

DRINKING  
— AT THE —  
THREE BELLS

A RAGING SWAN PRESS MINI-EVENTURE



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# DRINKING AT THE THREE BELLS

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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 THREE BELLS

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The Three Bells is location 16 on the Dulwich map.

A stone's throw from Lawgiver's Hall (location 2), the Three Bells inn is popular with Conn's faithful. The inn is also a favoured destination for pilgrims come to worship at the church and is often full of such transient folk. Several of the hall's clergy come here to relax and socialise and sometimes engage in lengthy theological debates about obscure points of law and faith. Such debates are well attended by the faithful, who crowd into the taproom to hear the priests' learned discourse.

- **Food & Drink:** Meal (parsnips and vegetables or lamb stew; 3 sp), mug of ale (4 cp), pitcher of wine (2 sp).
- **Accommodation:** A standard room costs 2 sp a night. The room is large and well—if plainly—furnished.
- **Lifestyle:** Characters staying at the Three Bells can enjoy a modest (1 gp/day) or comfortable (2 gp/day) lifestyle.

Persistent rumours tell of an old tunnel leading from the inn's cellar to Lawgiver's Hall, built centuries ago for a high priest who was enamoured with the wine and women then offered at the inn. The tunnel is said to also intersect with the town's catacombs, but its entrances—if it exists—have been long lost.

While outwardly welcoming, the Three Bells is a place of horror and death. Its landlord, Valto Ilakka, is a compulsive serial murderer (as was his father and father's father) who disposes of his victims in bone-choked pits dug below a deep, hidden cellar hidden behind several secret doors.

### THE THREE BELLS BY DAY

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During the day, the Three Bells is quiet. Staff potter about cleaning rooms, replenishing the bar and so on while guests rest in their rooms, talk in the common room or go about their business in town.

### THE THREE BELLS BY NIGHT

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At night, the Three Bell's common room is normally alive with the hubbub of conversation. Many of the inn's guests are pilgrims come to worship at the Lawgiver's Hall, and the crowd is not rowdy.

### NOTABLE FOLK

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Some folk are often encountered at the Three Bells.

- **Ostler Valto Ilakka** (NE middle-aged male human **assassin**) runs the Three Bells as did his father and grandfather before him. Outwardly cheerful, and in possession of a pronounced paunch, Valto seems the archetypal ostler. Avarice and an uncontrollable desire to torture and kill lurk deep within Valto's damned heart.

Publicly he masks his base feelings and is a popular, friendly personality in the town.

- **Kaisa Janakka** (NE female human rogue 3) works at the Three Bells even though she knows there is something "off" about Valto. She's grown suspicious of several architectural oddities about the building and believes the ostler hides much wealth somewhere in the building. She has decided it must be hers. While she seeks to uncover Alto's wealth, she is more than happy to make a living robbing the inn's customers.

### FOLK OUT & ABOUT

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While the characters are at the Three Bells, they may encounter one or more folk of interest.

1. **Martha Helliikki** (LN female human **commoner**) searches Dulwich for her sister who disappeared several months ago while on pilgrimage to the Lawgiver's Hall. Martha is not wealthy and lacks street smarts. She has come to Valto's (see "Notable Folk") attention, and she will shortly fall foul of the murderous ostler unless the characters take her under their wing.
2. **Katariina Ikkururso** (NG female half-elf **veteran**) ponders the wisdom of taking up an adventurer's mantle. Thus far, she's served as a mercenary guard throughout Ashlar, but she now craves more excitement. Katariina is brave, personable and dependable; she is a good addition to any group. Additionally, she has travelled throughout Ashlar and knows its ways and could be a useful guide.
3. **Immo Kaivattu** (LN middle-aged male human **acolyte** [Conn]) enjoys wine entirely too much. Visiting Dulwich, he has elected to stay at the Three Bells so he can indulge his interest away from the hall's nosy (boring) clergy. He wears stained robes and has an air of dishevelment about him. He is more than happy to share a jack of wine with a new friend.
4. **Elisa Jurva** (NG female human **knight**) stands a few inches over six-foot and is an imposing figure. She seems somewhat out of place and a bit awkward in the common room. In reality, Elisa is down to her last few gold coins, and she ekes out her remaining funds. She is friendly, but proud, and interested in any legal money-making scheme.
5. **Aune Hirvi** (NG female human **spy**) lingers at the inn and tells anyone asking that she is waiting for a friend. She is actually a spy sent here to investigate the disappearance of Hilda Kaivas—a wandering bard whose patron has grown concerned at her absence. Hilda is reported to have stayed at the Three Bells.
6. **Erivar Farsten** (LN male dwarf **veteran**) wanders Ashlar selling his engineering and mining expertise. Valto Ilakka (see "Notable Folk") has asked him to plan the excavation of a new cellar—separate and distinct from the inn's existing cellar—and he is mulling over the plans.

## WHAT'S GOING ON?

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

1. **Quiet:** The common room is quiet, and half the inn's rooms are available to rent. A large group of pilgrims has recently left Dulwich; consequently, the characters can get a deal on accommodation if they haggle.
2. **Lively Debate:** A group of Connite worshippers and priests are engaged in a lively debate on some obscure point of church law. The debate is loud but good-natured. Several other patrons listen quietly.
3. **Friendly Ostler:** Valto Ilakka (see "Notable Folk") recognises the characters as adventurers and makes casual and polite conversation with them. He wants to ascertain if they are a threat to his activities; perceptive characters may find his questioning invasive.
4. **Ale Delivery:** A local merchant delivers a dozen barrels of ale. They stand in the common room until they can be moved to the cellar. Valto does this on his own and refuses all offers of assistance.
5. **Waiting Carpenter:** A local carpenter has arrived to do some work at the inn. He does not understand his assignment and waits to talk with Valto Ilakka (see "Notable Folk"). Why does Valto want such a reinforced door for the attic?
6. **Angry Conversation:** Martha Hellikki (see "Folk Out & About") is quizzing Valto Ilakka (see "Notable Folk") about her missing sister. Valto professes no knowledge of the missing woman, but Martha has become convinced he is lying. As the conversation progresses, she gets louder and louder, much to Valto's discomfort.

## OPPORTUNITIES & COMPLICATIONS

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

1. **Stolen Relic:** A holy relic has been stolen from the Lawgiver's Hall. The chief suspect, Inga Kare, stayed at the Three Bells, and speculation runs rampant that she used the old lost tunnel to perpetrate the theft. She has now disappeared, however. Vuokko Laiten, high priestess of Conn, demands the truth of the ancient tunnel is ascertained—perhaps Inga yet hides within and plans more thefts? (Inga has already fallen prey to Valto's terrible depredations, and he has hidden the relic in a deep cellar until he can decide what to do with it.)
2. **Missing Pilgrim:** A pilgrim, Aino Hellikki, went missing during her visit to Dulwich. Her sister, Martta (LN female human **commoner**), is in town, intent on tracking her down. She questions the party before falling into Valto's clutches. If the characters then hear she has also gone missing, they may become suspicious and investigate
3. **Hard-Up Warrior:** Elisa Jurva (see "Folk Out & About") approaches the party to see if they have the need for

another warrior in the group. Even if they do not, she is content to chat for hours—she has little else to do.

4. **Faint Smell of Death:** As a character exits the inn to go about their business, they detect a faint smell in the air. If they are perceptive, they recognise the smell as that of rot and death.
5. **Belligerent Clergy:** A quartet of the more militant, firebrand members of Conn's clergy believe Valto Ilakka (see "Notable Folk") must have been in on the recent theft of a holy relic (Opportunities & Complications #1). Determined to get to the bottom of things, the four burst into the common room and demand to search the inn. This is—obviously—disastrous news for the ostler who makes strenuous efforts to stymie their demands. He even calls for the watch to eject the clerics.
6. **Many Pilgrims:** As the characters take their ease in the taproom, the inn quickly fills with pilgrims. A large group of worshipers has just arrived from Dunstone, and all seek board and lodge. The staff are rushed off their feet. The characters may spot Aune Hirvi taking the opportunity to skulk about.

## 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. **Old Tunnel:** An old tunnel links the Three Bells to the nearby Lawgiver's Hall. The tunnel intersects the catacombs beneath the cathedral, but knowledge of its entrances was lost decades ago.
2. **Transient Workers:** The ostler at the Three Bells is always seeking new staff; for some reason, few people work there for long.
3. **Family Business:** The Three Bells is a family business; the Ilakkas have owned it for almost a century. The clergy at the Lawgiver's Hall try to buy the inn every decade or so, but they are always rebuffed.
4. **Unbelieving Ostler:** Valto Ilakka makes much money from the Lawgiver's Hall but is never seen worshipping there; many of the faithful resent that the innkeeper makes so much money from their brethren (without putting some of it back on the collection plate).
5. **Breached Catacombs:** There must be an entrance to the catacombs somewhere in the vicinity of the Lawgiver's Hall. Sometimes, strange smells hang in the wind, and some folk have reported hearing odd sounds; perhaps not all the catacomb's residents rest easily.
6. **Southern Doings:** Loggers and tree-fellers report a strange, unnerving atmosphere in the deep southern woods. Wildlife seems subdued, and even the colours seem subtly wrong. Most people dismiss their talk as nothing but the drunken ramblings of simple folk. Others remember the tales of olden empires hidden deep in the Grey Spires and wonder if an ancient power is stirring.

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