

DRINKING
— AT THE —
DWARF'S FOLLY

A RAGING SWAN PRESS MINI-EVENTURE





YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

DRINKING AT THE DWARF'S FOLLY

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

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

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

CONTENTS

Credits.....	1
Contents.....	1
Using this Mini-Eventure?	1
Drinking at the Dwarf's Folly.....	2
The Dwarf's Folly By Day	2
The Dwarf's Folly By Night	2
Notable Folk.....	2
Folk in the Common Room	2
What's Going On?	3
Opportunities & Complications.....	3
Whispers & Rumours	3
OGL V1.0A.....	4

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 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

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 (3 gp/month) or average (10 gp/month) lifestyle.

THE DWARF'S FOLLY BY DAY

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

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

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

- **Rister Osma** (LN middle-aged male human fighter 4) 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 fighter 1) 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

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

1. **Vilina Toivettu** (LG female human fighter 3) 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 1) 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 fighter 2) 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 fighter 2) 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 1) 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 rogue 4) 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?

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

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 fighter 4), 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 1), 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

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).

DELTHUR MADANN

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*.

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.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

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

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

Dungeon Backdrop: The House of Yspher. ©Raging Swan Press 2019; Author: Bart Wynants.

Drinking at the Dwarf's Folly. ©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 *Drinking at the Dwarf's Folly* 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.



EVERYTHING

is Better with

Tentacles



Visit us at ragingswan.com

