

DRINKING  
— AT THE —  
DWARF'S FOLLY

A RAGING SWAN PRESS MINI-EVENTURE





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# DRINKING AT THE DWARF'S FOLLY

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*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. Designed for use with the town of Dunstone, this mini-eventure can easily be used with almost any town or city.*

## CREDITS

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## USING THIS MINI-EVENTURE?

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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 Dunstone. 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.



## THE DWARF'S FOLLY

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The Dwarf's Folly is location 12 on the updated Dunstone town map.

Standing on Selka Street, this rowdy inn is a favoured haunt of adventurers, mercenaries and other rough and ready sorts. Run by the grizzled ex-mercenary Rister Osma the place offers cheap, no-frills food, drink and accommodation.

Two large common rooms, along with a kitchen and storerooms, dominate the ground floor while 16 bedrooms of various sizes fill the second floor. Rister dwells in the converted, but cramped, attic. Extensive cellars lie below the Dwarf's Folly, but these are prone to minor flooding due to the inn's proximity to the Selka.

The inn's offering is cheap and basic:

- **Drink:** Mug of ale (4 cp), gallon of ale (2 sp), pitcher of wine (2 sp), bottle of wine (10 gp).
- **Food (Cheap):** Black pudding with turnip and bread, parsnip stew with onion bread or bean and barley pottage (1 sp).
- **Food (Good):** Cheap sausage with fried onion and apple chunks, leek and chestnut stew or chicken with buttered parsnip (3 sp).
- **Lifestyle:** Characters staying in one of the inn's 16 bedrooms can enjoy a poor (6 gp/month) or modest (28 gp/month) lifestyle.

### THE DWARF'S FOLLY BY DAY

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During the day, the Dwarf's Folly is a quiet place. Normally, the only customers present are those who have no pressing business in town or who sit in the common room nursing the banging hangover of the night before.

### THE DWARF'S FOLLY BY NIGHT

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As the sun sets, the Dwarf's Folly comes alive. Here gather adventurers, mercenaries and their hangers-on to drink ale, swap lies and carouse. The common rooms are normally noisy and busy until the early hours. This is not a place for a quiet (or discrete) drink.

### NOTABLE FOLK

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Some folk are often encountered at the Dwarf's Folly.

- **Rister Osma** (LN middle-aged male human **knight**) loves running the Dwarf's Folly. While not a coward, he has no desire to return to his old life of travel, danger and hardship. He loves good drink and tall tales—bards are always welcome at the Dwarf's Folly. Rister is a consummate host and can make almost anyone feel special and welcome. Consequently, he is a popular fellow, with his customers.

- **Jussi Ihamuoto** (CN male human **guard**) works behind the bar most nights. A borderline alcoholic, Jussi knows his job well and is popular with the regulars. He enjoys singing—loudly and badly—and is a good juggler. Stick-thin with a shock of red hair and a somewhat questionable dress sense he is hard to miss. Surprisingly, he can be a mean drunk.

### FOLK IN THE COMMON ROOM

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While the characters are at the Dwarf's Folly, they may encounter one or more folk of interest.

1. **Vilina Toivettu** (LG female human **noble**) visits the Dwarf's Folly on behalf of Aavo Oksanen. Drinking quietly—and sparingly—she is here to gather intelligence for Aavo on potential friends or enemies of the town. This experienced warrior is friendly but guarded. She has adventured in the surrounds and has a good store of stories to share. She wears worn studded leather and has a short sword at her hip.
2. **likka Himottu** (NG male human **commoner**) dreams of heroic adventure, glory and untold wealth; his view of adventuring is based on bards' stories and not reality. He pesters any and every group in the inn to let him join them. Scraggly, barely into his teenage years and unable to keep quiet likka rarely makes a good impression. He has no useful skills, but enough enthusiasm, positivity and daring for an entire party of heroes.
3. **Urho Puukko** (N male human **veteran**) works as a mercenary guard around town—watching warehouses, acting as a bodyguard for wealthy merchants and so on. Recently, he has grown bored of such humdrum activities and is looking for adventure. Along with Tuuli he looks for a group to join. He loves ale and is an entertaining drinking companion.
4. **Tuuli Neuvo** (N female human **veteran**) dreams of high adventure and has recently talked Urho into pursuing a more exciting lifestyle. She is the brains of the two and leads any negotiations for the pair's services. Tuuli is a local and knows many people around town. She is popular, but has a reputation for dramatic doings.
5. **Taavi Kuura** (LG male human **commoner**) drinks at the Dwarf's Folly at the behest of Father Joonas Mattila (location 2). He is here to find a suitable group of adventurers—but does not know why. If the characters seem suitable, he strikes up a conversation and steers talk (unsubtly) around to their exploits. Paranoid or suspicious characters may wonder how a peasant can have so much gold.
6. **Talvikki Kalamies** (CE female half-elf **spy**) nurtures dreams of greatness and has come to Dunstone searching for opportunities. If she can get away with stealing from inebriated adventurers she will, but she is far more interested in the rumours of a burgeoning thieves' guild in the town.

## WHAT'S GOING ON?

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While the characters are at the Dwarf's Folly, one or more things from the list below may occur.

1. **Lone Half-Elf:** A morose half-elf sits alone at a table. He's halfway through a bottle of wine and not slowing down. The man stares into space; sometimes, he wipes his eyes as if beset with grit. He wants to be left alone.
2. **Busy Night:** The inn is busy; Rister and his staff are rushed off their feet. They have little time to talk. Rister only has two rooms left to rent for the night.
3. **Dragon and the Thief:** A lively game of Dragon and the Thief is in progress. Several mercenaries and adventurers are playing for small stakes while each pumps the others for rumours and information. One of the characters would be welcome to join the game.
4. **Suitable Types:** Taavi Kuura (See "Folk in the Common Room") is bored and watches the group to learn more about them. She may approach them, later.
5. **The Watch:** A small watch patrol pops into the Dwarf's Folly to refresh themselves. Their presence quiets the crowd somewhat, and Rister is delighted when they go.
6. **Goodnatured Brawl:** Two drunkards start a good-natured bout of fisticuffs. Rister quickly steps in, to quieten the two.

## OPPORTUNITIES & COMPLICATIONS

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

1. **Friends & Patrons:** Adventurous folk, their hangers-on and the like, along with opportunistic thieves and even patrons, gravitate to the Dwarf's Folly. The tavern is an excellent place to make new friends and secure a job.
2. **Aavo's Agents:** Aavo Oksanen—ruler of Dunstone in all but name—sometimes despatches trusted servants and friends to the Dwarf's Folly to keep an eye out for notable folk who could be useful to Dunstone (or who could potentially cause the town harm). One such agent is Vilina Toivettu (see "Folk in the Common Room"). She takes a keen interest in the characters.
3. **Quiet Night:** The inn is quiet, and Rister Osma wanders over to the characters' table to have a chat.
4. **Missing Coins:** One of the characters discovers their purse is lighter than it should be—they've been robbed!
5. **Passed Out:** A huge warrior, Simo Aikio (N male human **knight**), lies slumped over a table, snoring loudly. A small pile of gold and silver coins glimmer invitingly on the table. Several folk are eyeing the pile with interest.
6. **Delthur's Folly:** A regular, Rauni Janakka (NG female human **commoner**), with a flair for storytelling, is cajoled into telling the story of Delthur Madann (see sidebar). Her version of the story contains many truths, but also much conjecture and many guesses about the dwarf's ultimate fate.

## WHISPERS & RUMOURS

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

1. **Delthur's Folly Found:** Someone has found Delthur's legendary lost mine! Speculation is rife as to the lucky person's identity—if the rumours are true much wealth remains in the mine. Several groups are planning expeditions into the northern hills—as soon as they know who to follow.
2. **The House of Yspher:** This dilapidated house stands on a lonely hilltop south of Dunstone. A dreaded wizard once dwelled in the manor; not all who enter the ramshackle building emerge. Horrible things are said to lurk in the ruin.
3. **The Nameless Monastery:** A ruined monastery of great age and fell reputation squats in the western tree-shrouded hills. Few know how to reach the place—the hills are particularly labyrinthine in the locality—although many travellers have glimpsed the ruin from afar.
4. **Brewers' Guild:** The brewers' guild is looking for guards comfortable in the wilderness to protect their peat-cutting expeditions in the Salt Marsh. Interested parties should visit the Brandybottle Distillery (location 8 on the Dunstone map) and ask for Verna Brandybottle.
5. **Thievery on the Rise:** Dunstone is experiencing an increase in thievery. Reports have been slowly on the rise for a year or so. Some believe the rise in crime is linked to the increasing number of adventurers in the town. Others worry the town's thieves are organising.
6. **Trafficking with Demons:** The Rekola were once a decent, trustworthy bunch. Magical ability has always run strong in the family, but a recent downturn in their fortunes have led them into the clutches of a demon! Few now voluntarily visit their ramshackle mansion in Old Town (location 7 on the Dunstone map).

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### DELTHUR MADANN

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The Dwarf's Folly is named "in honour" of Delthur Madann—infamous miner and madman who claimed to have a hidden mine somewhere in the Mottled Spire.

Delthur's ultimate fate remains unknown and since his disappearance 50 years ago many folk have searched for his mine. Such expeditions have uniformly ended in disaster or disappointment (or both). Locally, the phrase "Delthur's Folly" has become synonymous with obviously doomed, badly conceived and executed plans and expeditions. In Dunstone, a "Scion of Delthur" is one marked for an early, foolish death in the lands beyond the Selka River.

For more detail of Delthur's lost mine, refer to *Dungeon Backdrop: Delthur's Folly*.

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