

FIVE NIGHTS — AT THE — SCYTHE

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FIVE NIGHTS AT THE SCYTHE

Standing on a dingy side street in Low City the Scythe has a reputation as a place for hard drinking and its entertainers. Nights at the Scythe are rarely boring—particularly when the legendary halfling bard, Dricolen Nimblefinger, is playing—but most time-crunched GMs gloss over the time between adventures because there are more important things to prepare. Use this eventure to add flavour and interesting events to your PCs' next night out in Languard!

This eventure is suitable for any level PCs and can be used with any size group. It has also been designed to be easily adapted to virtually any GM's campaign.

Five Nights at the Scythe is set in the City of Languard, the capital of the Duchy of Ashlar, but is easily adaptable to almost any fantasy city.

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WHAT'S AN EVENTURE?

An eventure is akin to a normal adventure, but does not (normally) feature violence or physical challenges. Instead, an eventure focuses on the use of social skills and role-play to resolve the challenges, or events, therein. Most eventures take places in a settlement or on the road. Few occur in traditional adventure locales such as dungeons, ruined castles and so on.

Eventures are an excellent change of pace and can be used as filler between adventures or as situations in which PCs who have invested in social skills can shine. They are also perfect for players who enjoy role-playing.



THE SCYTHER

Standing on a dingy side street (location L3 on the City of Languard map), a stylised sign of an oversized scythe cutting through an ankle spurting a ridiculous amount of blood marks this semi-reputable establishment. Run by its one-legged owner Arvo Outila this inn has operated under its current name since he purchased it 15 years ago after a horrendous accident on his farm. It doesn't offer food or accommodation. This is a place to drink (copiously) and listen to music.

The tavern has a narrow frontage but extends back a surprisingly long way. Steps lead down into the common room, which is dingy and often smoke-filled. A bar runs along one wall and steps downward lead to another large room. The lower common room is popular with those who wish privacy—illicit lovers, thieves planning their next job and perhaps adventurers plotting their next quest.

The Scythe is renowned for its live performances. The upper common room has a small stage which hosts performances—some of dubious quality—most evenings. Mid-week sees the “famed” halfling bard Dricolen Nimblefinger (N male middle-aged halfling) take to the stage. Bafflingly, Dricolen has a devoted following amongst the locals; when he performs, the Scythe is packed.

TARIFF

- **Drink:** Ale (flagon) 8 cp, spiced wine (flagon) 3 sp, wine (flagon) 2 sp, wine (bottle) 10 gp.
- **Food:** The Scythe does not offer any food.

A NORMAL DAY

The Scythe opens late and closes late. The tavern is a no-frills drinking den and does not offer food or accommodation. This makes Arva's job much easier than it could be.

NOTABLE STAFF

- **Arva Outila** (N old male human) is the Scythe's one-legged, long-haired owner; he works most nights, hopping dextrously about the place. Arva is friendly, but a little morose and when deep in his cups bemoans the accident that cost him his leg.
- **Delthur Elduum** (N male dwarf fighter 3) serves as the tavern's only (occasionally needed) bouncer. He is an immensely fat dwarf. Typically, he is at the bar nursing a cup of spiced wine. Delthur is surprisingly perceptive and

intelligent for a dwarf and sees all that goes on, even though he often seems drunk.

- **Aili Tiera** (NG female half-elf fighter 1) works most nights. Aili is a night owl and much prefers the feel of the city after dark. A firm favourite with the regulars, Aili has a sharp wit and enjoys the taproom's banter. Aili is tall, and wears her black hair in a long plait. She dives into any brawls, to help Delthur.

NOTABLE PATRONS

- **Anafa Goodwater** (NG female halfling thief 2) has retired from adventuring. The only survivor of a disastrous expedition to Gloamhold, she blames herself for her companions' deaths. She is cheerful and light-fingered, but only pilfers a few coins from those too drunk to notice.
- **Aatu Kekko** (N middle-aged male human) works as a scribe and likes the Scythe's atmosphere. Slightly better off than many of the regulars, he is popular because he is generous with his drinks. Aatu is a portly chap given to waffling on about things he has recently read as a consequence of his work; thus he is surprisingly well informed on a wide range of subjects.
- **Esko Valtari** (CN male human) slaves away (as he puts it) at a succession of low-paid, menial jobs. Esko is always broke and looking to make easy money. Thin, with a pasty complexion, Esko looks a little unwell.
- **Other Regulars:** Many regulars drink at the Scythe. They include Berig Many-Belly (male dwarf), Calum (male human), Danil Farwander (female halfling), Elarik Swiftwind (male elf), Hard Armbreaker (male half-orc), Garrow (male human), Parg (young female half-orc) and Skaar (male half-orc).



ON THE MAP

The Scythe is location L3 on the City of Languard map, but can be easily inserted into virtually any fantasy city. It is best suited for the common quarter, or the slum district, of a city—many of its customers are rough and tumble types that would be out of place in an affluent quarter.

NOTABLE LOCATIONS

The Scythe stretches over two floors and a cellar, but only the ground floor is open to the public.

THE GROUND FLOOR

The Scythe's ground floor comprises two taprooms—the Top Bar and the Bottom Bar—as well as a small storeroom accessed from the Top Bar. A narrow passageway provides access to Arva's living quarters on the first floor and the tavern's cellars.

FIRST FLOOR

Here dwells Arva. His lodgings comprise a living room and bedchamber along with a small, rarely used, kitchen.

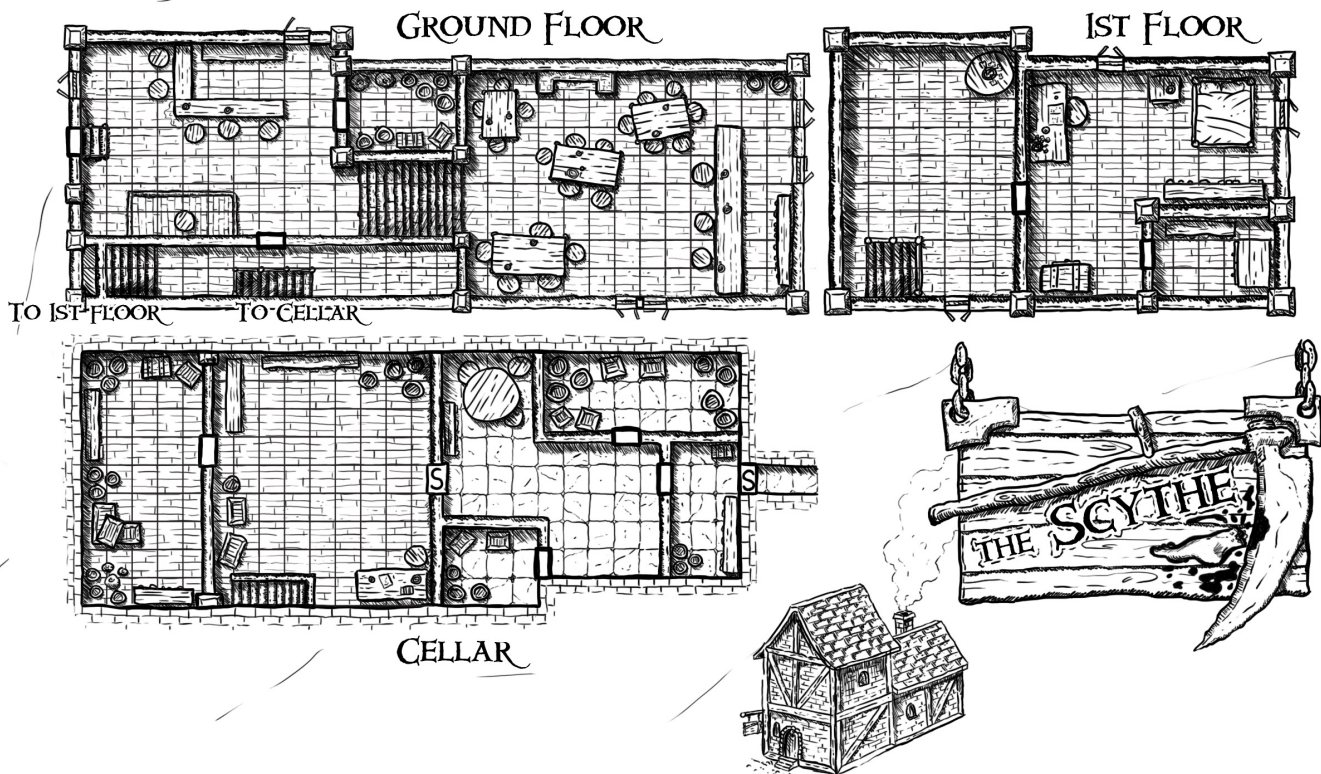
THE CELLAR

Arva uses the cellar for storage and as a small office. An old dusty sign depicting an eagle's head leans in one corner. The Scythe's cellar is larger than Arva knows.

The Secret Cellar: Before Arva purchased the tavern it was a hotbed of nefarious activity. A secret cellar served as a meeting room for a nascent band of thieves who sought to challenge the Shadow Masks. Unsurprisingly, the thieves failed and most were slain or run out of town. When the previous owner, Arijoutsu Koira, sold the Scythe, formerly known as the Eagle, to Arva he did so in haste for he sought to flee Languard as quickly as possible.

For five years the secret cellar lay undisturbed and forgotten until a small cult of Braalites discovered the tunnel leading to it. They now use the secret cellar for meetings and suchlike, although they have not yet used the place for sacrifices—it would be impossible to mask the screams. Prominent cultists include:

- **Kaleva Laso** (NE male human cleric [Baal] 3) leads the small cult and is the deepest into Baal's teachings. Kaleva is a butcher and has owned the small shop backing onto the Scythe for about one year. The secret tunnel in the Scythe's cellar leads to his much smaller cellar. Kaleva is a skilled butcher who plans to dispose of any sacrifices in his sausages and blood puddings. Kaleva is a borderline alcoholic and occasionally (late at night) sneaks into the Scythe's cellar to steal the occasional bottle of wine or spirits.
- **Akviliina Raita** (NE female human cleric [Baal] 2/thief 1) serves as the cult's eyes and ears in the Scythe. She drinks in the tavern several times a week to ensure no staff or customers suspects what is going on beneath their feet. Darkly attractive, she is popular with many of the regulars who have no idea at the sinister feelings lurking in her heart; she's already pondering who she'll kidnap and sacrifice first.
- **Lucia Viljari** (CE young female human thief 1) lives on the streets in the Shambles and always keeps an eye out for likely sacrificial victims. Her cruelty and brutality in one so young is breathtaking. She idolises Kaleva and sees as the butcher a father figure.



THE EVENTURE BEGINS

Five Nights at the Scythe presents five different nights the PCs can experience at the Scythe. You can use the five nights in one of three ways:

- The first time the PCs visit the Scythe, use Night One, the next time they visit use Night Two and so on.
- When the PCs visit the Scythe roll 1d6 (re-rolling a result of 6) to determine which night's events to use (but don't re-use nights, obviously).
- Run the nights one after another, if the PCs are using the Scythe as a base or if they have reason to visit repeatedly.

Finally, remember it's not all about the PCs and what they want. They might visit the Scythe with a specific intention, but that doesn't mean other things won't happen to them while they are there. Meeting a potential patron discreetly might be tricky on Night One (because it is so quiet) or the party might want to investigate the strange noises reported in the tavern, but arrive just as Dricolen Nimblefinger begins to sing.

HOOKS

The PCs can end up in the Scythe for one of any number of reasons. These could include:

- **Meeting a Fence:** If the PCs are looking to divest themselves of an item they don't wish to openly sell, the Scythe makes a good place to quietly meet a fence. Similarly, if the PCs are searching for such an item, their contact could arrange to meet them at the tavern.
- **Meeting a Patron:** The Scythe is a good, out-of-the-way place to discreetly meet a patron who wishes to keep their business private. On busy nights, normally when Dricolen Nimblefinger (N male middle-aged halfling) sings, the common room is packed and no one is paying attention to anything but the diminutive halfling. (Dricolen Nimblefinger plays the Scythe on Night Three.)
- **Slumming It (A Bit):** The Scythe isn't the worst tavern in Languard—there are much worse places to drink—but for adventurers seeking to let their hair down, or residents of High City looking to mix with the great unwashed, the tavern is a good place to go.
- **Strange Doings:** The party have heard rumours of strange doings at the Scythe. Perhaps they have heard of the odd noises heard late at night or have discovered a possible link between the tavern and their enemies. In any event, they decide a visit to the place is a good way to get to the bottom of things.

MINOR EVENTS

Use the list below, to add minor events to the PCs' visit:

1. Berig Many-Belly (LN male dwarf fighter 1)—a fixture of many drunken nights at the Scythe—staggers into the tavern and is welcomed by shouts of "Many-Belly!"
2. Arva hops out from behind the bar to change a barrel in the cellar. One of the regulars "hilariously" tries to trip the one-legged ostler, but Arva dextrously avoids the clumsily out-thrust foot.
3. Three worse for wear ruffians barge their way into the Scythe. Delthur—leaning against the bar sipping at a cup of spiced wine—takes one look at the three and roars, "Out!" Chastened, the three leave while muttering among themselves and casting dark looks at the fat dwarf.
4. The Scythe has a new barmaid Auni Kupias (LN female human). The regulars—for fun—try to get free drinks out of her when Arva isn't looking. Auni is attractive and gullible—she's an instant hit.
5. A rakish man enters the top bar, looks around and hurries downstairs. A few moments later a city watch patrol arrives.
6. Aili Tiera (NG female half-elf fighter 1) slaps an over-friendly customer across the face. He mumbles an apology while his friends laugh at him.

WHISPERS & RUMOURS

Whispers and rumours swirl about the common room. The PCs may hear some, or all, of these during their visit. Use the list below, to determine which come to the PCs' attention:

1. The Scythe is haunted. Late at night, when the common room is nearly empty, some folk report hearing muffled thuds and bumps coming from unknown places.
2. Raisa's Curios (location S1 on the City of Languard map) is a good place to find a bargain. Adventurers sometimes sell loot to Raisa they can't get sell elsewhere—some of it has overlooked value.
3. The city watch are keeping an eye on the Scythe and are planning to raid the place. Their undercover agents sometimes visit the tavern, but no one knows why.
4. Arva is planning more live music at the Scythe and wants to audition new singers, musicians and story-tellers.
5. If you want to know what is going on in the city find Asta Ojanen. She sells wine from a handcart in Low Market (location L1 on the City of Languard map) and hears much.
6. Several small groups of thieves are challenging the Shadow Masks' preeminence in the city's underworld. A half-dozen bodies have already been fished from the Svart, as a result.

NIGHT ONE

As dusk creeps over the city, persistent, heavy rain sets in. Outside the Scythe, water pours into the streets, which quickly turn to mud. Consequently, until the rains stops several hours later only hardened drinkers—or those with important business—venture abroad in the foul weather.

QUIET TIME

For a while, the Scythe is uncharacteristically quiet. A few morose drinkers linger in the top bar while the bottom bar is virtually deserted. Arva stands behind the bar wiping glasses, and mutters about closing up early. His mood brightens considerably when a large group of rowdy drinkers tumbles into the tavern.

ROWDY DRINKERS

The group of customers who brightened Arva's mood an hour ago or so become increasingly rowdy. Celebrating someone's birthday, they sing, dance and—occasionally—throw drinks over each other. If their thrown drinks soak the PCs, a brawl could ensue. If they don't accidentally start a brawl, the group stagger off into the night after another hour or so.

TWO CONSPIRATORS

Two dishevelled men, clad in cowled cloaks, sit at a quiet table, speaking about something obviously private—or perhaps illegal.

- **Albin Kylli** (NE male human thief 3) drinks heavily and is the kind of person you don't want behind you in a dark alley. Thin—almost skeletal—Albin looks as if he is suffering from a horrible wasting disease. His short-cropped hair, and dark bags under his eyes, highlight the general feel of illness hovering in the air around him. Albin is the brains of the operation.
- **Jaakko Leino** (CE male human thief 3) plots violence against anyone angering him, but is cunning enough to wait for the perfect moment to strike. Burly and thick-set with bushy black eyebrows and a craggy face, Jaakko is the living embodiment of a bruiser.

The two have worked together for years, and are loyal to one another. If a PC can get close enough to overhear the conversation, they learn the two are planning to burgle Raisa's Curios—one of the best-known shops on Cheap Street in the Shambles (location S1 on the City of Languard map). Raisa's Curios is famed for the occasional discovery of some hidden treasure among the junk and bric-a-brac comprising the majority of the shop's stock. The two have heard of a certain object—a crystal decanter—hidden somewhere in the shop which is reputed to have magical powers. The two plan to frame Tuukko Takala (N male human rogue 2), a half-Takolen who works at the shop, for the robbery.

NIGHT TWO

The common room is quite busy tonight; the hum of conversation and laughter fills the air.

TO THE CELLAR

Arva has to fetch some wine from the cellar. PCs in the top bar catch a glimpse of the stairs leading down to the cellar as Arva unlocks the door leading to them. (If the PCs are planning to investigate the strange sounds heard in the tavern, knowing how to get into the cellar is useful information). A few minutes later, Arva returns, carefully carrying two bottles of wine.

DRUNK, ARGUMENTATIVE COUPLE

Down by the fire in the bottom bar, a couple become progressively drunker as the night wears on. The two, Eevi Himottu (N middle-aged female human) and Aleksi Himottu (N middle-aged male human), are notorious for their loud, sometimes violent, disagreements. Arva has to quiet them several times before eventually asking them leave.

ENTER A TAKOLEN

Nearly universally disdained by Languard's common, decent folk the takolen dwell in the Wrecks. Few venture into the city proper, but this night a takolen enters the Scythe.

- **Sangasu Babel** (CE male human fighter 2/thief 1) wears his hair short and slicked back. Handsome in an exotic way, he wears old studded leather armour and carries a well-used rapier at his belt.

Sangasu buys an ale and then sits on his own in the bottom bar nursing his drink. He lingers for an hour taking up valuable table space. Arva mutters under his breath about lost business, but does nothing to eject Sangasu. Eventually, Sangasu drinks up and leaves. During his visit he approaches no one and only speaks if spoken to.

THE WATCHER

Akviliina Raita (NE female human cleric [Baal] 2/thief 1) spends several hours in the common room to make sure no one is suspicious of the cult's activities. She keeps an eye on any obvious adventurer sorts, and perceptive types may realise she is watching and sizing up the group. In conversation, she openly scoffs at any suggestion the Scythe is haunted instead suggesting most of the regulars are drunks with over-active imaginations. If the PCs seem intent on investigating the strange goings-on she marks them for further attention and the cult start plotting to remove this threat to their worship.

See "The Secret Cellar" for more information on Akviliina Raita and the cult.

NIGHT THREE

The taproom is abuzz with excitement—tonight Dricolen Nimblefinger is singing! From early in the evening a rough assortment of regulars begins to fill both bars.

DRICOLEN NIMBLEFINGER SINGS!

Bafflingly popular with the locals, Dricolen Nimblefinger (N middle-aged male halfling) sings this night. Revered, for some reason, by the locals as some kind of musical genius Dricolen is short even by halfling standards.

Dricolen performs atop two tables pushed together on the stage opposite the bar and is greeted with raucous applause by the tavern's patrons when he arrives. Dricolen sings a mixture of local songs and tales of high adventure. A born performer, Dricolen is charismatic and knows how to work a crowd.

Several notable or interesting customers are in the common room to hear Dricolen's performance.

- **Anafa Goodwater** (NG female halfling thief 2) works her way through the crowd pilfering the occasional coin from distracted regulars. She is not stupid and only targets drunk or distracted drinkers. She keeps away from obvious adventurers—she knows such folk rarely listen to reason and normally solve their problem with violence.
- **Eetu Väinö** (CN young male human) dreams of being a performer like Dricolen and stands in rapt awe near the stage singing along to all Dricolen's songs. Halfway through the evening, his father—Filpus Väinö (LN middle-aged male human expert 2)—barges his way into the bar and drags the objecting Eetu away.
- **Akviliina Raita** (NE female human cleric [Braul] 2/thief 1) drinks quietly while surveying the crowd. She is on the lookout for potential troublemakers who could cause trouble for her small cult. (See the "Secret Cellar" for more information regards Akviliina's motivations and goals).

When Dricolen's three-hour performance finishes, the crowd begins to slowly melt away. Within an hour or so both common rooms are quiet—only die-hard regulars remain nursing their drinks. Dricolen hangs around for another hour to meet fans and to share a few drinks with Arva—the two are good friends. If the PCs want to meet Dricolen, now is the time.

BEGGAR

As the night draws to a close, a half-drunk beggar—Joosef Aikamieli (CN male human)—staggers into the Top Bar and starts to badger drunk, tired patrons for coin (or a drink). He quickly annoys the remaining customers and Arva throws him out (but not before he attempts to get money out of the PCs). Depending on how they treat him, Joosef could lie in wait for them outside the tavern either to harangue them for not giving him their spare coins or to badger them for more. If they are particularly generous, Joosef could be a good source of information about what is happening "on the street".

MINOR EVENTS

Use the list below, to add minor events to the PCs' visit:

1. Leaning against the wall just inside the front door, Delthur Elduum casts his drunken eye over the throng. Seeing something that causes him to bestir himself he pushes through the crowd to have a word with a pair of young men before returning to his spot by the door.
2. A customer loudly complains his drink is off, and demands a replacement. The customer—a bearded, portly man—is only placated with a fresh drink...poured from the same barrel as his first.
3. A patrol of four city watchmen enters the Scythe looking for a petty thief who has just mugged a merchant. They question a few of the regulars—they are looking for a scrawny, black-haired man wearing a brown cloak—but no such individual has recently entered the tavern.
4. A drunk customer—a large, fat bald man—leans casually against the bar, but doesn't see it is wet. He misjudges slightly and slides over onto the floor covering himself in ale. Hilarity ensues.
5. With a loud clatter, a server clearing tables drops several pewter tankards on the floor. Luckily, they were empty.
6. The hubbub of voices on the street fills the Top Bar. Arva looks excitedly toward the door but no large group of customers materialises.

WHISPERS & RUMOURS

Whispers and rumours swirl about the common room. The PCs may hear some, or all, of these during their visit. Use the list below, to determine which come to the PCs' attentions:

1. The takolen are wharf-dwelling scum—don't trust them; they are all thugs and killers. Some of them worship terrible gods and they are responsible for children going missing in Fishshambles.
2. Arva has a new lady friend. He's taking more care over his appearance recently and appears in a much happier mood; he's stopped going on about his leg as much as normal.
3. The watch is planning a crackdown on criminals and ne're-do-wells; mark my words, it will end in violence—the Shadow Masks are notorious for solving their problems with a few judicious murders.
4. Urmas Aalto is a difficult old man to like, but no one knows more about Gloamhold. (Urmas lives at location H3 on the City of Gloamhold map).
5. A lot of adventurers and the like object to the sword tax levied by the duke. They see it as unfair and are notorious for trying to dodge paying it.
6. If you want good, cheap meat, Kaleva Laso's shop next door is the place to go. He's a drunk, but a good butcher.

NIGHT FOUR

Arva wants to have more entertainers at the Scythe. He dreams of replicating the success of nights featuring Dricolen Nimblefingers with other, cheaper, entertainers.

NEW ENTERTAINER

Tonight, Arva has hired a new entertainer to provide some background music in the Top Bar. Arva thinks this will get customers to stay longer and drink more. He's offered Antero 5 sp for the night.

- **Antero Talvikki** (N male human) sits on the stage and plays a small handheld harp. He's not bad, knows many popular tunes, and takes requests; however, Antero has a terrible singing voice—and knows it. He refuses to sing, but is happy to be accompanied by a skilled singer. Antero leaves a small cloth hat on the stage in front of him for tips.

The customers seem to like Antero, but he gets nowhere near the reaction Dricolen Nimblefinger enjoys when he performs.

AN ACCIDENT!

A man bursts into the top bar from the street. He breathlessly shouts there's been an accident on Cheap Street. Many of the customers rush outside to take a look. It transpires a pedestrian has been knocked down by a cart filled with manure and had her leg broken. She lies on the road screaming, while a few onlookers try to help her.

- **Cecilia Kuura** (N female human) sprawls on the ground screaming with pain. From her dress, it is obvious she is a prostitute.
- **Terhi Laukkanen** (NE female humans fighter 2/thief 1) stands next to her cart telling everyone it wasn't her fault. Terhi is a muscular, callous woman who doesn't seem to care about Cecilia's injuries—the strumpet should have been watching where she was going. Terhi is keen to leave the scene as quickly as possible.

What's Really Going On: Terhi Laukkanen is the granddaughter of Raimo Laukkanen and the two run Laukkanen's Collectors (location L7 on the City of Languard map). Ostensibly their wagons keep the streets clean by collecting animal dung and night soil. The pair's real business, however, is smuggling and fencing—no one checks their carts too carefully. Tonight, Terhi is transporting a load of silks securely wrapped in an air-tight barrel hidden deep in the cart's load.

If pressed, Terhi offers to pay the PCs to have Cecilia's leg magically healed. She hasn't got the money with her, but if they visit Laukkanen's Collectors on Cross Street she'll pay them tomorrow. Perceptive PCs may wonder why Terhi suddenly offers to pay for Cecilia's injury to be healed using expensive magic.

NIGHT FIVE

Of all the nights at the Scythe detailed herein, this night is the most like to end in violence, if the GM desires. (Barroom brawls are an interesting change of pace to a campaign's normal fights.) Make sure the players realise a brawl is a place for non-lethal forms of fighting. The watch might overlook a mundane brawl, but a death—even if it is accidental—forces them to investigate.

BRAWL!

In an unfortunate coincidence, several off-duty members of the watch choose this night to have a few quiet drinks at the Scythe at the same time as a half-dozen rough and ready types from the Shambles have come "up town". The watchmen at first seem oblivious to their peril, but one of the denizens of the Shambles recognises one of the watchmen. A brawl is obviously brewing; both groups get progressively drunker as the night goes on. Bitter glances and the occasional insult begin to fly between the tables. If someone doesn't intervene, a full-scale brawl ensues!

THE WATCH

Perhaps checking into reports of the brawl—or to keep the peace—a small watch patrol arrives at the tavern. Alternatively, they could be here looking for a notorious criminal.

The patrol comprises:

- **Tuuli Ano** (LN middle-aged female human fighter 2) leads the patrol and is determined to do her duty. She is polite, expects respect in return, and has seen it all. World-weary she just wants to do her job and go home. Tuuli has short brown hair and a nose that has obviously been repeatedly broken.
 - **Jalmari Helliikki** (LN male human fighter 1) hangs back from the conversation and keeps an eye on the room. Jalmari is a cautious man and doesn't like being in the presence of obvious adventurers, particularly if they are heavily armed. He has a loaded light crossbow.
 - **Konrad Kylli** (LN male human fighter 1) wants to be taken seriously by his fellows—he's new to the job—and he echoes everything Tuuli says until she tells him to shut up. Standing almost seven-foot tall and afflicted with a lisp Konrad cuts a slightly ridiculous figure in studded leather armour not quite long enough to offer him proper protection.
- Heikki Seppo** (LN male human fighter 1) has the look of a trained killer about him. In truth, he's never killed anyone, and he enthusiastically applies the letter of the law to almost every situation he encounters. Brave—and a little bit in love with Tuuli—he hurls himself into any confrontation or brawl with barely concealed zeal.

If the patrol is looking for a notorious thief, one of the party bears a passing resemblance to the wanted criminal. Tuuli will need convincing she should not arrest the relevant PC "just in case".

THE EVENTURE CONTINUES

The Scythe could easily become a fixture of any campaign. While it is not an adventurers' haunt, the tavern is beloved by its regulars and is a good place for out-of-the-way meetings. It's also a good place to lose oneself and to forget the horrors of a failed adventure. Similarly, the common folk drinking therein are

enthusiastic repeaters of rumours, whispers and tall tales. The Scythe is thus a great place to keep up to date with recent happenings in Languard.

ARVA RETIRES

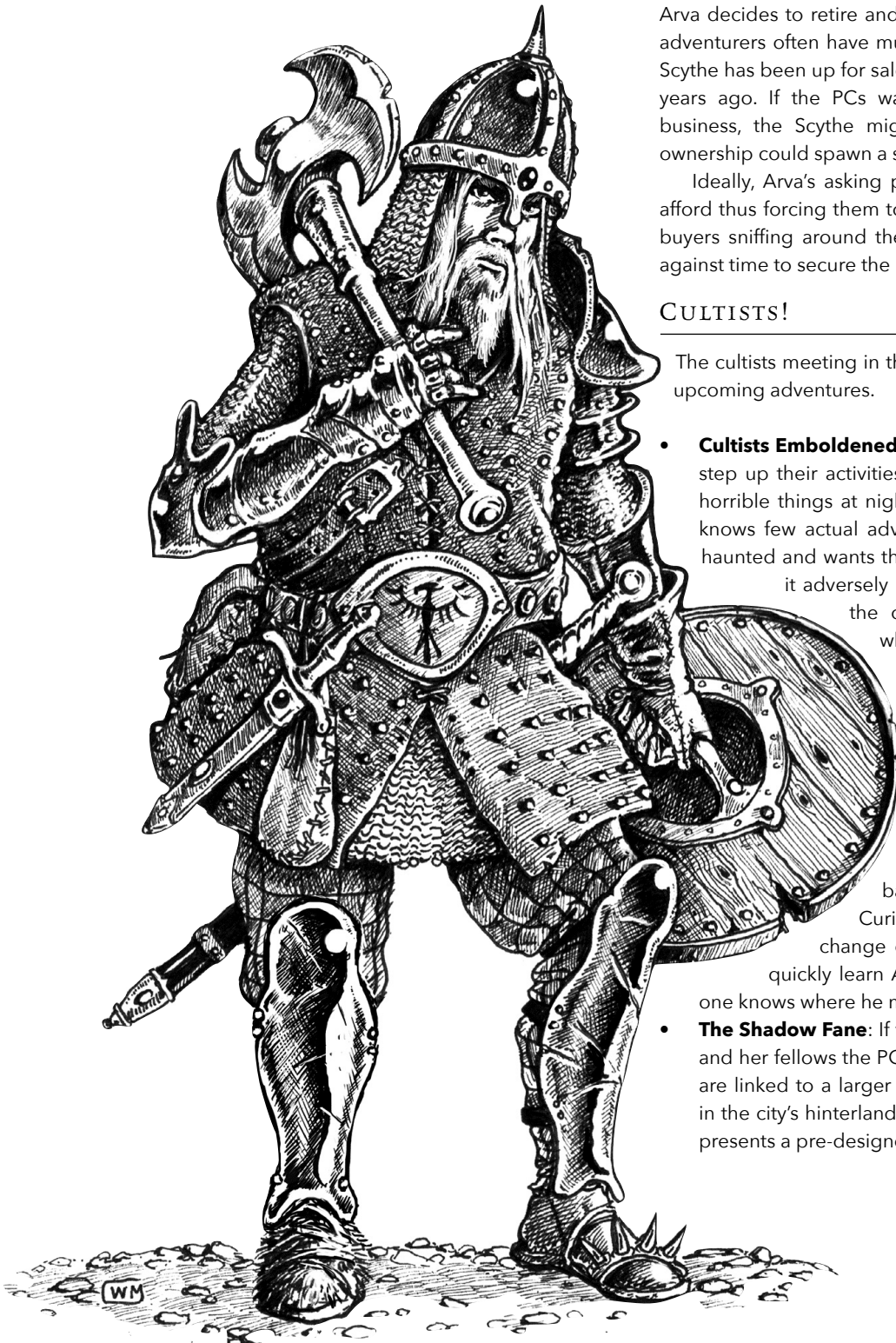
Arva decides to retire and puts the Scythe up for sale. He knows adventurers often have much wealth and he jokes to the PCs the Scythe has been up for sale since the moment he purchased it five years ago. If the PCs want to invest some of their loot in a business, the Scythe might be a good investment (and their ownership could spawn a series of interesting urban adventures).

Ideally, Arva's asking price is slightly more than the PCs can afford thus forcing them to quickly acquire more coin. With other buyers sniffing around the Scythe, the PCs are locked in a race against time to secure the necessary funds.

CULTISTS!

The cultists meeting in the Scythe's secret cellar could feature in upcoming adventures.

- **Cultists Emboldened:** The cultists become emboldened and step up their activities under the tavern. Arva hears strange, horrible things at night and turns to the PCs for help, as he knows few actual adventurers. Arva is worried the tavern is haunted and wants the ghost (or whatever) dealt with before it adversely affects his business. If the PCs discover the cult, Arva is horrified, and wants the whole thing hushed up.
- **Arva Sells Up:** The cultists decide to expand their "empire" and try to persuade Arva to sell up. To start they could make a genuine offer on the tavern—perhaps using Akviliina Raita as a front. If Arva refuses, he might mysteriously disappear one night and the PCs discover Akviliina behind the bar when next they visit the Scythe. Curious PCs may wonder at Arva's sudden change of heart and investigate the sale. They quickly learn Arva hasn't been seen for days, and no one knows where he might be.
- **The Shadow Fane:** If the PCs come into conflict with Akviliina and her fellows the PCs might discover the Braal-worshippers are linked to a larger cult lurking somewhere in Languard or in the city's hinterland. *Dungeon Backdrop: The Shadow Fane* presents a pre-designed chapel dedicated to Braal.



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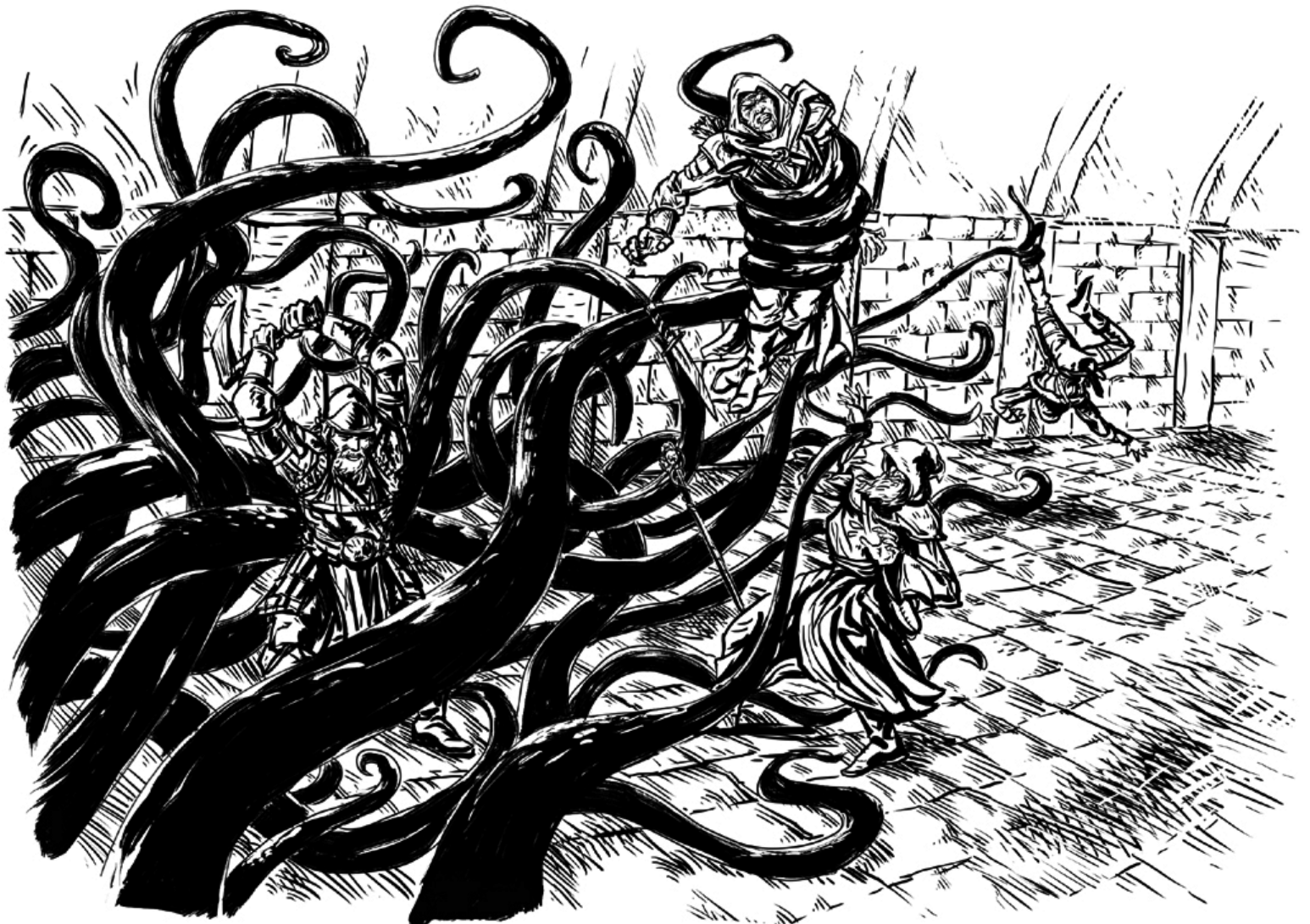
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