

SELLING LOOT
—— AT ——
ARLO'S STONES

A RAGING SWAN PRESS MINI-EVENTURE



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SELLING LOOT AT ARLO'S STONES

Back in town, the heroes have gems and jewellery to sell, but who will buy them? In Languard, Arlo, of Arlo's Stones, is well known as a dealer in tawdry, low-quality items. Thus, adventurers often visit his shop in the Low City to offload their low-value loot, but Arlo is equally well known for hard-driven bargains!

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 and Matt Morrow. 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 presents 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.
- **Notable Things for Sale:** Arlo has many pieces of dross for sale, but hidden among the junk lurk more expensive or interesting items. Use this list, to determine what those pieces might be.



ARLO'S STONES

Sullen, and consumed with jealousy and anger against anyone better off than himself, the jeweller Arlo Itkonen is a sycophant and frustrated social climber.

A fixture of Low City, his heavily fortified shop is often sought out by adventurers selling their low-value loot. Arlo's Stones has been broken into repeatedly over the years. Every new break-in spurs Arlo to invest in more and more security. He constantly complains of the cost of maintaining "his defences" and is perhaps one of the least trusting souls an adventurer is ever likely to encounter.

Arlo's Stones is on the ground floor of an old, narrow building overlooking Warrior's Way. He has a heavily protected salesroom, workshop and vault in the cellar. (Here also dwell his two gnomish workers). Arlo lives on the second floor; the third floor is empty and abandoned due to a roof that periodically leaks (and which Arlo cannot afford to repair).

FOR SALE

Arlo has many substandard cheap pieces of jewellery—the kind suitable for peasants and the like—for sale. He does not knowingly own any valuable items (but see "Notable Things for Sale").

- **Trash & Trinkets:** Most of Arlo's stock sells for between 1 gp and 3 gp. However, the canny merchant doesn't bother with price tags so he can modify the price of items according to the prospective purchaser's apparent wealth.

NOTABLE FOLK

Arlo employs two gnomish sisters—Leneal and Uanal—to craft much of the tawdry jewellery he sells to Low City's denizens.

- **Arlo Itkonen** (LN old male human) suffers from delusions of grandeur and is angry at his lot in life. Arlo is a frustrated social climber, as "folk of quality" do not patronise his shop. He craves the attentions of Languard's great and good but instead must make do with adventurers selling their loot and poor folk difficult to separate from their scarce coins.
- **Leneal Owaen** (N female gnome thief 2) crafts jewellery and maintains the shop's locks and other defences. She is cheerful and loves city life—there is so much to see, do and "acquire". She doesn't steal from Arlo, though, as she knows it would anger Uanal.
- **Uanal Owaen** (N female gnome illusionist 2) loves Arlo, bafflingly. A skilled gemcutter and jeweller, she could easily

set up in business on her own. She can't be bothered with the nitty-gritty of running a business, though, and is content working with Arlo.

OTHER PATRONS

The characters might not be the only customers at Arlo's Stones. Use this list, to generate the details of Arlo's other patrons.

1. **Juuso Aikio** (N male human fighter 2) dreams of fame and glory won against the denizens of the Twilight City. Sadly, he is perpetually broke—he is a borderline alcoholic—and can never afford the best equipment. He is here selling a handful of silver rings and shoddy copper and brass armbands.
2. **Vilutar Vihavaino** (NE female half-elf thief 4) needs to get rid of some "hot" rings she recently took from a merchant's house while he entertained his mistress. The rings are boxy and ostentatious and worth 100 gp. She only wants 10 gp, and Arlo is suspicious.
3. **Paavo Ampuja** (LN male human fighter 2) searches for a family ring he lost during an ill-fated game of Dragon and the Thief. In truth, it is his wedding ring; luckily his wife has not yet noticed it missing. He has just spotted the ring on display, and tried to buy it but Arlo detected his desperation and tripled the asking price. Sadly, Paavo cannot afford the inflated price and is getting increasingly irritated as he knows it is not worth what Arlo is asking.
4. **Venla Lempinen** (LG female human fighter 2) suspects Arlo knowingly buys stolen goods from thugs, burglars and the like. Venla is a member of the city watch and so her attentions could prove uncomfortable for the jeweller. When the characters arrive, Venla is attempting (badly) to masquerade as a petty thief looking to off-load her loot. If the characters seem disreputable, she latches onto them.
5. **Esko Urho** (N young human male) desperately needs money for his mother who is at death's door, and is selling some of her jewellery in an attempt to get enough to pay a cleric to heal her. A lot rests on this boy's ten-year-old shoulders, and he is nearly in tears. His father is long dead, and he and his mother are now nearly destitute.
6. **Eerikki Laulaja** (CN middle-aged male human fighter 1) begs on the street nearby—which is where he found the gold ring he is now attempting to sell. Eerikki stinks, and clearly lives on the street.

RUNNING THIS EVENTURE

Selling Loot at Arlo's Stones 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 schedule or just "wing" the whole mini-eventure using the tables herein to facilitate play. (These tables could form the basis of repeated trips to Arlo's Stones as long as you keep track of what results the characters have already experienced).

IN YOUR CAMPAIGN

Arlo's Stones is location L4 on the City of Languard map, but is easily added to almost any fantasy town or city. Arlo's Stones is best suited to a common quarter—it is not somewhere the great or the good congregate.

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. **Closed:** Arlo is out, and the shop is shut. If the characters bang loudly on the door Leneal eventually answers. She is happy to sell the characters anything from the shop's stock but tries to overcharge them so she can make a small profit for herself—after all, the characters can clearly afford it.
2. **Tactless Seller:** Aleksí Ehtaro (NG male human fighter 2)—a down on his luck adventurer—is here to sell a tarnished silver necklace. He doesn't like Arlo's offered price and tactlessly tries to sell the piece to the characters—in Arlo's shop! Arlo is deeply unimpressed.
3. **Leaking Roof:** It's raining heavily when the characters enter Arlo's Stones. Perceptive characters notice a sinister stain on the showroom's ceiling. Arlo's leaking roof is getting worse, and he is in a foul mood.
4. **Shouting:** As the characters are about to enter Arlo's Stones, they hear shouting from inside. (This is Arlo arguing with Leneal and Ural over a trivial matter, but the characters might read more into the situation).
5. **Sale On:** Arlo has got a sale on, to try and shift some excess stock. Thus, he is not particularly interested in increasing his stock; the characters must work extra hard to sell their loot.
6. **Arlo's Busy:** The characters are not the only ones trying to sell their unwanted loot. When they arrive, two other customers are trying to sell pieces to Arlo. Roll twice on "Other Patrons" to determine who else is here.

COMPLICATIONS & OPPORTUNITIES

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. **Arlo's Hangover:** When the characters arrive, Arlo is hungover and not in a good mood. If he realises the characters are not here to buy something, his mood sours.
2. **Arlo's Skint:** Arlo is experiencing a cash flow problem, when the characters arrive. He blames his tight-fisted customers. In an event, he only has 50 gp on hand and is loath to spend it all on more stock.

NEGOTIATING WITH ARLO

Arlo wants to pay as little as possible for new stock, and negotiates hard to get the best price possible. Similarly, he knows adventurers often have much excess coin and if they appear interested in one of his pieces he inflates the price in hopes of a windfall. (Buyer beware, after all.) However, Arlo is a (frustrated) social climber, and if he thinks the characters can help him climb society's ladder he makes extensive efforts to ingratiate himself with the party.

3. **Arlo's Ingratiating:** Arlo mistakes one of the characters for a member of the monied class—perhaps a rich merchant or famed adventurer. He is unfailingly polite to the character—perhaps irritatingly so. If Arlo discovers his mistake, his demeanour abruptly changes to one of barely restrained irritation and hostility.
4. **Arlo's Flush:** Things have gone well for Arlo recently, and he isn't as tight-fisted as normal during negotiations. No doubt, he'll regret any deal he gives the characters and will remember them in the future.
5. **Arlo's Hard Sell:** Arlo tries to sell the characters some jewellery. He draws the characters' attention to one or more of the things on "Notable Things for Sale", and makes strenuous attempts to sell it. (This could be a good hook into the characters' next adventure).
6. **Burgled:** Last night, a vagabond broke into the shop and stole some minor pieces. Arlo is in a foul mood, when the characters arrive. Characters not professing sympathy for him get short-shrift from the jeweller. Those offering to track down the thief, might make a friend out of the dour jeweller—particularly if they are successful.

NOTABLE THINGS FOR SALE

Arlo has a few notable pieces of jewellery for sale. Roll on this list as many times as you desire, to determine what notable things are for sale.

1. **Shiny Earrings (1gp):** Arlo thinks these golden earrings are merely gold-plated copper, but he is wrong. Actually of solid gold, they are a bargain (as the pair are worth 10 gp).
2. **Worn Golden Ring (1 gp):** This ring is clearly old, and its band has been worn smooth by many fingers. Arlo thinks it is junk, but it is not. The ring is of ancient troglodyte artifice forged with elemental fire and air. It radiates faint evocation magic, but has no obvious powers.
3. **Chunky Bronze Amulet (1 gp):** This amulet is a strange thing. It's clearly damaged, but was once quite exquisite. It seems to depict the face of some kind of hideous three-eyed, three-mouthed frog creature. Arlo is desperate to get rid of it.
4. **Necklace of Fireballs (1 gp):** Several coloured beads hang from this burnished copper band. A character handling the item discovers it is a *necklace of missiles* with one (crackled) 5d6 bead remaining. (The cracked bead may—or may not—function normally when thrown).
5. **Battered Gold Locket (2 gp):** Battered and dented, this pendent looks like nothing special. A character investigating the piece, who makes a successful find secret doors roll, however, discovers a tiny map etched inside the locket. (The map could lead to the party's next adventure!)
6. **Silver Ring (2 gp):** Arlo thinks this slender, tarnished ring is of silver, but it's actually platinum. Thus, he has massively underpriced the ring—particularly as a close examination reveals it is finely crafted enough to be enchanted. It is easily worth 150 gp, if cleaned and polished.

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GLOAMHOLD AND ITS SURROUNDINGS

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SHOALSTONE

THE BLACK TOWER

LANGUARD

GLOAMHOLD

SHARD BAY

WELLSWOOD

THORNHILL

WASHFORD

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THE SALT MIRE

A detailed black and white map of Gloamhold and its surroundings. The map features a central body of water, 'GLOAMHOLD', with a small island labeled 'SHARD BAY'. To the north is a large mountain range with 'THE SHARD' peak. Other locations include 'GREYSTONE', 'DUNSTONE', 'WELLSWOOD', 'THORNHILL', and 'ASHFORD'. A winding path is labeled 'THE OLD ROAD'. A compass rose is in the bottom right corner.



