

FOUR NIGHTS
— AT THE —
ORC'S HEAD

A RAGING SWAN PRESS EVENTURE



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FOUR NIGHTS AT THE ORC'S HEAD

Notorious throughout the duchy of Ashlar as the haunt of adventurers preparing to dare Gloamhold's depths, the Orc's Head is a place of tall tales, hard drinking and the occasional barroom brawl. Decent folk rarely venture inside. Nights at the Orc's Head are rarely boring, 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 visit to the Orc's Head!

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.

CREDITS

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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 ORC'S HEAD

Cut from a chunk of local limestone and set above the tavern's front door, the luridly carved face of an orc identifies this place as the infamous Orc's Head. Notorious throughout the duchy as the haunt of adventurers preparing to dare Gloamhold's depths, the Orc's Head is a place of tall tales and hard drinking. Decent folk rarely venture inside.

The tavern's proprietor, Einar Salonen, was once an adventurer. A giant of a man standing almost 6 and a half feet tall, Einar was a mighty warrior in his prime. Now inactivity and too much drink have robbed him of his physique. He is still strong, though, and it is a brave—or spectacularly drunk—customer who risks his ire.

Within the Orc's Head, the drink is cheap, the music loud and the customers (often) drunk. It is a raucous place; brawls are not uncommon. The Shadow Masks operate—cautiously—here but, in the main, limit their activities to information gathering.

The Orc's Head is an oddity in that its common room is in the cellar. The first Orc's Head burnt down mysteriously decades ago. The owner—desperate to get back into business as quickly as possible—converted the cellar into the common room and later—when funds allowed—rebuilt the rest of the inn. The common room comprises four separate, snug and shadowy chambers perfect for plotting and scheming.

Of the two above-ground floors, the ground floor is given over to guests' lodgings while Einar, his family and several servants dwell on the upper level.

Einar stores his vitals and other supplies in a low structure behind the main building where he also brews his own beer.

TARIFF

- **Food & Drink:** meal (cold sausages, hard cheese and bread) 3 sp, weak ale 6 cp, wine (pitcher) 3 sp.
- **Accommodation:** Two-bed chamber 10 sp; four-bed chamber 20 sp; common room 2 sp.

NOTABLE FOLK

- **Einar Salonen** (N middle-aged male human fighter 5): The Orc's Head's proprietor is gregarious and welcoming. Relatively lax in the running of his establishment he doesn't much mind the occasional brawl as long as no-one is seriously hurt and nothing valuable is broken. He is popular with his customers, but not beloved of the city watch who see the Orc's Head as a perennial trouble-spot.

ON THE MAP

The Orc's Head is location L4 in the City of Languard, 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.

GENERAL HOOKS

Many things could happen at the Orc's Head, and people—many adventurers and their ilk—come here for a host of reasons. General hooks suitable for the Orc's Head include:

- Adventurers seeking to join or create an adventuring company often visit the Orc's Head. Adventurers seeking hirelings or henchmen are also well advised to speak with Einar, who knows many such folk.
- A brawl breaks out. Soon, many customers are enthusiastically participating. (The fracas is cover for a thief to steal a rival party's map of their recent Gloamhold exploration.)
- Dragon and the Thief is a popular game at the Orc's Head; visiting adventurers can often get a game—several boards are kept behind the bar. Such games are a good opportunity to make new friends, hear rumours and try to discover what rival bands of adventurers plan for their next foray into Gloamhold.
- An adventurer has an item for sale; perhaps it is a minor magic item or perhaps it is merely well made or rare. He wanders the taproom looking for a buyer. (If the sale is successful, he gives Einar a cut of the proceeds).
- Servants of a local craftswoman enter the taproom and go table to table hawking their mistress's wares. When Einar sees them, he throws the servants out.

HOW TO PLAY DRAGON AND THE THIEF

To play, Dragon and the Thief, each player needs two six-sided dice. The game is best played with three or more players. Refer to page 10 and print out the game board to facilitate play.

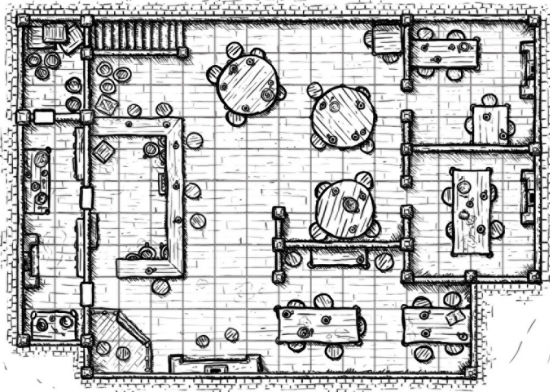
Start: Before play begins, the players must decide what denomination of coin (copper, silver, gold or platinum) to wager. All players start by placing a coin on the number 7.

Who Goes First: The players all roll their dice. The player with the lowest score goes first. Thereafter, play passes to the left.

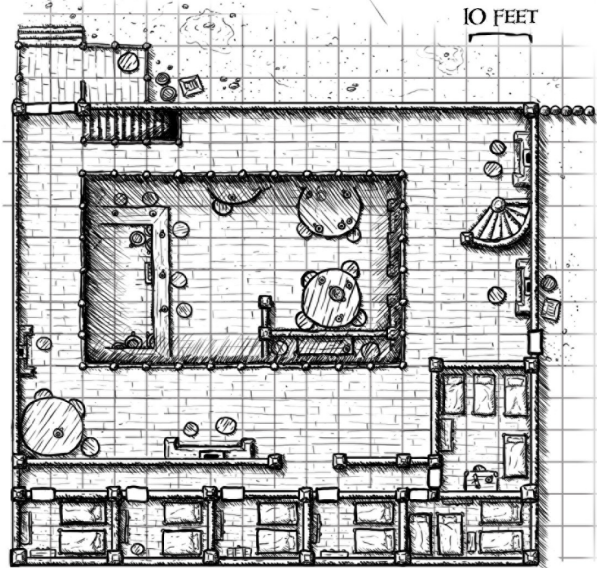
Playing: Each player rolls his dice. The result determines the player's action:

- **2 (The Thief):** The player takes all the coins except those on number seven (The Hoard).
- **3, 5, 6, 8, 9, 10 or 11:** The player checks the number for a coin. If a coin is there, the player takes it. If there is no coin the player puts one down on that number.
- **4:** The player does nothing.
- **7 (The Hoard):** The player puts a new coin on that number.
- **12 (The Dragon):** The player takes all the coins on the board.

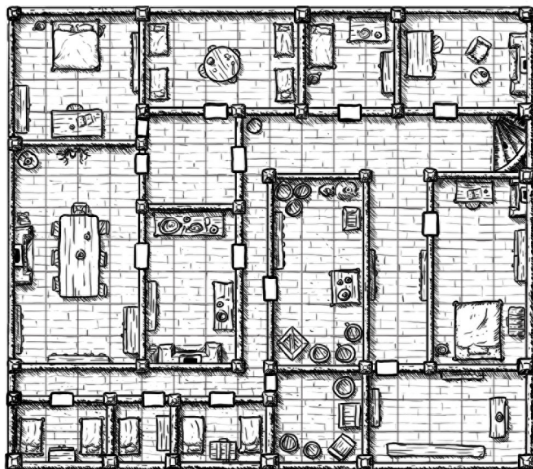
Play continues as long as the participants want to play; players can join or drop out at any time.



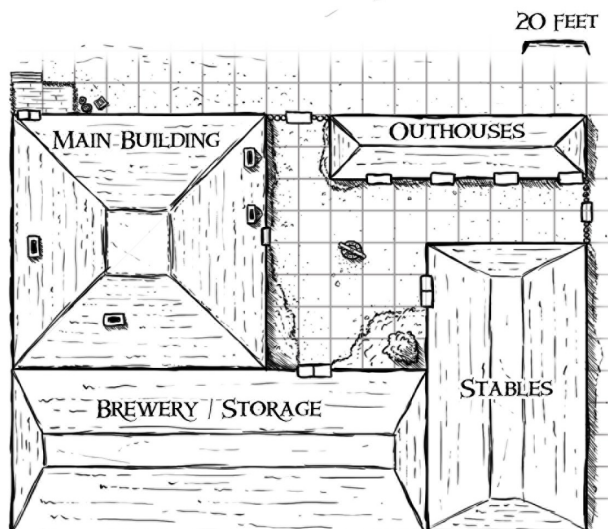
CELLAR / COMMON ROOM



GROUND FLOOR



UPPER FLOOR



OUTBUILDINGS

CUSTOMERS

The Orc's Head is a busy place. Itinerant travellers and adventurers drink here to relax, meet like-minded folk or to plot their next foray into Gloamhold and its environs. Some customers take rooms—sometimes for months at a time—while others visit once and never return. Use the table below, to determine who the PCs encounter while at the Orc's Head.

WHO'S IN THE COMMON ROOM?

The NPCs below can be nothing more than “window dressing” or the GM can use them to provide the PCs rumours, news, drinking buddies and so forth. Some could become reoccurring NPCs who appear every now and then. Others could become rivals, allies or even enemies.

D10 NPC

1	Isto Joutsu	N male human fighter 1
2	Esteri Arpia	CN female half-elf thief 2
3	Ara Noratekk	LG female dwarf fighter 3
4	Jegor Kontio	NG male human magic-user 2
5	Cyrroure Shortstep	N male halfling thief 2
6	Rikiina Mieho	NE female human magic-user 3
7	Krister Miemo	CN young female human
8	Ilja Jurva	LG male human cleric (Darlen) 1
9	Niku Koira	NG male human fighter 2
10	Noora Otra	NE female human fighter 3

1. **Isto Joutsu** (N male human fighter 1) is a long-haired, brash, muscular man who loves drink and battle. Born in Languard, he has many friends in the Low City, and is a popular drinking companion. Brave to a fault, he is loyal to his friends.
2. **Esteri Arpia** (CN female half-elf thief 2) has wide, staring deep violet eyes and a ready smile. She is a wild soul given over to elemental pleasures. Secretly, the idea of exploring Gloamhold terrifies her and she has no interest in going there. She is not opposed to some light larceny from insensible drinkers, but loves the Orc's Head and does not want to get on Einar's bad side.
3. **Ara Noratekk** (LG female dwarf fighter 3) is stocky, brave and dour, even for a dwarf. She has begun to have disturbing dreams of dark caverns buried deep beneath the earth which no dwarf has ever trod. Gloamhold calls to her and she seeks others to explore its depths by her side.

4. **Jegor Kontio** (NG male human magic-user 2) is a gangly, fiendishly clever self-conscious youth given to an overly flowery way of speaking. His vocabulary is prodigious and he enjoys using every word at his disposal to prove his intellectual superiority over everyone he meets. He dreams of discovering new spells and powers, but is lazy. He wants to travel to Gloamhold to loot its as yet undiscovered ancient treasures.
5. **Cyrroure Shortstep** (N male halfling thief 2) has a thick mane of startlingly red hair—giving him a distinctive appearance (a curse for any thief). He is an inquisitive fellow and can be brutal in battle. Cyrroure enjoys the thrill of a good fight as well as the fruits of adventure.
6. **Rikiina Mieho** (NE female human magic-user 3) lusts after the secrets that lie yet undiscovered in Gloamhold's dusty reaches. The desire for power consumes her almost utterly and has caused her to lose her friends and family. She has recently been ostracised from her old adventuring party and is seeking new protectors to guard her on her expeditions.
7. **Krister Miemo** (CN young female human) believes herself ready for a life of adventure and glory. Burly, strong and tall for a 14-year-old, she tries to pass herself off as an experienced camp follower and professes to be able to handle pack animals, sail, make camp and so on. If her services are engaged by the party, she immediately returns home to gather her belongings. Her parents have no idea what she plans. She doesn't give a last name (to make it harder for her parents to find her).
8. **Ilja Jurva** (LG male human cleric [Darlen] 1) is devout and greatly desirous to prove himself a champion of law and goodness. With short blond hair, rugged good looks and a powerful physique he appears the quintessential warrior priest ready to strike down evil wherever it lurks. He is also a bore and harangues any who'll listen about the glory of Darlen and the joy of serving such a noble lord.
9. **Niku Koira** (NG male human fighter 2) spent his last gold coin yesterday and now has only a small supply of silver and copper to his name. He is desperate and ready to hire himself out as a guard or mercenary to any who'll have him. (He'll need paying in advance, though.) Loyal to a generous patron, Niku is nevertheless a hard bargainer. If treated badly, he abandons his employer.
10. **Noora Otra** (NE female human fighter 3) has only one arm; the other was hacked off years ago in a desperate night-time battle against pirates. This loss has sunk her into despair and drunkenness. Unsurprisingly she hates pirates and their ilk and dreams of revenging herself upon the man who took her arm—a bald, tattooed man with a horrible scar across his forehead.

WHAT'S GOING ON?

Use this table, to determine how drunk the NPC is along with their mood and what they are doing. You can use the table in two ways:

- Roll once and use the result presented in all three columns. This is the quickest and easiest way to use the table.
- Make a separate d20 roll for each column. This method takes longer and may generate some odd results, but creates more possible outcomes and is more suitable for longterm use.

D20	MOOD	INTOXICATED	ACTIVITY
1	Happy	Mildly	Gambling (winning)
2	Morose	Hammered	Drinking
3	Angry	Mildly	Arguing
4	Confused	Hammered	Gambling
5	Thoughtful	Sober	Brooding
6	Irritated	Sober	Looking for a friend
7	Angry	Mildly	Looking for a fight
8	Happy	Quite	Singing
9	Angry	Very	Looking for a friend to fight
10	Happy	Hammered	Unconscious
11	Cheerful	Quite	Drinking
12	Inquisitive	Mildly	Drinking
13	Frustrated	Quite	Gambling (losing)
14	Amused	Quite	Drinking
15	Triumphant	Quite	Eating
16	Relaxed	Mildly	Drinking
17	Bitter	Sober	Plotting revenge
18	Depressed	Hungover	Eating
19	Affable	Quite	Gambling
20	Gloomy	Hammered	Unconscious

Remember when using this table that some combinations might not work with all the NPCs listed on the facing page. Re-roll or modify any result as necessary to better suit the NPC.

STAFF

Einar employs many staff as well as family members at the Orc's Head. These include:

- **Antero Salonen** (NG young male human) is Einar's son and the spitting image of his father (when he was young). Sadly, he has no real interest in running a tavern, and this shows in his attitude when he is at work. Antero and Einar often argue—sometimes quite loudly. Antero is a typical teenager; he'd much rather be out chasing girls and has not yet worked out that taverns are a great place to meet them.
- **Venla Salonen** (N middle-aged female human thief 4) is the love of Einar's life. A capable woman with a ready wit and sardonic eyes, Venla is a fixture of the common room. Woe betide any who threaten Venla as Einar—and several regulars—immediately step in to help her.
- **Urdeanna Karle** (NG female gnome) works in the kitchen and is a good, but sadly sometimes too imaginative, cook. She loves the hustle and bustle of tavern life and often relaxes in the common room after work. With long bright blue hair reaching halfway down her back, she is hard to miss.
- **Vilutar Mateli** (CG female human) has a crazy, stress-filled life that always seems to be on the edge of imploding. She's often late for work, gets confused getting the right orders to the right customers and so on. For all that, though, she is a genuinely kind person, and she's a particularly sucker for distressed children. She's popular with the customers, but Einar is growing increasingly frustrated with the drama of employing her.
- **Aatto Hopea** (LN male human thief 1) is not all he seems. Ostensibly merely a normal person working hard to put food on the table for his family he is actually a member of the Shadow Masks and works here to spot adventuring bands that could be relieved of some of their loot. With shoulder length blond hair, a slight build and darting light grey eyes Aatto is an attentive server and well-liked by Einar.

Einar takes a dim view of anyone threatening any of his family members or staff.

COMMON ROOM BRAWL!

The Orc's Head is a rowdy place, and its patrons are often the sort well used to danger and physical violence. As a retired adventurer, Einar understands that sometimes his patrons need to let off steam. Thus, he doesn't mind the occasional brawl as long as no one is badly hurt and the physical damage to the premise is kept to a minimum. He sees it as the cost of doing business with such wealthy, unpredictable clientele. (Also, he quite enjoys brawling).

Brawls are a great way of letting the PCs blow off steam. They also enable a GM to introduce new friends, rivals or enemies and provide a risk free(ish) environment for the PCs to try new combat manoeuvres.

See *Barroom Brawls* from Raging Swan Press for more details on how to run an exciting, memorable barroom brawl.

THE FOUR NIGHTS

NIGHT ONE

It is busy at the Orc's Head, and the common room begins to fill up from dusk onwards.

THE EVILS OF DRINK AND GAMBLING

Sihvo Torio (LG male human cleric [Darlen] 1), a surpassingly devout follower of the Shining One, bursts into the Orc's Head. From the balcony overlooking the common room he harangues the patrons about the twin evils of drink and gambling. His tirade is met with laughter and heckling from the crowd which further infuriates him.

If the PCs join in the general merriment, Sihvo storms down the stairs and makes a bee-line for their table intent on saving them from themselves. Any obvious followers of Darlen among the party are particular targets of his ire.

If the PCs are unable to defuse the situation, Einar eventually makes his way through the crowd and politely, but firmly, drags the priest up the stairs to the street.

DAGGER FOR SALE

Albin Mietti (N middle-aged male human fighter 2) is traumatised and down on his luck. Recently, several of his companions were slain by some kind of "living shadow" in an isolated section of Rivengate and the experience has left him devastated. Although Albin is only in early middle-age, his long brown hair has begun to premature grey and the signs of impending old age are everywhere about this face.

Albin is planning to return to Dulwich, buy a farm and retire to more peaceful pursuits. To finance his move, he is trying to sell a beautifully wrought and finely balanced silver dagger of ancient design. A finely etched serpent's head decorates the weapon's blade. The serpent's tongue reaches the dagger's tip. It is a beautiful, deadly weapon and Albin wants 200 gp for it. Desperate for coin, he'll go as low as 100 gp. If the PCs go lower than that, he simply moves onto the next group.

NEED A SERVANT?

Marja Tapo (NG young female human) hails from the Shambles. Recently orphaned, she is malnourished and desperate. With her parents' recent deaths from "Black Lung" the 14-year-old has been living on the streets. Doing so is, of course, dangerous and she is scared of falling in with the wrong sort.

Marja wears faded and ripped clothes and her shoes are little more than strips of leather tied together with string. She is in the Orc's Head to find employment and will do almost anything (legal) for warm food and a roof over her head. She's heard adventurers spend money like water and believes this is her only real chance of avoiding having to present herself at the House of Sighs (location F1). She does not want to be an adventurer and won't go on actual quests.

If no one helps Maria, Einar takes pity on her and offers her a job.

MINOR EVENTS

Use the list below, to add minor events into any of the evenings' proceedings. Embellish and expand any event which catches the PCs' attention (perhaps using the NPCs listed under "Customers").

1. A man enters the tavern. Slightly drunk, he slips on the stairs leading down to the common room and falls down several steps before catching himself.
2. A customer bumps into one of the PCs and spills his drink over the PCs' boots. The customer blames the PC for the accident and demands a new drink.
3. A semi-drunk couple enter the taproom in high spirits. Laughing, they descend the stairs from the street and disappear into the throng.
4. An inebriated bard leaps atop a table and gives a rousing rendition of a heroic tale. Finished, he bows but slips and falls from his impromptu stage. His "exit" provokes a storm of laughter among the clientele.
5. One of the PCs notices another customer making eyes at them. The other customer could be genuinely interested in the PC or could have a nefarious purpose—perhaps a night of free drinks, intelligence about the group's recent adventures or could even try to pick pocket the PC.
6. Several men at a nearby table get progressively drunker as the night goes on. Eventually, one of the men suddenly jumps up from the table, claps his hand over his mouth and dashes toward the stairs. His friends' laughter follows him.
7. Loud voices at the bar herald an argument over who gets served next. Einar has to step in to quiet down the situation, which goes on for a few minutes as neither drinker wants to back down.
8. A drunk customer leans over the balcony looking down into the common room. Unfortunately, she is not paying attention to her drink which she accidentally tips onto the revellers below. Realising what she has done, she ducks back out of sight as outraged shouts sound from below.
9. Einar brings out a new barrel of XXX ale—a special brew of his own creation. There is general merriment and cheering along with a general surge toward the bar.
10. A scruffy-looking man enters the building and stalks around the balcony overlooking the common room. Clearly, he is looking for someone as he intently surveys the crowd. After a few minutes he leaves.
11. A lone drinker at a nearby table seems to be watching the PCs intently. If challenged, he quickly drinks up and leaves.
12. A man bursts into the tavern, and shouts, "The Watch are coming!" His shout cuts through the hubbub. After a few seconds three men at a nearby table run for the stairs.

WHISPERS & RUMOURS

Whispers and rumours—some true, some false and some partially true—swirl about the common room. The PCs may hear some, or all, of these during their time at the Orc's Head. Use the list below, to randomly determine which come to the PCs' attentions.

1. Einar is thinking of selling the Orc's Head and retiring! The place won't be the same without him. (False).
2. I heard Elsa has recently come into some money, but she won't say how. (Further questioning reveals Elsa Torio [NE female human thief 2] is a semi-successful thief who swears she never "works" in the city; this is a lie—recently she was lurking on the roof somewhere in Low City when she surprised a thief returning from a burglary; she pushed him off the roof and kept his loot as her own).
3. The Watch are getting more serious about the wild carousing and "high jinks" of drunk adventurers. They've strengthened night-time patrols and are making more spot checks of known trouble spots.
4. Something horrible was fished out of the Svart a few days ago—a green, squamous forearm; it was rotting and gave off a horrible smell. The fisherman who found it, immediately burnt it so shaken was he by the discovery.
5. The Company of the Bright Axe sailed into the Murkwater with the intention of reaching the Twilight City. That was a week ago, and they haven't been seen since.
6. The Takolen dwelling in the Wrecks are foul, debased creatures. They aren't even human! They are demon worshippers of the foulest sort. If you want something horrible done to someone, the Takolen are the people to hire. (Partially true).
7. An explorer in the ruins of Greystone recently reported seeing something landing on the roof of the Alanen's old manor house. It was vaguely man-sized and seemed to have large, feathery wings of nondescript colour.
8. Flickering blue and red lights have been seen atop the Shoalstone by ships passing during the night. The seas around the Shoalstone are unpredictable and so none have landed to investigate. Perhaps the lights are tied to the tunnels and passageways said to riddle the lonely island.
9. The duke is thinking about levying an adventurers' tax designed specifically to earn revenue from loot brought back from beyond the duchy's bounds. (False).
10. Bad weather is on the way. The clergy at the Fane of the Waves Eternal has warned the fisherfolk unseasonably high tides and strong winds will be here within the week.

Remember to modify the rumours above as necessary to suit your campaign and play style. Just because a rumour is listed as "false" above, doesn't mean it is a false rumour in your campaign. Many of the above could be hooks into a minor event, side quest or adventure.

NIGHT TWO

Surprisingly, this night is quiet—the common room is barely half full and conversation is muted. Outside, rain lashes down over the city. Only a few tables are full—and those are taken mainly by guests who have rooms here.

DRAGON AND THE THIEF

At a nearby table, two men and a halfling woman sit playing a game of Dragon and the Thief. At the end of a round which sees the halfling woman win 14 sp the trio invite the PCs to join the game. The players are:

- **Aatto Vaania** (NG male human magic-user 1) is new to Languard and is essentially alone. He is ambitious and wants to join an adventuring party. This is his first night in the Orc's Head and he has come here to sound out possibly allies. He has a small store of 20 gp, but will only risk 10 sp on this game.
- **Jussi Kainu** (CG male human fighter 3) is a veteran of several years spent exploring the deep, shrouded valleys of the Mottled Spire. He's got tired of spending days and weeks tramping through the wilderness and come to Languard to "see the lights". Jussi is cheerful and a little drunk. He has 20 sp to spend on the game and doesn't really care if he wins or loses; he just wants to have some fun
- **Riris Highwalker** (N female halfling fighter 1/thief 1) has done well tonight and is 35 sp up. She is in a good mood and keen to extend her winning streak. She is gregarious, friendly and a shrewd judge of character. Hailing from the halfling village of Underdell to the west, Riris has a larcenous bent, although she is not as self-centred as many thieves.

While they play, the three adventurers share news and gossip about Languard and its surrounds. Roll on the Whispers & Rumours table to see what rumours the PCs hear. The three also ask the PCs about their recent exploits—they have no sinister intent; rather they are interested in getting to know their fellow players a little better.

A CONVERSATION WITH EINAR

As it's quiet, Einar stops by the PCs' table to get to know them a little better. He is particularly interested in speaking with any PC who has a room at the Orc's Head. Einar tries to find out where they come from, how long they plan to stay and what they are up to. He doesn't push any particular line of questioning, but takes note of anyone who seems evasive in their answers. (Einar is merely trying to get a feel for his guests; he also—sometimes—helps adventurers looking to forge alliances with other groups or who are looking to hire or recruit a particular kind of specialist).

NIGHT THREE

Tonight, the Orc's Head is packed because Einar has engaged a troupe of moderately skilled musicians and singers—the Yellow Roses—to entertain the throng. He's also selling drink cheap, which he has promoted by sending out street urchins into the streets to tell everyone who'll listen about the night's special entertainments.

THE YELLOW ROSES

The troupe comprises:

- **Mauri Ilma** (N male human) is an enthusiastic player of the kettle drum. The son of a wealthy merchant, he is in the troupe because his family bankroll the group when times are tough. While technically not a good musician, his enthusiasm is infectious and he is popular with audiences.
- **Inka Arpia** (NG female human) is a beauty of surpassing loveliness. She is in love with music and is as skilled a singer as she is beautiful. She dreams of performing for Ashlar's great and good, but while she is certainly good enough, her lowly upbringing has robbed her of the chance to learn the airs and graces necessary to move in high society.
- **Saara Raita** (NG female human) plays the lute and is an excellent musician. She is shy and lurks in the background.
- **Piri Tapo** (CG middle-aged male human) has a craggy, handsome face and a wide, genuine smile. Piri is surpassingly popular with the female members of the audience and he enjoys several close relationships at any one time. For all that, he is honest and does not try to hide his proclivities, which stretch to both men and women.

The troupe know many popular folk songs, but also tell several epic stories of adventurers of yore. Some of these stories are well known, while others are either rarely heard or recently composed. Thus, some are either only slightly based on actual events or complete fabrications. A partial list of such songs include:

- **The Ballad of Olli Hirvi:** With themes of love, sacrifice and the inevitability of fate, this love song tells the tragic story of Olli Hirvi who lost his beloved among the Twilight City's tumbled ruins and rubble-choked canals. The ballad tells of his endless quest to find his soulmate and ends with his restless ghost yet haunting the ruins.
- **Down to a Sunless Sea:** This tragic tale tells of Varma and her doomed attempt to climb down to the Twilight City through the giant sinkhole that now bears her name. Much of the story, of course, is conjecture created more for entertainment rather than a record of the actual facts of her doomed expedition.
- **Terror and Madness Lie Within:** This lively song tells of the horrors and madness lurking in Gloamhold. The strange marriage of jaunty music sung in a happy over-the-top style with a gloomy subject matter makes the song a popular one. In the song, the pervasive darkness of Gloamhold is described as a living thing—a sentient predator—ready to snuff out explorers' lights.

- **Fall of a King:** This ancient tale is an elven story and recounts the tragic story of the elven lord of the City of Glimmering Stars who gave up his immortality for the love of a mortal woman. The troupe perform it in Common; it is much better in the original Elven.

The Yellow Roses have a devoted group of fans who begin to arrive at the Orc's Head during the early evening. By the time the troupe begin to play—from the balcony overlooking the common room—the place is packed. Afterwards, the quartet enjoy drinks with Einar. Piri and Ika are particularly popular with customers and are hard to speak with.

BRAWL!

A fight breaks out at a nearby table between two friends come to blows over Piri Tapo's attentions. If the GM wants to run a full brawl, the fight quickly escalates when Silja (CN female human fighter 1) punches Ahti (NG male human ranger 1) across a nearby table. Chaos immediately erupts. Alternatively, the PCs could step in and use their social skills to defuse the situation.

MINOR EVENTS

To flesh out this evening more, consider adding several minor events from the "Minor Events" sidebar to punctuate the Yellow Roses's performance.



NIGHT FOUR

The Orc's Head is particularly busy this evening as several adventuring companions are in the tavern. One has just returned to the city and views the Orc's Head as their "local"; the other is new in the city. Both groups have enjoyed recent successes and are spending gold hand over fist.

THE FOUR

This unimaginatively named quartet of adventurers has been active in and around Languard for three years. In that time, they have gained some small amount of fame. The Four comprises:

- **Kaarlo Salme** (LN male human fighter 3) wears closely fitting studded leather armour of fine quality and is never out of arm's reach of his beloved longsword, "Gutripper". He is burly and tough and utterly confident in his own abilities. He is also a bit of a chauvinist and sees it as his duty to protect his comrades. For all that, though, he is a loyal friend who has repeatedly risked his life to help others.
- **Maarit Lalli** (NG female human magic-user 2) believes in the intrinsic goodness of others and of the need to push back evil wherever it lurks. Her most hated enemies are those who use magic for evil ends or to manipulate people's emotions and actions. Maarit prefers robes of blues and greens—they match her aquamarine eyes—and is always tidy and well-presented.
- **Leena Koveri** (LN female human cleric [Conn] 3) believes she is destined for great things and that she'll rise high in The Father's clergy. She also believes she must attract a powerful sponsor in the clergy to achieve her destiny and so she works diligently to help "the people". Sometimes, her help is not completely welcomed as she is a stickler for the rules.
- **Elina Vesi** (N female human thief 4) is the most experienced of the four. She grew up among the Shamble's lanes and alleyways and had an early education in the cold, hard reality of life. For her, adventuring is a means to an end: she never again wants to be poor. She well knows, however, the vulnerability of the well-off and does not advertise her comparative wealth. She yet dresses in humble street clothes and hides her (considerable) wealth in several hiding places around the city. She always has a dagger or two about her person.

The Four have just returned from a foray into Rivengate's lower levels. They have stories to tell of battles against gigantic, ravenous spiders and of fighting a small band of smugglers who controlled a set of rooms on the second level. For groups considering exploring Rivengate, this information could be particularly useful.

THE SPIRE MARSHALLS

It is the first time in Languard, for the Spire Marshalls. Normally, this large band operates out of Dunstone striking north into the Mottled Spire to battle and slay the denizens lurking therein. The group has only been active for a year or so, and have recently had their first major success—the destruction of a bestial group of orcs

dwelling in the depths of a gloomy, steep-sided valley five or so miles north of Dunstone. The orcs dwelled amid a tumbled ruin and during their foray, the Spire Marshalls discovered a simple tomb of unknown origin. The tomb had previously been explored, but the looters had missed several well-hidden treasures. The Spire Marshalls have brought these treasures to Languard to have them valued before selling them (there is no real market for such items in Dunstone).

In Dunstone, the Spire Marshalls number a dozen warriors, woodsmen and scouts. Only three have made the trip to Languard; they are:

- **Ilasual Azariarn** (LG male half-elf ranger 2) doesn't like what he's seen so far of Languard and cannot wait to get back to the wilds. He is eager to complete his business as quickly as possible and is chaffing at the endless hours spent drinking at the Orc's Head.
- **Matelli Valto** (NG female human fighter 1/thief 1) has been looking forward to sampling Languard's delights for some time now. She has been plotting a bit of light thievery and would be delighted to pick the PCs' pockets (if she can do so with little chance of being spotted). Matelli is softly spoken and has short cropped brown hair. She has the swagger of someone who has never been bested in combat.
- **Sofia Auvo** (NG female human thief 2) has an almost endless fascination with Languard and its folk. She is particularly keen to immerse herself in the arts while here and is planning to see as many performers as possible while in the city. She eagerly shares news with new friends and loves swapping stories and songs with follower singers. Sofia is fascinated by history and dreams of one day being admitted to the Dreaming Spire's library.

In a bag under their table, the Spire Marshalls have the following treasures and artefacts. If the PCs express an interest in the items, Ilasual—in the hopes of making a quick sale—is happy to display the items (but not in the common room as he is wary of publicly displaying their loot). The items comprise:

- **Statuette:** A beautifully carved wooden statuette of a dryad emerging from her tree. The figurine has been treated in some way to be virtually impervious to damage. The detail on the figure is breathtaking. It is worth 200 gp.
- **Golden Leaf:** An incredibly delicate golden trinket forged in the likeness of an oak leaf attached to a short length of twig. A golden acorn hangs under the leaf. The twig's jagged end looks like it was snapped off something else. The twig is worth 150 gp.
- **Longbow Shards:** This obviously ancient longbow is in three bits. It is of beautifully, but now aged, oiled wood and is sized for a man-sized wielder. There is no string. As a curiosity it is worth—perhaps—10 gp to a collector.



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