

SHOPPING AT BADGER'S

The growing trade town of Dulwich looms over the Great Salt Mire in the Duchy of Ashlar. A veritable torrent of lumber from the nearby forest enriches its citizens' coffers and emboldens the growing merchant class. Dulwich's lord, Wido Gall, resists the merchants' efforts to topple his rule while coveting the nearby village of Longbridge. Both sides seek support from the followers of Conn, hoping to sway the newly appointed and young high priestess. Meanwhile, adventurers flock to the town's inns and taverns, preparing their own expeditions into the ruins hidden in the nearby Forest of Grey Spires.

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 Dulwich, this mini-venture can easily be used with almost any town or city.

CREDITS

Design: Creighton Broadhurst

Development: Creighton Broadhurst

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

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2022.

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit patreon.com/ragingswanpress

CONTENTS

Credits.....	1
Contents.....	1
Using this Mini-Adventure?	1
Shopping at Badger's.....	2
Badgers By Day	2
Badgers By Night	2
Notable Folk.....	2
Folk Out & About.....	2
What's Going On?	3
Opportunities & Complications.....	3
Whispers & Rumours	3
What's For Sale	3
OGL V1.0A.....	4

USING THIS MINI-ADVENTURE?

A mini-venture is akin to a normal adventure, but does not (normally) feature violence or physical challenges. Instead, a mini-venture focuses on the use of social skills and role-play to resolve the challenges, or events, therein. Most mini-ventures take place in an urban locale. Mini-ventures 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-venture 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 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-venture using the tables herein to facilitate play.



SHOPPING AT BADGER'S

Badger's is location 15 on the updated Dulwich map.

Heavily fortified and watched over by the surviving fragment of the Bernhard's Badgers mercenary company, this crenellated manor house is the base of a thriving business. Badger's is a bank, moneychanger and private home. Bernhard offers a range of discreet storage options for his clients along with his moneychanging and brokerage services. His well-protected home also sometimes serves as an auction house for expensive and rare objects; occasionally, he even brokers the sale of enchanted items.

Owned by the retired warrior Bernhard Ilmatoivia, Badger's has a good reputation in the town.

BADGERS BY DAY

Badger's opens during the day but is rarely busy. The services Badger's offers—bank, moneychanger and occasional purveyor of magic items—are not of interest to the average townspeople.

BADGERS BY NIGHT

Except for good (or notably wealthy) customers or for special events such as auctions, Badger's does not open at night. However, Bernhard and his guards dwell in the manor, and it is never empty. For thieves, Badger's is a challenging target.

NOTABLE FOLK

Some folk are often encountered at Badger's.

- **Bernhard "Badger" Ilmatoivia** (LN middle-aged male human fighter 6) retired from adventuring when he realised he could earn just as much money without the danger of imminent death, dismemberment or disfigurement by running a bank. Bernhard has a distinctive streak of white hair in his otherwise black mane—hence his nickname. Bernhard is widely thought of as an honourable, if a little inflexible, man. He is single, lonely and would dearly love to marry. He dreams of having children and—perhaps—marrying them into the duchy's nobility.
- **Sergeant Rusi Ikitiera** (LN middle-aged male human fighter 4) oversees the 12 surviving members of the Bernhard's Badgers mercenary company. He is a wily, hugely experienced professional warrior and keeps his troops on their toes. Rusi is balding and exceptionally fit for his age. He is the epitome of a professional soldier.
- **Penna Jurva** (N young male human) dresses as a younger version of Bernhard. Once a cook's assistant for Badger's mercenary company, he now serves Bernhard as a general assistant. Despite his young age, he enjoys considerable responsibilities in regard to Badger's operation. He is an over-zealous salesman.

FOLK OUT & ABOUT

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

1. **Tommo Valta** (CN male human fighter 3) wants a big magic axe, and he's heard Badger's might be the place to get one. Tommo is a huge man—over seven-foot-tall—and an imposing sight in his chain shirt. He's also handsome and a little bit vain. Surprisingly, he is not stupid; far from it, in fact. However, he enjoys playing the role of the stupid barbarian, so people underestimate him. Tommo is friendly and more than happy to accompany new friends to a tavern for a drink. He likes heavy drinking, arm-wrestling and other drinking games. Low-grade trouble incessantly follows Tommo.
2. **Tilda Lempo** (N female human thief 3) visits Badger's with an eye to robbing the place. However, after posing as a customer with money to deposit in Badger's vault she has decided to give the manor a miss. She's now trying to extract herself from the place without raising Bernhard's suspicions.
3. **Salme Mielikki** (NG female human fighter 2) needs a job to clear her mother's large gambling debts and has come to Badger's in hopes of joining Bernhard's Badgers. She has obviously made an effort; her chain armour is gleaming, and she is clean and well-dressed. For all that, Bernhard is not hiring; he trusts his old comrades and no one else. The characters hear her being turned away by Penna Jurva and see a dejected warrior leaving the shop.
4. **Taavi Hirvi** (LN male human) want to go into business with Bernhard. Taavi hails from Dunstone. A merchant selling the spirits distilled in the town, he has a side business acquiring difficult-to-find items for monied clients. He is enthusiastic, business-savvy and not above introducing himself to other prospective customers, such as the characters. Taavi is rich and travels with a dozen guards.
5. **Seppo Arpia** (NE male human wizard 6) wants to deposit a sealed chest in Badger's vault. The chest contains certain spell components and mystical implements that could be seen as "problematical" by morally upright folk. Badger wants to know what's inside, and Seppo does not want to open the chest. An argument is brewing.
6. **Miina Janakka** (LG female human fighter 5) knew Badger in the "good old days" and knows him to be an honourable man. The rise of banditry in the vicinity worries Miina, and she is here to convince Badger to do something about it. She'd like him to sponsor a band of adventurers to combat the problem but has failed to talk the old warrior into it. If the characters are obviously adventurers, this stout, no-nonsense woman tries to talk them into doing something about the problem.

WHAT'S GOING ON?

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

1. **Only Customers:** When the characters arrive at Badger's there are no other customers present. This means they get prompt, personal service from the man himself.
2. **Business Bet:** One of the guards bet Penna Jurva (see "Notable Folk") that he cannot sell something to the next customer through the door—and that customer happens to be one of the characters.
3. **Badger's Closed:** Wido Gall, ruler of Dulwich, is visiting Badger's. The shop is closed, and a dozen soldiers bearing Dulwich's colours rest outside.
4. **Broken Wagon:** A wagon has lost a wheel outside Badger's and now blocks the street. As several guards watch, the carter tries to change the wheel while passersby shout at him.
5. **Heavy Rain:** It's raining heavily, and the street is empty. A perceptive character spots two heavily cowed figures watching Badger's from a nearby doorway.
6. **Four Horses:** A guard holds the reins of four horses outside Badger's front door. Within, four adventurers are attempting to sell some of their recently acquired loot.

OPPORTUNITIES & COMPLICATIONS

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

1. **Auction:** Bernhard will soon host an exclusive auction at Badger's. He is acting on behalf of an anonymous seller who has several magic items for sale. Rumours swirl about town as to exactly what items will be up for auction. Several adventurers from Languard and elsewhere in the duchy have come to Dulwich in preparation for the auction. Such folk are an excellent source of news and rumour.
2. **Safe Storage:** The party have retrieved something too valuable to immediately sell or too heavy to be easily portable. Several helpful people suggest storing the item at Badger's.
3. **Approaching Badger:** Bernhard has heard of the characters and seeks them out to offer his services and to see if they have anything to offer him.
4. **Lonely Badger:** Bernhard is lonely and would dearly love to marry. If a woman in the party catches Badger's eye, he courts them in an archaically honourable fashion.
5. **Extra Security:** Bernhard is planning to auction a particularly rare and expensive item and needs extra security for the event. If he knows and trusts the party, he asks them to help out.
6. **Competitive Buyer:** As a character is about to buy an item from "What's for Sale," another customer swoops in and offers 50% more than the asking price. An argument may ensue—the other buyer is desperate for the item.

WHISPERS & RUMOURS

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

1. **Badger's is Impenetrable:** Badger's features a nigh-impregnable, hidden vault. It is one of the safest places in Dulwich. Money and valuables deposited there are safe—as long as you pay Badger's fees.
2. **Magic Items for Sale:** Badger sometimes acts as a go-between for folk trying to buy enchanted items. He has contacts throughout the duchy and can often track down what you seek—as long as you pay his fee.
3. **Badger is Lonely:** Since he gave up soldiering, Badger has lived with his men. He is one of Dulwich's most eligible bachelors, and rumour has it he is lonely.
4. **Political Doings:** Wido Gall, ruler of Dulwich, has designs on the lordless village of Longbridge.
5. **Fallen Vongyth:** Legends and rumours about the fallen dwarven hold of Vongyth are circulating again in Dulwich. It's only a matter of time before adventuring parties head east to find and explore its dusty halls.
6. **Lord in Hiding:** Bernhard "Badger" Ilmatoivia is not a retired mercenary captain; he is a lord in exile from some distant land come here to hide from his enemies.

WHAT'S FOR SALE

Some or all of the items below are for sale at Badger's.

1. **Potion of Extra-Healing (800 gp):** This silvery effervescent potion comes in a vial of hardened glass.
2. **Elven Chainmail (3,800 gp):** Impossibly light and crafted from silvery metal, this supple suit of elven chain is a beautiful thing to behold. It scintillates in the light and is of high enough quality to be enchanted.
3. **Ring of Protection +1 (10,000 gp):** This thick burnished gold band bears intricate engraved protective runes picked out in platinum. The ring is old, worn and probably of dwarven artifice.
4. **Full Plate (400 gp):** Although slightly dented, this full plate armour—sized for a dwarf—is perfectly serviceable. The new owner may have to get the suit resized, but Bernhard can arrange that for them.
5. **Plate Barding (1,500 gp):** Arranged on a wooden frame approximating a horse, this heavy suit of plate barding is only suitable for a warhorse. Bernhard has owned this barding for years—few people want or can afford it—and he is happy to do a deal.
6. **20 Silver Arrows (20 gp):** Fletched with swan feathers, these perfectly balanced white ash arrows glisten in the light. They come with a matching quiver.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Gloamhold Campaign Guide. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

Town Backdrop: Dulwich. ©Raging Swan Press 2017; Author: John Bennett.

City Backdrop: Languard. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

Shadowed Keep on the Borderlands. ©Raging Swan Press 2021; Author: Creighton Broadhurst.

Shopping at Badger's. ©Raging Swan Press 2022; Author: Creighton Broadhurst.

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Shopping at Badger's* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Creighton Broadhurst to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.

