

SHOPPING AT NALTHRA'S JEWELLERY

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 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.



SHOPPING AT NALTHRA'S JEWELLERY

Nalthra's Jewellery is location 5 on the Dulwich map.

This opulent three-storey tower shop is owned and operated by Nalthra Rekunen. The ground floor comprises a large showroom displaying exquisitely handcrafted jewellery while the second floor serves as her workshop. Nalthra lives on the third floor.

Recently, lumber boss Ossi Karppanen (location 3) is the latest person to be utterly smitten by Nalthra, a fact she is pondering how to use to her advantage.

She promotes her business through her brother's inn (the Dancing Bear, location 4) and makes it known she is willing to buy gemstones. She might not always offer the best price, but she is consistent and can handle large purchases.

NALTHRA'S JEWELLERY BY DAY

By day, Nalthra's Jewellery trades like any other shop. It opens a few hours after dawn and closes around dusk. Rarely are there more than two or three customers in the showroom at once.

NALTHRA'S JEWELLERY BY NIGHT

At night, Nalthra's Jewellery is closed. Nalthra lives on the third floor and so the building is rarely unoccupied. People passing by will typically see lights in the third-floor windows until late.

NOTABLE FOLK

Some folk are often encountered at Nalthra's Jewellery.

- **Nalthra Rekunen** (N middle-aged female half-elf **commoner**) embraces her elven heritage and the mystery it bestows, unlike her brother, Nurlon (landlord at the Dancing Bear inn, location 4). She is Dulwich's most renowned jeweller, which is not surprising considering she has over a century of experience.
- **Lusia Ehtaro** (LN middle-aged female human **veteran**) serves Nalthra as the day guard, ostensibly. (Secretly, Lusia and Nalthra are a couple.) Lusia has worked here for almost seven years and is dependable and trustworthy. Lusia is perceptive and has an eye for dodgy customers. Normally, she only wears studded leather armour and carries her trusty longsword. If she expects trouble, however, she dons plate armour.
- **Krog** (LN male half-orc **veteran**) serves Nalthra as an occasional night watchman. He does not work every night, rather coming in when Nalthra has particular need of his services. Krog is an insomniac and introvert. He likes his job.

FOLK OUT & ABOUT

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

1. **Lydia Shadewalker** (NE female halfling **spy**) plans to steal a few choice items from the showroom. She is here to sell some cheap pieces of jewellery so she can get a feel for the place. If the characters seem naive or inattentive she marks them as potential targets.
2. **Stiina Keiho** (NG middle-aged female human **commoner**) shops here for a new necklace. She is the wife of a prominent local merchant, Uoti Keiho, and could be a useful contact. She is friendly toward obvious adventurers as she is fascinated by their exploits. If the characters are pleasant, she invites them to dinner to meet her husband.
3. **Tiera Kare** (NG young male human **commoner**) shops here for a ring for his beloved, Lytti Jutikka. This teenager is madly in love but only has 4 gp to his name. As the characters arrive, he realises he can afford nothing here and his shoulders slump in defeat.
4. **Miina Ampuja** (LG female human **priest** [Darlen]) wants to sell the proceeds of her last adventure to Nalthra to fund charitable works. However, she is not happy with the price Nalthra has offered and argues loudly. She believes she should get a better price because of her plans to help the needy.
5. **Sipro Ihalempi** (NG male human **knight**) wants to buy the secret elvish magic rings he has heard Nalthra has for sale. Sipro is slow, simple and gullible. He won't take no for an answer and if he suspects the characters are here to buy the same rings he gets angry. Sipro is a big, burly fellow who doesn't realise how intimidating he can be. It doesn't help he's brought his beloved axe, *Head Hacker*, to the shop.
6. **Tahvana Janakka** (NE male human **spy**) enjoys conning people out of their gold by playing on their greed. He's got some "lovely" bracelets he's trying to sell. He thinks Nalthra is onto him and so leaves with the characters. He tries to sell the trinkets to the group and complains Nalthra would not give him a fair price. Whip-thin, Tahvana looks like a stiff breeze could knock him over; he is, however, an excellent runner.

WHAT'S GOING ON?

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

1. **Showroom Empty:** The showroom is empty of other customers; the characters have the place to themselves.
2. **Showroom Closed:** Nalthra entertains an important wealthy client. Lusia (see "Notable Folk") stands outside the shop's main entrance to politely turn other customers away. She suggests they return in an hour.

3. **Showroom Busy:** The showroom is packed when the characters arrive and Nalthra is rushed off her feet.
4. **Work in Progress:** Banging and thumping come from the upper floors. Nalthra has hired local artisans to make some improvements to her personal chambers.
5. **Singing Bard:** One of Nalthra's admirers has sent her a bard to sing of their devotions. As the bard bursts into song, Nalthra tries—vainly—to shut him up. The singer does not give up—an audience is an audience, after all.
6. **Angry Customer:** An angry man storms out of the shop as the characters arrive. He shouts something intelligible and then stomps off.

WHAT'S FOR SALE?

Along with her normal stock, Nalthra has certain choice items for sale.

1. **Golden Dragon Ring (750 gp):** Wrought in the shape of a dragon eating its own tail this chunky golden ring is superbly detailed. Nalthra has used tiny rubies for the dragon's eyes. This ring is fine enough to be used in the crafting of a magic item.
2. **Silver Chain Necklace (500 gp):** Of incredibly fine links this slender, glimmering necklace is amazingly lightweight. An onyx pendant of a rearing swan in profile hangs from the chain.
3. **Gold Armband (100 gp):** Sized for a woman's slender arm this finely wrought armband is about eight inches long. In places, the armband is worn as if it is very old.
4. **Platinum Brooch (400 gp):** Shaped like a butterfly this brooch is studded with tiny flecks of precious stones. Consequently, the butterfly's wings are a riot of colour.
5. **Golden Sun Amulet (200 gp):** This Darlenite holy symbol once belonged to a wealthy woman dwelling in Languard. The family fell on hard times and she had to sell the amulet. Nalthra puts no stock in rumours that the amulet is cursed...
6. **Jade Green Pendant (100 gp):** This worn pendant hangs from a gold chain. The chain is much newer than the pendant. The pendant depicts an odd toad-like creature with three eyes and three mouths. It has an unwholesome look about it. The pendant is easily worth 300 gp, but Nalthra wants to get rid of it. (The toad is the symbol Xeukros [CE demon lord of depravity, power and dominion over others] an ancient power worshipped in the Forests of Grey Spires.) Some degenerate elves still worship this fell power and would do much to retrieve the trinket.

OPPORTUNITIES & COMPLICATIONS

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

1. **Guards Needed:** Sometimes, Nalthra crafts particularly fine pieces of jewellery for those wishing to have them

enchanted. Such customers include adventurers and members of the Sagacious Masters of the Eldritch Nexus dwelling in the Black Tower. Nalthra could hire the characters to transport a piece to such a customer.

2. **Showing a Kindness:** One of the characters realises Tiera Kare (#3 "Folk Out & About") is out of place here and clearly miserable. If a character finds out what is wrong and buys him a trinket for his beloved that adventurer makes a friend for life.
3. **Nalthra Needs Cash:** Nalthra needs cash. This means she will offer a discount on her normal sale prices, but that she won't buy anything at the moment.
4. **Nalthra Needs Stock:** Nalthra's stocks have run low. She isn't interested in dross or scrap metal but is interested in fine pieces of jewellery or gemstones the characters have for sale. She offers good prices for the right items.
5. **Stop, Thief:** In a moment of madness, Lydia Shadewalker (#1 "Folk Out & About" tried to filch a piece of jewellery. Nalthra noticed, and Lydia has made a run for it. She dashes from the shop, as the characters arrive.
6. **It's Raining:** It's raining heavily as the characters arrive at Nalthra's Jewellery. As they cross the street, four horsemen canter past and splatter them with mud. Nalthra is less than delighted to have such dirty and bedraggled customers in her fine shop.

WHISPERS & RUMOURS

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

1. **Selling Your Loot:** If you have gems, jewellery or even precious scrap metal to sell, Nalthra's Jewellery is a good place to go. Nalthra is fair and honest.
2. **In Love with Nalthra:** Many local men are in love with Nalthra, although she ignores their interests. Some say she won't give her heart to a short-lived human. Others think she loves only her craft.
3. **Wealthy Beyond Imagining:** Nalthra has been plying her craft for decades. She is wealthy beyond the dreams of normal folk. Her shop is occasionally burgled, but no one has yet found her hidden wealth.
4. **Magic Rings:** Sometimes, Nalthra has magic rings for sale which she gets from the elves that occasionally visit the town. She won't sell them to just anyone; you have to prove yourself to her.
5. **Ancient Peoples of the Woods:** Many inhuman civilisations have risen and fallen under the boughs of the southern woods. Ruins dot the forest but the dangers are legion. The deeper into the woods you go, the more dangerous it gets.
6. **Nalthra is a Wizard:** Nalthra knows elven magic. She and her brother are much older than they appear and have extensively adventured in the southern woods.

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