables you to effortlessly bring your characters' next urban adventure to life. This supplement is designed for use with the town of Dunstone, but can easily be used with virtually any town or city.

CREDITS

Design: John Bennett and Creighton Broadhurst

Development: Creighton Broadhurst

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

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USING THIS MINI-EVENTURE?

A mini-eventure is akin to a normal adventure, 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.

Use the lists herein to add depth and flavour to the characters' exploration of Languard. Use the entries as nothing more than local colour or as springboards to encounters, side quests or even full adventures. You can use this mini-eventure repeatedly, as long as you keep track of which entries you have previously used. Of course, some of the listed NPCs and locales could become staples of your campaign. Be sure to note the location of locales on your GM's city map and develop any your characters seem particularly interested in visiting again.

You can either plan events ahead of time or just "wing" the whole mini-eventure using the tables herein to facilitate play.



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THE GILDED SWAN

The Gilded Swan is location 5 on the Dunstone map.

This elegant three-storey wood and stone building stands at the corner of Butcher's Row and Oksanen Avenue, in a commanding position just north of Gate Course. Over the last year, Dunstone's newest and savviest businessman, Jyrki Klemetti, has spent a small fortune transforming the Gilded Swan into Dunstone's finest inn. Catering to visiting merchants and Dunstone's richest citizens, the Gilded Swan is the place to be seen.

All is not what it seems, however, at the Gilded Swan. Jyrki is not himself, and the inn stands at the centre of a burgeoning thieves' guild. In a secret cellar, dark delights are available to those who pay the steep price.

- **Food & Drink:** *Meal:* roast honey boar (2 gp), roasted pheasant (1 gp); *Drink:* bottle of wine (10 gp), mead (4 sp), ale (2 sp).
- **Accommodation:** The Gilded Swan has six sumptuous rooms available on the second floor. Each is finely appointed and costs 2 gp a night. One suite is available on the third floor; this costs 15 gp a night.
- **Lifestyle:** Characters staying at the Gilded Swan enjoy a wealthy (100 gp/month) or extravagant (1,000 gp) lifestyle. Those attempting to enjoy a lesser lifestyle are politely (at first) asked to leave. Those refusing are firmly ejected and refused re-entry.

THE GILDED SWAN BY DAY

By day, the Gilded Swan is a quiet place. Some residents conduct their business in the inn's comfortable taproom while the inn's many workers go quietly about their tasks. Deliveries come and go, and the general mundanities of running a business take place; all seems normal.

THE GILDED SWAN BY NIGHT

By night, the Gilded Swan is transformed from a quiet, peaceful place into a hive of activity. Dunstone's "great and good" gather here to enjoy fine wine and excellent food, and to hobnob with others of their ilk.

Meanwhile, those in the know can access the inn's secret cellar. Therein, the select few can enjoy virtually anything their heart desires. This hidden place is a secret Thrayxix has killed to maintain.

NOTABLE FOLK

Some folk are often encountered at the Gilded Swan.

- **Jyrki Klemetti** (N male human) owns and operates the Gilded Swan. Jyrki is widely seen as a clever, innovative (and wealthy) businessman, but he has a surprising secret: he is dead. The flesh sack that was once Jyrki

Klemetti is nothing but a vehicle for Thrayxix—an intellect devourer recently escaped from Gloamhold.

- **Thrayxix** (CE intellect devourer) grew bored of killing adventurers in Gloamhold, and wandered into Dunstone seeking new experiences. Less hedonistic than others of its ilk, Thrayxix revels in its new position of power, slowly corrupting those around it and creating a burgeoning thieves' guild while conducting legitimate business. It seeks to learn more of the strange human world—and how to control more of it—and has even started to befriend Aavo Oksanen in its guise as a wealthy commoner keen to do his bit for the town.
- **Ilta Hirvi** (LG female human) knows something isn't quite right at the Gilded Swan, but can't put her finger on exactly what bothers her. She works here as a server and chambermaid because the money is good. She is a tall, thickset woman who has a no-nonsense approach to life. She does not like Jyrki.

FOLK IN THE TAPROOM

While the characters are at the Gilded Swan they may encounter one or more folk of interest.

1. **Nuythel Wilmatyn** (NG male half-elf fighter 5) dreams of advancement and, one day, joining the ranks of Ashlar's nobility. This wealthy and stylish brown-haired half-elf made his money adventuring in the south and owns a painstakingly researched map showing many of the ruins in the southern portion of the Mottled Spire. He might not look dangerous, but he is lethal with a blade.
2. **Auni Ilakka** (LN female human wizard 7) stays at the inn, having arrived a few days ago. She does not like Dunstone and cannot wait to return to her home in Languard. However, certain aspects of her astronomical research have drawn her hither. Auni is a snob and used to the fine things in life.
3. **Krister Janakka** (LN male human) loves the Gilded Swan, and is here most nights (and it shows). This corpulent, bleary-eyed fellow wears wine-stained robes and talks loudly and at great length to anyone who'll listen about his business dealings. Krister is lonely, although he'd never admit it, and is looking for new friends. Although he tries to glamourise his work, his wares are boring and mundane (but profitable).

EXPANDING THIS EVENTURE

Two of the folk staying at the Gilded Swan—Nuythel Wilmatyn and Auni Ilakka—are looking for a group of brave adventurers to head north into the Mottled Spire. See the "Ruin in the Hills" and "Wizardly Doings" adventure hooks in *Dungeon Backdrop: Ruin of Bleak Hill*, for more details. Alternatively, download the free Vile Star Storyline supplement from the Raging Swan Press store.

4. **Whurkus Kildann** (LE male dwarf thief 4) leads the local butcher's guild and owns Kildann's Cuts (location 6 on the Dunstone map). He deals extensively with the Gilded Swan, and always has the best table when dining here. He is a wanted murderer in his distant homeland.
5. **Verna Brandybottle** (NG female halfling) owns the finest distillery in Dunstone; many of the drinks served at the Gilded Swan come from the Brandybottle Distillery (location 8 on the Dunstone map). She happily shares a drink with strangers. Verna regularly pays adventurers to travel into the Mottled Spire or the Salt Mire to protect the peat-cutting so vital to her distillery.
6. **Aili Tuuli** (NG female human fighter 2) lingers in Dunstone for a few days before continuing on to White Moon Cove. (Thus far, her journey has proved surprisingly enervating.) Aili deals in antiquities and oddities and has heard rumours of strange things brought forth from the sea by White Moon's fisherfolk.

WHAT'S GOING ON?

While the characters are at the Gilded Swan, one or more things from the list below may occur.

1. **Busy:** The taproom is busy, and there are no tables free. The characters must hang around at the bar or try to share a table with another patron.
2. **Rising Crime:** Two merchants sit together loudly lamenting the rising crime rate in Dunstone, and how it is bad for their businesses.
3. **Fine Dining:** The Gilded Swan offers a special menu of peacock and swan, and the taproom is packed. Tonight, the price for dining at the inn is doubled.
4. **Heavy Rain:** As heavy rain pounds the town, the inn's customers settle in for a simply marvellous evening.
5. **Singing Bard:** A bard entertains the patrons with amazing stories of the legendary pirate captain and bard Vilimzair Aralivar's incredible adventures.
6. **Illicit Lovers:** Two finely dressed diners sit dangerously close to one another at a discrete table in a shadowy corner. The two seem enamoured with one another.

OPPORTUNITIES & COMPLICATIONS

Lucky adventurers find opportunities almost anywhere. Unlucky adventurers find complications almost anywhere.

1. **Star Maps:** Auni Ilakka (#2 "Folk in the Taproom") sits alone at a table, examining several parchments bearing star maps along with a map of the Mottled Spire. She is not in the mood for distractions—unless the person distracting her has similar interests or is obviously a knowledgeable person of the right sort.
2. **Smiling Elf:** Nuythel Wilmatyn (#1 "Folk in the Taproom") has identified the characters as adventurers, and smiles a greeting. If they seem friendly, he invites them to join him for a glass of wine. During the ensuing conversation

he finds out as much as he can about them—he might have a job for them.

3. **Inquisitive Innkeep:** Jyrki/Thrayxix takes an interest in the characters. He seems friendly, but perceptive characters may suspect there is something odd about the genial ostler. Thrayxix is trying to work out if the characters are a threat to its operation.
4. **Drinking Adventurers:** Four adventurers enter the inn. Their travel-stained clothes and coarse humour starkly contrasts with the inn's normal clientele. After a short while, muttering about the prices, they leave.
5. **Visiting Noble:** Aavo Oksanen, (LN male human fighter 5/thief 5/bard 2) Dunstone's de facto ruler, along with a few friends, dines at the inn. Their meal is subdued—Aavo is mourning a close friend recently murdered by a homicidal dwarf.
6. **Messenger:** A servant arrives with an important message for a guest. Having read the message, the recipient hurries out—leaving payment in unattended glimmering gold on their table.

WHISPERS & RUMOURS

The characters may overhear or learn some of the rumours (which may or may not be true) below.

1. **The Lord Ails:** Lord Benjam Oksanen nears the end of his life, and his grandson, Aavo, will shortly take his place. What this means for the town is anyone's guess, but Aavo is far younger and more dynamic than his grandfather. Many wonder if he will seek to push Dunstone's borders northwards into the Mottled Spire.
2. **'Ware the Dragon:** A dragon's lair—complete with red dragon—has been discovered buried in the hills to the west. Apparently, the beast lairs in caverns below a ruined monastery. Most of the adventurers who made the discovery are dead; only one survivor—a fleet of foot half-elf—escaped the beast. Some folk name the half-elf a hero for bringing news of the danger back to the town, while others mutter he abandoned his friends to save his own skin.
3. **Monsters in the Hills:** Tribes of savage orcs dwell in the hills. Sometimes they raid across the border, but they have been quiet of late. Hopefully, they have all killed each other.
4. **The Best Meat:** Kildann's Cuts (location 6 on the Dunstone map) is the best butcher in town. The meat is so good, it's what the Gilded Swan serves.
5. **Fine Weapons:** The elf Dulannis Fiselond is the best weaponsmith in all Ashlar, but he is in semi-retirement now. He lives and works at Fiselond's Smithy (location 9 on the Dunstone map).
6. **Taxes on the Rise:** Taxes will rise soon, and that will be bad for everyone except the Oksanens.

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