

# DRINKING AT THE EAST GATE INN

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*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?

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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 EAST GATE INN

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The East Gate inn is location 6 on the Dulwich map.

The sprawling East Gate inn caters to Dulwich's wealthy and well-to-do foreigners. Visiting nobles and merchants trade barbs while scheming against one another. Between the rich clientele and the dealings going on, it is the perfect place of employment for Almina Mastonen tavern maid and head of the infamous gang of burglars, the Black Cats. She's aided in her information-gathering endeavours by her best friend, the half-orc dishwasher, Holg Torntusk, who lets her ride around on his shoulders.

- **Food & Drink:** Meal (mutton stew or steak and mushroom pie; 5 sp), mug of good ale (1 sp), pitcher of good wine (3 sp).
- **Accommodation:** A standard room costs 2 gp a night. The room is richly appointed and features a stout, lockable door and shuttered windows.
- **Lifestyle:** Characters staying at the East Gate can enjoy a wealthy (4 gp/day) or aristocratic (10 gp/day) lifestyle.

The Black Cats keep several safe houses around Dulwich, thanks to their practice of sharing their ill-gotten wealth with the town's poor. Unfortunately, the Black Cats are being pressured by the more ruthless and violent Shadow Spiders (location 7) into giving them a cut of their profit. Currently, Almina has a few jobs lined up to steal important documents from rich merchants if she can get the right crew together.

### THE EAST GATE INN BY DAY

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By day, the East Gate inn is quiet, but visiting merchants sometimes use the taproom or one of the private dining rooms as a place to meet clients and partners. Thus, often there is a muted hum of businesses about the place.

### THE EAST GATE INN BY NIGHT

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After the day's work is done, many of Dulwich's wealthy and important residents come to the East Gate to see and be seen. Here, at night, is Dulwich's greatest concentration of wealth. The taproom is often busy but never reaches the raucous levels of carousing that some of Dulwich's lesser-quality establishments attain.

### NOTABLE FOLK

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Some folk are often encountered at the East Gate inn.

- **Almina Mastonen** (CN female halfling **spy**) leads the infamous gang of burglars, the Black Cats. At work in the tavern, she is friendly and cheery. When leading her gang, she is ruthless and focused. Because of her work at the East Gate, Almina often knows who will be where and when, allowing her to easily pick her gang's marks.

- **Holg Torntusk** (NG male half-orc **guard**) loves working at the East Gate. The inequity of the inn's customers' wealth compared to most of the townsfolk bothers him greatly. Thus, he enjoys helping his good friend Almina redistribute some of that wealth.
- **Hannu Mieho** (LN old male human **commoner**) owns the East Gate and loves rubbing shoulders with his rich and powerful customers. He does little actual work these days except greeting regulars. He is normally found perched at the end of the bar with a glass of wine in hand. Hannu is a useful contact to cultivate for adventurers with a ready supply of disposable income or who fancy themselves as social climbers.

### FOLK OUT & ABOUT

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While the characters are at the East Gate inn, they may encounter one or more folk of interest.

1. **Eleonora Himottu** (NG female human **noble**) visits Dulwich from Languard. She is discrete and will not say for whom she works, but she seeks business opportunities. She is dressed well, carries a small book in which she makes minute notes and is assisted by a suspiciously muscular and alert scribe.
2. **Elias Ikitiera** (LN male human **commoner**) searches for a magical item—an enchanted longsword—for his client, who is based in Dunstone. Elias is polite, intelligent and good at sniffing out a bargain. He has rooms at the inn; if his search is successful, he'll need to hire guards to accompany him back to Dunstone.
3. **Konstantia Ilma** (LG female human **knight**) needs to find a wealthy patron. Konstantia has adventured for several years but now tires of the life; she thinks a stint as a bodyguard could be just the change she needs. Sadly, she has not yet met a client who fits her high moral standards. She is impeccably turned out, and her gear is in excellent condition. She'll linger here for another week or so before trying her luck in Languard.
4. **Anrra Jatrbek** (LG male dwarf **veteran**) visits Dulwich from a faraway dwarven hold. He has no goods for sale; this is a fact-finding mission at the behest of this thane. Anrra is friendly but circumspect and not above getting humans drunk and then pumping them for information. He dresses well and has a warrior's bearing.
5. **Hanna Arpia** (LN female human **commoner**) comes from Languard with a supply of wines and cheeses for the wealthy. Hanna judges by appearances and does not waste her time with riff-raff. She is impeccably dressed but clearly enjoys her wares a little too much.
6. **Aapro Kare** (NE male human **spy**) knows how to impersonate a wealthy merchant and is dressed impeccably to fill that role. He is knowledgeable on a wide range of mercantile subjects—he actually could make a good merchant—and abhors violence. He has dark, intelligent eyes, closely-cropped brown hair and a cultivated accent.

## WHAT'S GOING ON?

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While the characters are at the East Gate inn, one or more things from the list below may occur.

1. **Merchants:** Two well-dressed merchants sit at a table, sharing a bottle of wine while they negotiate a deal. Their bodyguards keep a watchful eye on each other and the other patrons.
2. **Busy Taproom:** The taproom is busy; many of Dulwich's wealthiest and most important folk are in tonight. There is precious little room for itinerant adventurers. If they have not dressed appropriately, they are somewhat ignored by the inn's clientele.
3. **Hannu at the Bar:** Hannu Mieho (see "Notable Folk") is sitting at the bar when the characters arrive. Unless he already knows them, he comes over and introduces himself. He is inquisitive and friendly.
4. **Aapro Hunts:** Aapro Kare (see "Notable Folk") sits in the bar watching for a gullible fool to rob. He does not target adventurers—he's not an idiot—but he might while away an hour or two with a character (particularly if they are paying for the drinks).
5. **Entertainment:** Hannu Mieho (see "Notable Folk") has arranged for a renowned bard, Kaiju Ilmatoivia (NG female half-elf **spy**), to entertain his customers. Word has got around, and the taproom is full.
6. **Heavy Rain:** Heavy rain falls outside, and the patrons that do make their way to the inn are soaked. There is much polite jockeying for positions close to the taproom's fireplace.

## OPPORTUNITIES & COMPLICATIONS

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

1. **Defeat the Spiders:** Almina chaffs under the Shadow Spiders' demands and sees the characters as tools to upset the balance of power. She loudly complains while in their earshot of the Shadow Spiders and their violent, evil practices and then laments that no one has thus far been able to shut down their base of operations—the Golden Skull (location 7).
2. **Interested Almina:** Almina Mastonen (see "Notable Folk") takes an interest in the characters. Perhaps she decided they are easy marks, or—more likely—she decided the group could be useful pawns in her struggle against the Shadow Spiders.
3. **Thugs:** A gang of thugs hangs around outside the inn, drinking cheap ale and laughing. They do nothing overtly violent but act aggressively toward the inn's normal clients. These thugs are in the pay of the Shadow Spiders gang. Any overt display of force by the characters causes the thugs to disperse. They report the incident to the Shadow Spiders, however, which may cause the party problems in the future.

4. **Drunk Beggar:** A drunk beggar, Hintriikka Joutsimies (CN middle-aged male human **commoner**), staggers into the taproom and starts to harass the customers. Holg Torntusk (see "Notable Folk") politely but forcefully drags him outside. The incident causes a scene, and several of the well-to-do patrons are rather upset by the whole matter.
5. **Entertainment:** As #5 in "What's Going On?" But Kaiju Ilmatoivia is late. Could one of the characters fill in or find out where they have got to? If they investigate, they discover Kaiju has been attacked and robbed close to the inn. The muggers took her songbook, and she begs the characters to help her retrieve it.
6. **Arguing Merchants:** Two merchants argue over the terms of a deal. Neither wishes to compromise, and the argument slowly becomes loud and heated. Only the merchants' good manners prevent a brawl.

## WHISPERS & RUMOURS

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

1. **East Gate is the Place:** If you want to rub shoulders with the rich and powerful in Dulwich, the East Gate inn is the place to go. Watch out, though, the drinks are expensive, and the regulars will likely (politely) dismiss wandering adventurers and the like as "not the right sort".
2. **Tax the Rich:** Things are good in Dulwich, and its folk grow wealthy—particularly the merchants. Wido Gall is planning a new tax on the merchants, and they are not happy about it.
3. **The Shambling Dead:** Something is stirring in the cemetery (location 10). Visitors sometimes report being attacked by the animate dead! Almost no one voluntarily goes there after dark anymore.
4. **Selling Your Loot:** If you have gems, jewellery or even precious scrap metal to sell, Nalthra's Jewellery (location 5) is a good place to go. Nalthra is fair and honest. She is also an excellent jeweller—the best in town. Her brother, Nurlon Rekunen, owns the Dancing Bear (location 4).
5. **Badger's is Impenetrable:** Badger's (location 15) 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 steep fee.
6. **Thieves' War:** Dulwich has no single pre-eminent thieves' guild. Rather, several small gangs vie for supremacy. This "shadow struggle" normally plays out quietly in Dulwich's alleyways at night, but signs are that the conflict is intensifying. Soon, perhaps, a winner will emerge. In the meantime, the monied classes would be well advised to keep out of the way and look to their own defences.

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