

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-eventure can easily be used with almost any town or city.

CREDITS

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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 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 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.



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 **knight**) 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 **veteran**) 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 **guard**) 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 **berserker**) 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 **spy**) 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 **guard**) 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 **commoner**) 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 **mage**) 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 **knight**) 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 Greater Healing (250 gp):** This silvery effervescent potion comes in a vial of hardened glass.
2. **Elven Chainmail (2,800 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 further enchanted.
3. **Ring of Protection +1 (4,000 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 (1,500 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 (5,000 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 (200 gp):** Fletched with swan feathers, these perfectly balanced white ash arrows glisten in the light. They come with a matching quiver.

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