

DRINKING
— AT THE —
DRUNKEN SAILOR

A RAGING SWAN PRESS MINI-EVENTURE



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DRINKING AT THE DRUNKEN SAILOR

Rowdy and cheap, the Drunken Sailor is the best place in Languard to find someone brave enough to sail across Hard Bay's cold, wave-flecked waters to Mottled Spire's brooding bulk and Gloamhold's doom-drenched halls. Within, the Drunken Sailor the crowd ebbs and flows with the tides and ale is cheap. Come visit the best dockside tavern in all Languard—the Drunken Sailor!

Even the smallest town has more locations than all but the most diligent and time-rich GM could ever hope to detail and design. To make matters even worse, when an adventuring party gets to a town or city, the characters often have the irritating habit of going off exploring. What's a GM to do? Designed specifically for you, the busy GM, this urban locale is designed to help you bring depth and flavour to your characters' next urban adventure. This Urban Locale is designed for use with City Backdrop: Languard, but is designed to be easily inserted into virtually any town or city.

CREDITS

Design: Creighton Broadhurst

Development: Creighton Broadhurst

Art: William McAusland. Some artwork copyright William McAusland, used with permission.

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WHAT'S A MINI-EVENTURE?

A mini-eventure is akin to a normal encounter, 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.

USING THIS MINI-EVENTURE

This supplement provides everything you need to run a short, flavoursome eventure. As well as presenting an in-depth look at a locale this supplement also present several tables for use during play. Roll on any or all of them as often as desired to create interesting, engaging situations. These tables include:

- **What's Going On?** Something is normally happening when the characters arrive at a locale. Use this list, to determine what is going on.
- **Opportunities & Complications:** Fate often throws opportunities and complications at adventurers. Use this list, to determine what befalls the characters while at the locale.
- **Whispers & Rumours:** Many rumours, half-truths and outright lies circulate among the Drunken Sailor's patrons. Use this list, to determine what rumours the characters hear.



DRINKING AT THE DRUNKEN SAILOR

A rowdy dockside tavern, the Drunken Sailor is a favoured sailors' drinking den. The crowd here ebbs and flows with the tides' ebb and flow and, surprisingly, violence and brawls are rare. The offering is basic, but cheap—just how the clientele likes it. Run by the balding, bombastic half-elf Arlamen Evdrear (N middle-aged male half-elf fighter 3) the Drunken Sailor is the place to meet sailors, fisherfolk and the like.

FOR SALE

The offering at the Drunken Sailor is basic, but good value:

- **Drink:** Flagon of ale (8 cp), flagon of watery wine (2 sp).
- **Food:** Fish stew (2 sp), crusty fish pie (2 sp).

The Drunken Sailor has no bedchambers for hire, but regulars sometimes spend the night comatose on the common room floor.

NOTABLE FOLK

- **Arlamen Evdrear** (N middle-aged male half-elf fighter 3) runs the Drunken Sailor. Well-known and respected, Arlamen is one of the best connected folk in the Fishshambles. A retired adventurer, he has a soft-spot for those following in his footsteps. He is fond of bardic tales of high adventure—and in particular tales of the legendary pirate bard Vilimzair Aralivar.
- **Lamahs Evdrear** (N female half-elf fighter 1) works alongside her father. Perpetually leather-clad, raven-haired Lamahs is as at home behind the bar as she is afloat. She craves adventure, and to follow in her father's footsteps—something he does not wish on her. She may try to join a band of adventurers visiting the tavern, if they seem "nice".
- **Ilmatar Jouts** (CN middle-aged female) loves working at the Drunken Sailor. Since her husband was lost at sea, the work here gives her life purpose, a (pitiful) income and a family of sorts. Her animated cackle often rises above the common room's hubbub. She is well known and popular among the regulars. Lamahs sees her as a surrogate mother.

FISHERFOLK & SAILORS FOR HIRE

One of the first problems adventurers face when trying to explore Gloamhold is Hard Bay's turbulent waters. Characters with the requisite skills and coin could purchase their own vessel. Most,

however, seek one of Fishshambles' many sailors to convey them thither. Sailors are in the main superstitious folk and fear Gloamhold and its terrors. However, those with enough coin (1 gp a day) can secure the services of a sailor brave enough to dare the journey. For extra coin, their hireling may even return at an appointed time to collect their charges.

Fisherfolk willing to dare a trip across Hard Bay include:

1. **Aaro Korpela** (NG old male human) often exaggerates his own skills and prowess, which has resulted in a couple of situations he survived through luck alone. Aaro is a skilled sailor, but is lost in dreams of his youth.
2. **Taneli Leino** (LN male human) has a large family and is desperate for extra coin to feed his growing brood. He takes no unnecessary risks.
3. **Usko Rintala** (N middle-aged male human) has sailed Hard Bay's waters for decades and knows them well. He can spend hours just staring at the water; recently, he has begun to believe the ocean is whispering secrets to him.
4. **Laina Eronen** (NG female human fighter 1) once served in the Nenonen's household guard to pay off a family debt to the crown. Once the debt was paid she returned to her first love—the sea. She is a skilled sailor and an enthusiastic brawler. Laina has a reputation as a reliable hire and, consequently, charges double the normal rate.

OTHER FOLK IN THE COMMON ROOM

Many folk visit the Drunken Sailor; some are fisherfolk while others are adventurers and the like. Sometimes, heavily disguised thieves—or their agents—and other ne'er-do-wells come here to learn which adventurers might be worth robbing in the near future.

1. **Mikael Vesi** (NE middle-aged male human thief 4) owns a fishing boat, but is a fisherman in name only. Instead, Mikael often works at night bringing in illicit cargo to his contacts in the Shadow Masks. Adventurers hiring him to convey them to Gloamhold may find themselves deposited on an isolated wharf and surrounded by thieves, on their return.
2. **Esko Ilmarinen** (LG male human fighter 3) secretly works for the Order of the Watch Eternal to keep an eye on adventurers making the trip across the water to Gloamhold. If Esko hears the party are keen to make such a journey, he seeks them out to offer his services. Perceptive characters may realise the

IN YOUR CAMPAIGN

The Drunken Sailor is location F2 on the City of Languard map, but is easily added to almost any fantasy town or city. The Drunken Sailor is best suited to a common waterside quarter—it is not somewhere the great or the good congregate.

The Drunken Sailor is a good place to meet brave fisherfolk willing to sail across the bay to Gloamhold and the cursed village of Greystone.

RUNNING THIS EVENTURE

Drinking at the Drunken Sailor can be nothing more than an interlude between adventures, the venue for the adventurers to meet a rival band or even the unlikely place to meet a patron for a mini-adventure and the like. You can either plan events ahead of time or just "wing" the whole mini-eventure using the tables herein to facilitate play. (These tables could form the basis of repeated visits to the Drunken Sailor as long as you keep track of what results the characters have already experienced).

burly, bald man is overly keen to help them and may suspect him of having a sinister motive.

3. **Kaija Viti** (CN female human thief 2) wants to join an adventuring party, but is a bit of a drama queen. She is scatty and forgetful but incredibly fit. She loves to run and can disappear for hours at a time as she runs about the city.
4. **Maalin Vartia** (NG female human ranger 2) loves sailing and the sea. She doesn't have her own boat, but willingly signs up with another adventuring party as a guard. She's won't enter Gloamhold or explore Greystone's ruins but is more than happy to guard the characters' sailing boat, camp or the like. She is honest, dependable and a skilled archer.

WHAT'S GOING ON?

Use this list, to determine what is going on when the characters arrive. Remember, the characters' actions may render some of the entries moot. Roll once, on this table.

1. The common room is packed when the characters arrive; the fisherfolk have finished work for the day and are here quenching their thirsts. If the characters seek news they easily learn 1d4 rumours from "Whispers & Rumours".
2. Arlamen Evdearn has been talked into regaling the common room with a favourite story taken from Vilimzair Aralivar's amazing life. He stands atop the bar—in full flow—as many of the customer listen in rapt amazement to the legendary bard's heroism.
3. The customers are morose. One of their number has disappeared at sea and has suffered a fate unknown. The sailor—Juhani Lemmäs—hasn't been seen for a week and is assumed dead.
4. The customers are happy—the catch has been fantastic over the last few days, and many of the fisherfolk are drinking a good proportion of their good fortune. Arlamen is—unsurprisingly—delighted by his good fortune and has engaged a bard to keep his customers happy. The bard knows many sea shanties and is leading the customers in an epic singalong when the characters arrive.
5. Arlamen is taking in a beer delivery and has no time to talk; his daughter, Lamahs, is behind the bar and cheerfully serves the characters.
6. The crew of two rival fishing boats are arguing over who gets the best table near the fire. The argument is a symptom of the two crews' long-running rivalry; without intervention, a brawl will result.

OPPORTUNITIES & COMPLICATIONS

Canny adventurers can find opportunities almost anywhere. Unlucky adventurers can find complications almost anywhere. Roll once on this list, to determine which the characters find.

1. Taneli Leino (#2 on "Fisherfolk & Sailors for Hire") is desperate for money and offers the party his services as soon as he realises they are adventurers.

2. Lamahs approaches the party, to find out more about them and their plans. Arlamen notices his daughter's interest in the party and, in turn, takes an interest in the characters. Depending on how they deal with his daughter, this could be a good or bad thing for the party.
3. Another adventuring party is in the common room looking for someone to carry themselves across Hard Bay. The group—the Deadly Blades—is led by Gillon Nalmek (LN male dwarf fighter 4). The group is flush with gold and doubles any offer the party makes to a fisherfolk. An argument could ensue.
4. Many of the Drunken Sailor's regulars think the weather is about to change for the worse, and that a big storm is on the way. None are willing to sail to Gloamhold until the bad weather has passed. (Of course, if the characters offer enough gold they might find someone desperate enough to accept their offer.)
5. The elderly fisherman, Juho Vaania, is too old to work at sea now and is selling his boat, the *Kaija*. The boat is sturdy and in good repair; Juho wants 75 gp for her.
6. The Drunken Sailor has a new cook, who is not good at his job. In fact, the cook is so bad he undercooks the fish stew, and a rash of food poisoning results. If the characters eat the fish stew during their visit, they might also fall sick.

WHISPERS & RUMOURS

Many rumours, half-truths and outright lies circulate among the Drunken Sailor's patrons. (Some or all of the rumours below may be false, as you decide.) Characters chatting with other folk in the tavern may learn some or all of the rumours below:

1. Several regulars at the Drunken Sailor are normally willing to sail adventurers across Hard Bay to Gloamhold in return for gold. (Provide the characters with 1d4 names from "Fisherfolk & Sailors for Hire").
2. Greystone's tumbled ruins are cursed. Something horrible lurks in the village's seaweed-infested harbour; no right minded fisherfolk docks there.
3. Aaro Korpela (#1 on "Fisherfolk & Sailors for Hire") is not as good a sailor as he says he is—several times only luck has saved him—and his passengers—from a watery grave.
4. Laina Eronen (#4 on "Fisherfolk & Sailors for Hire") charges twice what her competition charges, but she's honest, brave and dependable.
5. An adventuring party has returned from Greystone with stories of a flooded cave network beneath the village. Unfortunately, one of the party was slain while the adventurers explored the caves, which—apparently—feature some kind of hidden ancient temple and a strange witch who has powers over the fecund seaweed growing within.
6. A terrible sickness is spreading among the poorest folk of the Shambles and Fishshambles. First the afflicted suffer sweats and have clammy hands; then their skin takes on a scaly appearance and they have trouble breathing. Eventually, many sufferers die.

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