

DRINKING AT THE VILIMZAIR'S ARMS

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.

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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 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 VILIMZAIR'S ARMS

The Vilimzair's Arms is location 13 on the Dulwich map.

Named for the near-mythical bard and legendary pirate captain Vilimzair Aralivar, the Vilimzair's Arms is popular with visitors to Dulwich and locals. Bright murals depicting events in the peerless bard's life decorate the front of the building. One shows the bard charming a monstrous kraken with naught but his voice, while another depicts him alone on a burning deck fighting a pack of skeletal pirates.

This tavern caters to lovers of cheap, plentiful drinks and bawdy, joyful entertainment. The tavern's small stage hosts both musicians and singers and is just large enough for small plays. The tavern's staff are incredibly loyal to the tavern's owner, Sofia Ehtaro. Many of the staff are aspiring entertainers and vie with one another for stage time.

- **Food & Drink:** Mug of ale (4 cp), pitcher of bad wine (1 sp), pitcher of good wine (2 sp).

THE VILIMZAIR'S ARMS BY DAY

By day, the Vilimzair's Arms is quiet. At this time, the staff restock the bar, clean the common room, and entertainers practise, or audition, on the tavern's small stage. The tavern is open to customers during the day, but it is considerably less rowdy than it is at night.

THE VILIMZAIR'S ARMS BY NIGHT

At night, the Vilimzair's Arms comes alive. Sofia Ehtaro lays on entertainment every night, and the tavern stays open until late. A profusion of entertainers—both professional and amateurs perform here. Most nights, several different acts perform. The crowd is usually merry and jovial; brawls at the Vilimzair's Arms are rare.

NOTABLE FOLK

Some folk are often encountered at the Vilimzair's Arms.

- **Sofia Ehtaro** (NG middle-aged female half-elf fighter 3) can't sing, can't play any instruments and can't act. Nevertheless, this charismatic woman loves entertaining people, and this love makes her the perfect landlady of the Vilimzair's Arms. Friendly, perpetually cheerful and a good businesswoman, she has made a great success of the tavern. She is a devotee of Vainamon (N lesser god of art and music).
- **Rauni Vaino** (NG young female human aristocrat 1) works at the Vilimzair's Arms because she loves it here. Rauni is the daughter of a well-to-do family. She does not need the money but loves mingling with musicians, artists and the like. Entertainment is in her blood.

- **Tyni Ilma** (LN middle-aged male half-orc fighter 4) serves as the tavern's bouncer but, in practice, does little but crowd control on busy nights. He's often half-drunk and a bit bored. He's not averse to chatting with customers and is a sucker for a pretty face.

FOLK OUT & ABOUT

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

1. **Maalin Vihäs** (NE female human fighter 3) needs to relax after a harrowing expedition into the southern woods. In truth, she is so upset and frazzled because she almost died. The deaths of two companions affect her much less. This burly woman is half in her cups when she encounters the characters.
2. **Suni Kare** (N male human rogue 2) visits the Vilimzair's Arms in search of talent. Suni plans to put together a touring troupe of unknown "talents". Of course, when he says "unknown", he actually means "cheap". Suni has big plans—to build a reputation for himself as a master entertainer. He will use anyone to achieve his goal. He's not above trying to talk a down-on-their-luck adventurer into joining his band. Suni is a larger-than-life kind of fellow and always seems cheerful. He is skilled at appearing wealthy and empathic; he is neither.
3. **Pekka Uro** (CN male human commoner 1) cares for nothing but having a good time. Pekka works any job he can get to earn more money. He comes to the tavern to have fun, drink with friends new and old and forget his tedious days. In this, he is normally spectacularly successful. Sadly, he suffers from terrible hangovers and is wildly unreliable. At the Vilimzair's Arms, everyone knows his name, and he is a popular fellow.
4. **Eljas Arpia** (N middle-aged male human fighter 1) hates his job—as a guard for a local merchant. More accurately, he hates his employer—Ambro Kallas—and has come here to drink and forget his woes. The atmosphere has cheered him up immensely, and he is working on a heroic debauch. Now past his prime, Eljas is developing a paunch and is no longer as vigilant as he once was. He would have his revenge on his master if the opportunity arose. He thinks it would be "tragic" if Ambro's business got burgled.
5. **Liisa Tapatora** (N female human bard 3) revels in the tavern's atmosphere. She grew up on tales of Vilimzair's derring-do and has long wanted to visit this place. A native of Languard, she has been in the town for almost three weeks and has come here every night. She is bright-eyed and visibly enjoying herself. She is happy to make new friends and knows lots of interesting and entertaining stories.
6. **Fosco Keeneär** (NE male halfling rogue 4) loves late nights at the Vilimzair's Arms. By then, most of the clientele are drunk and distracted—easy pickings for a skilled pick pocket.

WHAT'S GOING ON?

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

1. **Packed:** The tavern is packed. Several popular performers are scheduled to appear, and the common room has standing room only. Some customers have spilt outside onto the street. If the weather is good, the tavern's windows have been thrown open, and the sounds of singing, dancing and laughter fill the air.
2. **Sofia Sings:** Taking advantage of a lull before performances, Sofia Ehtaro takes to the stage. Her short performance is obviously terrible, but the customers applaud loudly anyway.
3. **No-Show:** A scheduled performer has not turned up. Thus, Sofia throws the stage open to anyone who would like to take a turn. She is inundated with offers. The next hour or so sees a steady procession of singers, poets, musicians (who just happen to have their instruments with them) and so on.
4. **Famed Performer:** The famed chanter Dordin Farneon (NG middle-aged male dwarf fighter 3) is to perform tonight, and the common room is packed. Dordin is known for performing various dwarven chants, battle songs and elegies. He has an encyclopaedic knowledge of dwarven legends. Rumour has it he has just completed this elegy for fallen Vongyth.
5. **Arguing Performers:** Two different performers think they are entertaining the crowd tonight, and both have brought a gaggle of devoted fans. An argument between the two groups ensues. If they are left to their own devices, a rare brawl could break out.
6. **No Ale:** During a busy night, the tavern runs out of ale. With no choice, Sofia is forced to discount her more expensive wines and spirits to keep her customers happy. Excessive revelry ensues.

OPPORTUNITIES & COMPLICATIONS

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

1. **Vilimzair Defaced:** Vandals have defaced the tavern's murals, and Sofia wants them punished. The vandals were in the pay of the Shadow Spiders who were warning Sofia of the least consequence of not paying her dues. She neglects to mention this when asking the characters to hunt down the vandals.
2. **Patrons Wanted:** Many want-to-be performers come to the tavern in hopes of securing a rich patron. Adventurers often have lots of money, and such folk are frequently targeted by musicians and the like.
3. **Deriding Vilimzair:** A bad-tempered customer—perhaps a visitor to the town—loudly derides the legendary bard. Staff and customers take a dim view of the man's

opinion. Shortly thereafter, he is refused service and leaves shouting insults at all and sundry.

4. **Curious Bard:** A singer, Ilta Kultimo (NG female human expert 1), is working on a new epic tale and needs material. She realises the characters are adventurers and starts pumping them—politely and charmingly—for inspiration. She is persistent but also a good source of local information and rumours.
5. **Other Adventurers:** Another band of adventurers is in the taproom and spending gold like water. They speak loudly of their recent successes and future plans. Apparently, one of them has a treasure map showing the location of a ruin in the southern forests. A perceptive character spots a piece of folded parchment peeking out of one of the group's poorly laced pouch...
6. **No Ale:** Sofia Ehtaro has a problem: the tavern is running out of ale. Will the characters help her get some more from another local tavern? She has the means to pay for it but not the means of getting it to the Vilimzair's Arms quickly. Perhaps the characters have access to resources that could help.

WHISPERS & RUMOURS

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

1. **The Spirit of the Great Bard:** Some say the spirit of Vilimzair Aralivar himself has, in some way, imbued the tavern. Vilimzair is said to have played with Vainamon (N lesser god of art and music), and this connection explains why the tavern is such a hub for singers, performers and the like.
2. **Sofia Cursed:** Sofia Ehtaro is such a bad singer that many folk think she must have been cursed—perhaps by Vainamon himself in revenge for some terrible blasphemy. Some believe she runs the Vilimzair's Arms as a penance for her sin.
3. **Bandits on the Borderlands:** Bandits again haunt the southern woodlands. Their raids are affecting trade. Several different groups are said to be in the vicinity; one such group is thought to lair in the so-called Shadowed Keep on the Borderlands.
4. **Doings in the Mire:** Strange encounters with some of the lizardfolk of the Salt Mire have been reported by travellers and hunters. It seems some of the lizardfolk are suffering from some kind of disease which makes them either listless or homicidally violent.
5. **Doings in Dunstone:** The northern town of Dunstone has been quiet for decades, but a new vigour seems to be creeping over the town. Opportunities for adventure in the northern hills abound!
6. **Bandits About:** Travellers have reported seeing signs of more bandits than normal in the environs of the eastern village of Woodridge. Maybe the village's lord has work for adventurers willing to flush them out.

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