

VISITING
— THE —
REKOLAS

A RAGING SWAN PRESS MINI-EVENTURE



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VISITING THE REKOLAS

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. 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

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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.



VISITING THE REKOLAS

Rekola Manor is location 7 on the Dunstone map.

Ivy crawls over the stone walls of this rambling, sagging manor house. Pigeons nest in the crumbling remains of one of its two towers. Weeds and wild bushes fill the garden, clogging a dry fountain where a faded, stained statue of a man looms. Home to the once preeminent wizard family in Dunstone, the manor has seen much better days.

The family once taught the magical arts to those who showed promise. However, no students come here anymore after a magical experiment gone wrong destroyed most of the family's spellbooks and research material decades ago. The head of the family, Vieno Rekola, potters around the decaying home with his sons and daughters, lamenting his family's fall from glory. Rekola and his family scrape together a small living, crafting simple potions and scrolls cobbled together from mouldering spellbooks.

REKOLA MANOR BY DAY

By day, Rekola Manor appears almost deserted. Townsfolk mainly avoid the place, and perceptive characters notice few even look at the mouldering ruin as they pass. Sometimes lone figures are seen in the untended garden. Adventurers occasionally visit the place, but they usually do so by day.

REKOLA MANOR BY NIGHT

By night, Rekola Manor takes on a wild, sinister demeanour. Thick shadows cluster amid the riotously overgrown gardens while faint lights flicker in some of the manor's windows. When night falls, traffic on the road outside the manor dwindles to a trickle. Strange sounds and lights coming from the manor are studiously ignored by its neighbours.

NOTABLE FOLK

Some folk are often encountered at Rekola Manor.

- **Vieno Rekola** (N old male human wizard 4) potters about his ruined family home, lamenting the horrible mistake wrought by his father that led to the family's near-destitution. Vieno is desperate and seizes on virtually any money-making scheme suggested by any vaguely trustworthy guest or customer.
- **Mauno Rekola** (N male human wizard 3) cares only about rebuilding the family's fortune and reputation. Mercenary in the extreme, he will teach anyone or sell anything as long as there is profit in it for the family.
- **Hanna Rekola** (NG female human wizard 3) sees the family's fortune as inextricably linked to that of Dunstone. She pushes her father to be more involved in town business, but thus far, he has rebuffed her pleas. Goodhearted and kind, Hanna is the Rekola most often seen at large about town.

- **Ambro Rekola** (CG young male human wizard 1) dreams of becoming a powerful wizard and righting the family's fortunes and reputation. With youth's nativity and haphazard focus, he is unlikely to achieve either, but his heart is in the right place. Ambro tries to join any suitable band of adventurers visiting the manor. He is headstrong, quick-witted and comfortable with hardship.
- **Mateli Rekola** (CN young female human wizard 1) couldn't care less about the family; she wants comfort and luxury and will attach herself to anyone willing to provide them. Of all the Rekolas she is the most likely to abandon her kin and move on. Mateli lies and cheats to get what she wants, but she rarely gets caught because she is intensely intelligent.

FOLK OUT & ABOUT

While the characters are at Rekola Manor they may encounter one or more folk of interest.

1. **Aldal Urzak** (LG male dwarf **veteran**) investigates rumours of the Rekola's foul doings. He lingers on the street outside the manor at night, sipping from a hip flask and watching for any strange occurrences.
2. **Niilo Aikio** (N male human **acolyte** [Morden]) visits the Rekolas in the hopes of searching through their depleted, fire-damaged library. He has come from Languard and hopes to track down some old accounts of the Twilight City. This earnest young man will be disappointed. He is delighted to talk with other wizards.
3. **Marke Jurva** (CE female human **cult fanatic** [Brael]) visits the Rekolas to discover if the rumours of their demonic practices are true. (She hopes to ally with them.) She is in disguise as a simple warrior when the party arrive. Marke hails from Dulwich.
4. **Panu Kotarikko** (N male human **spy**) watches the manor because he does not believe the Rekolas are as broke as they appear. If the characters visit the manor at night, they may spot Panu slinking through the garden.
5. **Kylli Mieho** (N female human **bandit captain**) wants to buy the Rekola's *potion of gaseous form* but refuses to meet their price. She asks a character to pretend to have another such potion for sale to drive down the Rekola's price. Kylli is cunning and quick-witted. She knows Dunstone well and could be a useful friend.
6. **Gor** (NE male half-orc **thug**) waits for a Rekola to emerge from the manor. The family owes his employer several hundred gold and are late paying. Gor plans to remind them of this fact through the medium of a clenched fist. He is brutish but focused on his task. The half-orc has no argument with the party and will back down if they intercede. However, he marks them well and quickly reports back to his employer. The party may have just made a powerful enemy.

WHAT'S GOING ON?

While the characters are at Rekola Manor, one or more things from the list below may occur.

1. **Magical Doings:** The sounds of faint chanting emanate from an attic window. The chanting continues for quite some time before trailing off into silence.
2. **Small Children:** A gaggle of small children cluster on the street near the ruined mansion. In high-pitched, excitable voices, they are trying to convince one of their number to throw stones at the statue overseeing the manor's dried up fountain.
3. **Empty Street:** The street is empty outside the mansion; a perceptive character notes townfolk going out of their way to avoid the place.
4. **Crows:** Three large black crows perch atop the manor's crumbling ridge. The birds watch anyone approaching the manor. Sometimes they lean their heads together as if they are having a whispered conversation.
5. **Dark Cloud:** Dark clouds hover over the manor and its surrounds, casting deep shade over the area. This gloom and a slight chill in the air give the manor a somewhat sinister appearance.
6. **It's a Sign:** Mauno Rekola (see "Notable Folk") erects a small sign in a prominent position overlooking the street. The sign reads, "Apprenticeships Available". A few days later, a passing character notices the sign has fallen over (or perhaps a superstitious or well-meaning local has knocked it down).

NOTABLE THINGS FOR SALE

Although the Rekola fortune is much diminished—or perhaps even extinguished—they still have a few things for sale.

1. **Scroll of Magic Missile (25 gp):** This old, tattered scroll comes in a battered and stained leather case. Both are decades old.
2. **Potion of Gaseous Form (750 gp):** This pale green, slightly effervescent potion fills a small iron vial.
3. **Blank Spellbook (35 gp):** This blank spellbook has some water damage to its front cover. Although it looks worse for wear, it is perfectly capable of accepting spells.
4. **Silver Dagger (90 gp):** Obviously of an old design, this silver dagger comes in a worn, frayed sheath. For all that, the weapon's blade remains sharp and bright.
5. **Spellcasting Services:** Any of the Rekolos will cast spells (such as *identify*) for the characters. Hard bargaining can secure up to a 50% discount, but the characters must supply any expensive components.
6. **Alchemical Services:** Several of the Rekolos are alchemists as well as wizards and will happily engage in such research and work for a paying client. All are keen to secure a wealthy patron.

OPPORTUNITIES & COMPLICATIONS

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

1. **New Books and Items:** Vieno Rekola is desperate to get his hands on new spellbooks and to convince the Oksanens to give him a grant to reopen his family's school. If he hears of any visiting wizards or adventurers in town, he might hire them to seek out such books. Alternatively, he may offer to buy any such items from adventurers, but he will not offer full price—he can't afford it.
2. **I'd Like to Join You:** Ambro Rekola (see "Notable Folk") bounds up to the party and asks to accompany them on their next adventure.
3. **Things for Sale:** Mauno Rekola (see "Notable Folk") approaches the party and tries to sell them something listed under "Notable Things for Sale".
4. **Smoke:** A loud bang sounds from the manor. Shortly thereafter black smoke billows from an upstairs window. Nearby townfolk beg the party to investigate.
5. **Laus Missing:** A young child, Laus Ilma (CN male human **commoner**), is missing. He was last seen near Rekola Manor, and some people mutter that the wizards have captured him for some horrible purpose. Several townfolk think the characters should investigate.
6. **I'd Like to Join You:** Mateli Rekola (see "Notable Folk") approaches the party and asks to join them. If they agree, they quickly discover she is less than an asset.

WHISPERS & RUMOURS

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

1. **Devil Worshipers:** The Rekolos worship a demon or devil. Their house caught fire decades ago as a punishment from Darlen. Most of the family are now nothing but crazed magicians.
2. **Magic School:** The Rekolos used to run a magic school, but that closed after an explosion and fire badly damaged the manor. Old Vieno wants to reopen the school, but no locals will send their children there.
3. **Magical Items For Sale:** The Rekolos sometimes have wondrous items of arcane power for sale. They are desperate for money, and a buyer with ready cash can drive a hard bargain.
4. **Deep Cellars:** Rekola Manor has deep cellars. Who knows what the debased wizards and sorcerers do therein to further their magical powers.
5. **Selling Up:** Old Vieno Rekola will sell the family home if the price is right. Who would buy the dump, though?
6. **Selling Wondrous Items:** If you have magical items you do not want, the Rekolos may buy them from you, but you won't get what they are worth.

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