

DRINKING AT THE THREE BELLS

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

Design: Creighton Broadhurst

Development: Creighton Broadhurst

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

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2023.

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit patreon.com/ragingswanpress

CONTENTS

Credits.....	1
Contents.....	1
Using this Mini-Eventure?	1
The Three Bells.....	2
The Three Bells By Day	2
The Three Bells By Night	2
Notable Folk.....	2
Folk Out & About.....	2
What's Going On?	3
Opportunities & Complications.....	3
Whispers & Rumours	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 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

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 poor (1 sp/day) or average (4 sp/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

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

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

Some folk are often encountered at the Three Bells.

- **Ostler Valto Ilakka** (NE middle-aged male human assassin 6) 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 thief 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

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

1. **Martha Hellikki** (LN female human) 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 Ikuturso** (NG female half-elf fighter 2) 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 cleric [Conn] 2) 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 fighter 4) 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 thief 3) 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 fighter 2) 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?

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

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), 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

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.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Gloamhold Campaign Guide. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

Town Backdrop: Dulwich. ©Raging Swan Press 2017; Author: John Bennett.

City Backdrop: Languard. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

Drinking at the Three Bells. ©Raging Swan Press 2023; Author: Creighton Broadhurst.

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Drinking at the Three Bells* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Creighton Broadhurst to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.

