

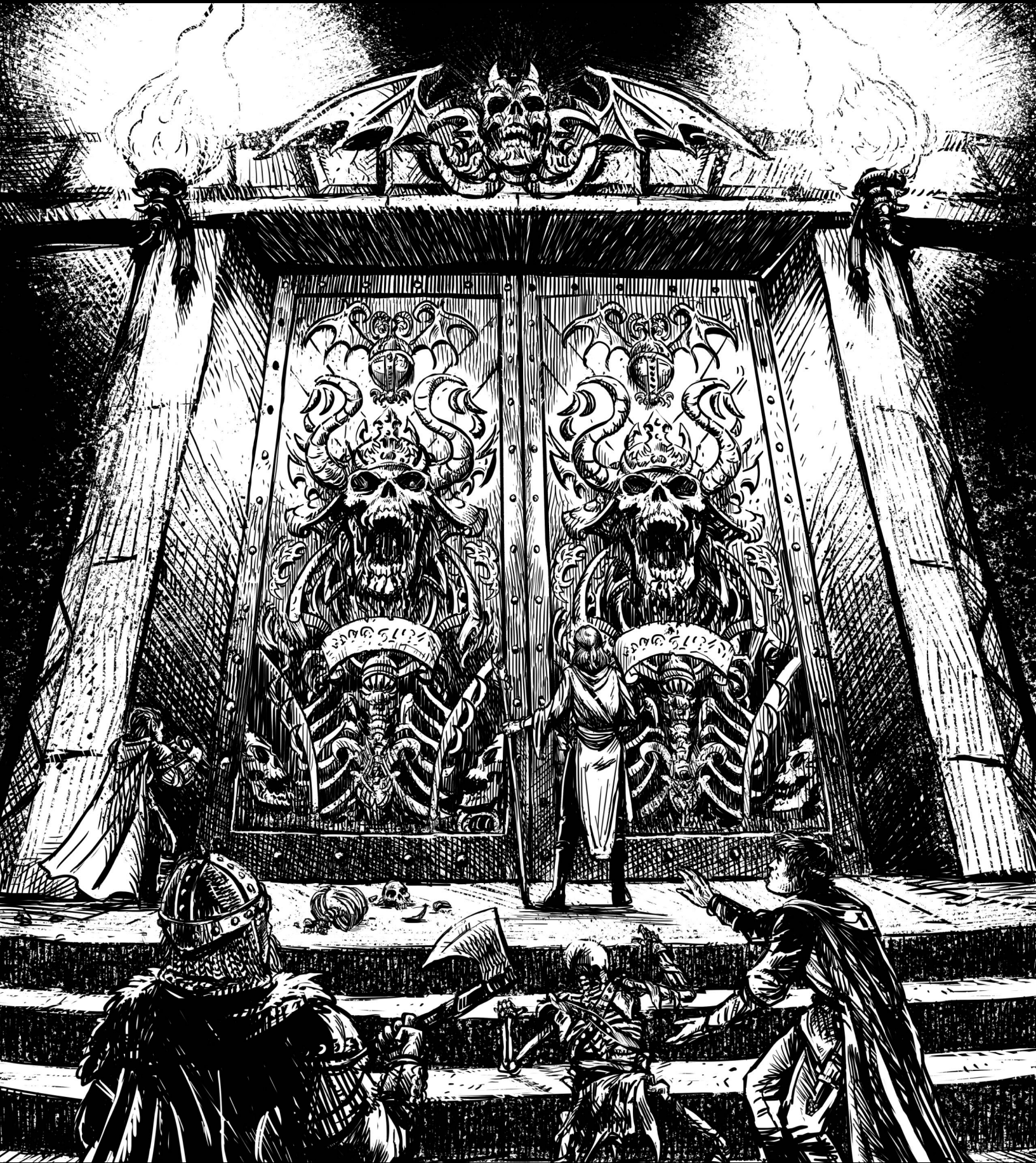
SHOPPING — AT — FISFELOND'S SMITHY

A RAGING SWAN PRESS MINI-EVENTURE



5E

THE DREAD THINGONOMICON



A SYSTEM NEUTRAL CAMPAIGN DRESSING RESOURCE FOR BUSY GMS

RAGINGSWANPRESS/DREAD-THINGONOMICON

SHOPPING AT FISFELOND'S SMITHY

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

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CONTENTS

| | |
|------------------------------------|---|
| Credits..... | 1 |
| Contents..... | 1 |
| Using this Mini-Eventure? | 1 |
| Fisfelond's Smithy | 2 |
| Fisfelond's Smithy By Day..... | 2 |
| Fisfelond's Smithy By Night..... | 2 |
| Notable Folk..... | 2 |
| Folk Out & About..... | 2 |
| What's Going On? | 3 |
| Opportunities & Complications..... | 3 |
| Whispers & Rumours | 3 |
| Things for Sale | 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, flavour and interest to the characters' doings in Dunstone. You can use the various entries as nothing more than local colour or as springboards to encounters, side quests or even full adventures. You can also 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.

You can either plan events before the game or just "wing" the mini-eventure using the lists herein to facilitate play.



FISFELOND'S SMITHY

Fisfelond's Smithy is location 9 on the Dunstone map.

Fisfelond's Smithy—a two-storey building with a connected forge at the rear—seems to hide unassumingly amongst its neighbours. The shop is open by appointment only, and a few dusty wares hang in the windows on display.

Dulannis Fisfelond is regarded as perhaps Ashlar's best weaponsmith. When the town still feared the monsters in the Mottled Spire, he forged weapons for the townsfolk and for good-hearted adventurers. Now, most customers just want hoes and plough blades, which has pushed Fisfelond into semi-retirement.

FISFELOND'S SMITHY BY DAY

Fisfelond's smithy is rarely a hive of activity. The elf-smith has only one apprentice and most locals have no need of his services. Only wealthy adventurers or mercenaries and Ashlar's nobility can afford his services—and Fisfelond is not predisposed to work for just anyone these days. His shop is open by appointment only. The smith often takes long walks in the nearby countryside during the day.

FISFELOND'S SMITHY BY NIGHT

By night, Fisfelond's Smithy is invariably dark, cold and empty. It has been many years since Fisfelond last worked through the night, and he will only do so now in times of great need. Fisfelond can sometimes be found at the Gilded Swan (location 5) or the Dwarf's Folly (location 1) of an evening. When he is out, his frustrated apprentice, Tahvana, watches over the shop.

NOTABLE FOLK

Some folk are often encountered at Fisfelond's Smithy.

- **Dulannis Fisfelond** (LG male elf **knight**) settled in Dunstone decades ago after many years of wandering. Lately, he only makes weapons for people he considers "interesting" or who pursue a noble cause. The elf is rarely in a hurry, and he is never rushed. Sometimes, he finds the human propensity for dashing about irritating, and he purposefully slows down as a result. He believes patience (in a human) is a virtue.
- **Tahvana Meurakas** (LG male human **commoner**) chafes at the lack of work taken on by his master but already knows more than most of his contemporaries will ever learn. He is a burly, pleasant man who loves Dunstone and its people. He often exhorts Dulannis to do more to protect the town and could be a good friend to like-minded, good-aligned adventurers.

FOLK OUT & ABOUT

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

1. **Taavi Nousia** (LN middle-aged male human **veteran**) works for Bernhard Badger of Badger's in Dulwich (location 15 on the Dulwich map). He is here to enquire if Dulannis has any magical weapons for sale, as Bernhard has a client looking for an enchanted sword. This grey-haired man has a veteran's look and carries himself stiffly—age ever creeps up on him—but with confidence. He is chatty and invites any characters who visit Dulwich to call on his employer.
2. **Aelliah Renrianinn** (NG female half-elf **knight**) hopes her elven heritage will open Fisfelond's door. She is clad in robes of obvious elven cut and is using her elf name in preference to her human name (Ilta Rauma). She has long, black hair, a ready smile, and a veteran warrior's compact, lithe build. Aelliah has gained some small fame as an adventuring warrior who has trod Gloamhold's benighted, doom-drenched halls; the characters may have heard of her.
3. **Vilhelmi Oтра** (CN male human **spy**) plans to rob Dulannis's shop but has given little thought to the elf's likely vigilance or blade skill. Filled with youth's hubris, he has already come up with a genius plan: rob the shop while the elf smith sleeps. (He does not know elves do not sleep, and his endeavour is doomed.) He is cocky and pretends to be a skilled warrior if challenged or approached. Vilhelmi is handsome and used to his good looks smoothing his way through life.
4. **Maalin Rautia** (LG female human **acolyte** [Darlen]) believes Fisfelond could be a useful ally to the church and is frustrated he doesn't do more to help the town. This tall, powerfully-built woman has never lied to the elf, but she comes here often to browse his wares and "subtly" preach to Dulannis and his apprentice. Dulannis knows what she is doing and indulges her—he knows a goodly, well-intentioned spirit when he sees one.
5. **Urho Paasia** (N male human **knight**) has a +1 *greatsword* and wants to sell it to Dulannis. Urho needs money and won't accept less than the going rate for the weapon. This tall, rangy man has met the love of his life and wants to move to Languard to settle down and start a family; thus, he has no need for the weapon.
6. **Kreeta Puukko** (NE female half-orc **bandit captain**) wants to buy a dagger from Dulannis, but the elf has given her the brush-off—he senses her dark heart. She now hangs around in the shop's vicinity, waiting for other adventurers to visit. When she spots likely candidates, she offers them gold if they will buy her a certain dagger (#2 "Things to Buy") she knows to be in the smithy.

WHAT'S GOING ON?

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

1. **Closed:** The shop is closed, but Dulannis is around. If the characters enquire about browsing, they can make an appointment for the next day.
2. **Open:** The shop is open, and Dulannis is entertaining a warrior who has travelled to Dunstone specifically to meet the elf smith.
3. **Adventurer Without:** Another customer (roll on "Folk Out & About") is trying to gain access to the shop. Tahvana is loudly apologising that the shop is not open but that he'd be happy to make an appointment so the adventurer can return at a time convenient for Dulannis.
4. **Dulannis Arrives:** The characters have arrived to discover the shop closed. As they leave, they bump into Dulannis, who has just returned from seeing a friend. The elf is in a rare sociable mood and invites well-mannered, goodly folk inside to peruse his wares.
5. **Closed:** The shop is closed, and Dulannis is away in Languard. If the characters enquire about shopping within, they can make an appointment for next week.
6. **Delivery:** Dulannis and Tahvana are overseeing a delivery of iron ore and, coal and other necessary supplies. A few townsfolk have stopped to watch proceedings and whisper among themselves that the elf smith is preparing for one of his rare commissions.

OPPORTUNITIES & COMPLICATIONS

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

1. **Maps to Adventure:** Dulannis possesses a few old maps showing nearby ruins. If a group seems willing and trustworthy enough, he might be willing to part with one or more or assist in funding an expedition.
2. **Magical Blades to Sell:** Dulannis still retains a keen eye for inspecting magic weapons. The news of such items for sale or in need of repair is enough to pique his interest and open his doors to strangers.
3. **Shop Closed:** Dulannis has closed his smithy and is not planning to open it again for a month or more. The characters must be exceptionally persuasive if they wish to commission the master smith.
4. **Shop Open:** Tahvana is cleaning and tidying the smithy, and the doors and windows are flung wide open. If the characters want to browse, he lets them but cautions the adventurers that he cannot sell anything without his master's permission.
5. **Urho Frustrated:** Urho (see "Folk Out & About") has failed to sell his magical two-handed sword to Dulannis and is frustrated. Would the characters like to buy it?
6. **Dulannis at Work:** The elf smith is at work at the forge with his apprentice, Tahvana, and is in a good mood.

WHISPERS & RUMOURS

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

1. **The Greatest Weaponsmith:** The elf-smith Dulannis Fiselond is Ashlar's greatest living weaponsmith, but he barely works at the forge these days. Some whisper that he is dying; others believe he will only forge weapons for good and noble heroes—something Ashlar seems to need more and more of these days.
2. **Devil Worshipers:** The Rekolas 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.
3. **Delthur's Folly Found:** Someone has found Delthur's legendary lost mine! Speculation about the lucky person's identity is rife—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.
4. **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.
5. **The Lord Ails:** Lord Benjam Oksanen nears the end of his life, and his grandson, Aavo, will shortly take his place. What this means for the town is anyone's guess, but Aavo is far younger and more dynamic than his grandfather. Many wonder if he will seek to push Dunstone's borders northwards into the Mottled Spire.
6. **Magical Items For Sale:** The Rekolas sometimes have wondrous items for sale. They are desperate for money; a buyer with ready cash can drive a hard bargain.

THINGS FOR SALE

Sometimes, Fiselond has interesting, valuable or unique weapons for sale at his shop. All the weapons listed below are of high enough quality to be enchanted.

1. **Curved Elven Longsword (450 gp):** Forged in the elder style by Dulannis himself, this blade has never tasted blood. It is beautiful in an unadorned way.
2. **Ebon Dagger (320 gp):** Forged with steel blended with ash from an ancient yew, this dagger is jet black, preternaturally sharp, and has a matching sheath.
3. **Short Sword (350 GP):** Well-balanced and lightweight, this dagger, sized for an elf, is a lethal stabbing weapon.
4. **Arrowheads (20; 2 gp each):** Tiny holes pierce these arrowheads; when loosed, they make a high-pitched screeching sound.
5. **Slender Spear (320 gp):** This sharp, tapered spearhead sits atop a stout, beautifully stained oaken shaft.
6. **Longsword (400 gp):** Forged for a holy warrior, this weapon has Darlen's sun symbol engraved on its blade.

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