

# RAISA'S AUCTION — MOST — WONDROUS

A RAGING SWAN PRESS EVENTURE



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# RAISA'S AUCTION MOST WONDROUS

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*Raisa Ojanen, of Raisa's Curios fame (or perhaps notoriety if you believe the rumours), has secured another batch of wondrous magical items for sale at another of her famous auctions! Only the great, the good or the wealthy are admitted to these exclusive gatherings during which thousands of gold crowns reputedly change hands in exchange for items normally money literally cannot buy. Will Raisa grant you admittance or will she find you lacking?*

## CREDITS

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## WHAT'S AN EVENTURE?

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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.



## RAISA'S CURIOS

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One of the best-known establishments on Cheap Street, Raisa's Curios fills the first three floors of a tottering four-storey townhouse. Known throughout the city, Raisa's Curios is one of those places adventurers often come to browse in hopes of finding something interesting or valuable among the junk and bric-a-brac.

As well as selling all manner of things, Raisa also offers money changing and pawn broker services. Rumours suggest (untruly) she has links with the Shadow Masks, and these anger her. Consequently, she is scrupulously honest in her dealings in an attempt to disprove the rumours.

She maintains a strong-vault of sorts hidden in her private quarters on the fourth floor where favoured customers can store items (for a small fee). The vault contains items left by several customers who have subsequently disappeared in Gloamhold's depths. At some point, if they remain unclaimed, they'll find their way onto the shop floor.

### NOTABLE FOLK

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Raisa employs a staff of three young, brawny men –Mikko, Tuukka and Viljo–to tend her busy shop; many people come here to browse her wares. Notable folk at Raisa's Curios include:

- **Mikko Leino** (LN male human fighter 1): Bearded and swarthy, Mikko often follows customers he thinks look dodgy around the shop. He thinks he is subtle; he is not. For Mikko,

dodgy customers include anyone visiting the shop for the first time. And halflings—all halflings.

- **Raisa Ojanen** (NG middle-aged female human wizard 2): Raisa was once an adventurer, but a near-death experience—coupled with the realisation she could make good money as a dealer in curios—led to her retirement. She is happy to part fools from their money but respects intelligence. Raisa likes to chat with customers and often shares stories from her adventuring days. In truth, these tales are generally other people's stories, and so their veracity is doubtful. Still, careful listeners may gain some useful nuggets of information.
- **Tuukka Takala** (N male human thief 2): Half Takolen, Tuukka hides his heritage to avoid the prejudice surrounding those dwelling in the Wrecks. Raisa has guessed the truth of his birth but has not yet confronted him. Tuukka is fiercely loyal to Raisa and does not steal from customers or the shop. Of late, though, he has begun to consider trying his hand at a spot of late-night burglary.
- **Viljo Hafeltyrr** (CG male half-elf fighter 1/wizard 1): Viljo is happy-go-lucky and irritatingly cheerful. He loves working at the shop and has a prodigious memory of where particularly interesting items are stored.

### RAISA'S CURIOS IN YOUR CAMPAIGN

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Raisa's Curios is location S1 on the city of Languard map. However, Raisa's Curios is essentially a self-contained locale easy to place in virtually any town or city. Maintaining the potential link between Raisa's Curios and the local thieves' guild is simplicity itself—particularly if you decide the rumours aren't actually true.

This eventure works best, if the characters have previously visited Raisa's Curios and met the eponymous Raisa. Perhaps, they've already found a bargain to two on her shelves or had cause to sell her some of their unwanted loot.

### ADDITIONAL RESOURCES

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When running *Raisa's Auction Most Wondrous*, the following supplements from Raging Swan Press may be of use in building flavour, detail and verisimilitude:

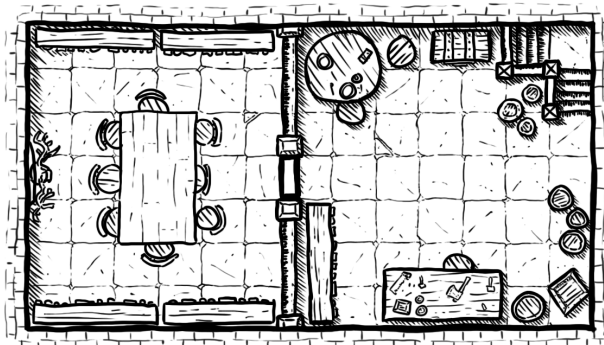
- **20 Things #9: Bustling Marketplace** presents rumours, NPCs and more.
- **20 Things #25: Curio Shop & Pawnbroker** contains five tables of curious items for sale.

Extracts from all these supplements can be found at Raging Swan's website. Raisa's Curios first appeared in *City Backdrop: Languard*. However, all the information you need to run this eventure appears herein.

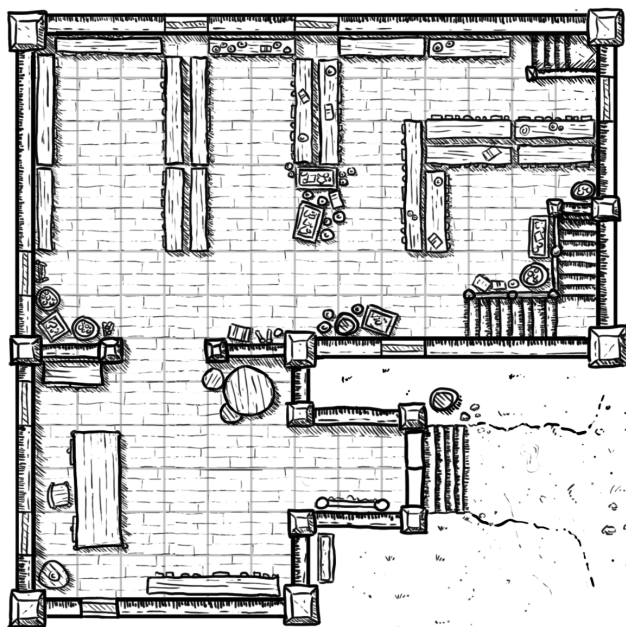




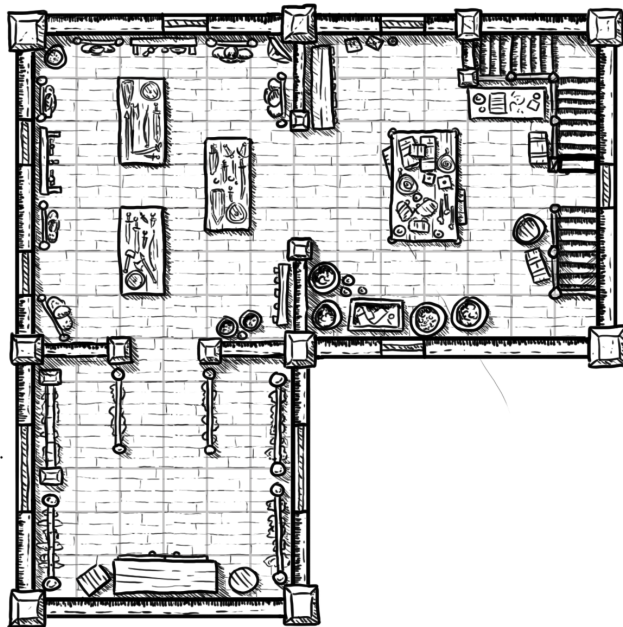
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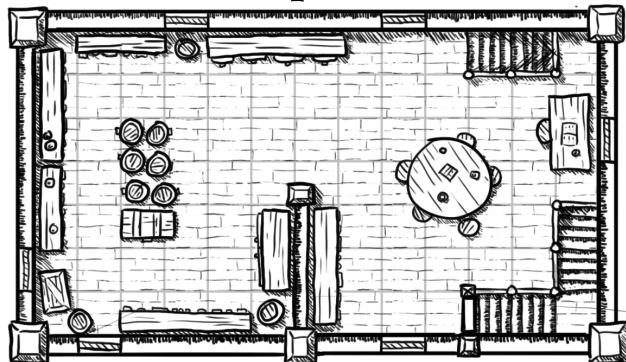
FIRST FLOOR



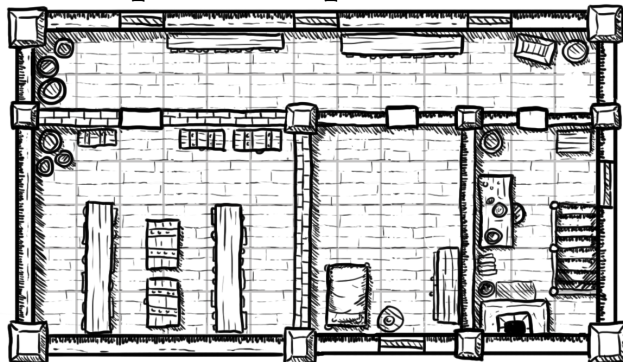
SECOND FLOOR



THIRD FLOOR



FOURTH FLOOR



## THE EVENTURE BEGINS

This eventure deals with a potentially controversial topic: the buying and selling of magic items. Depending on the style of game you play, and how you view the commercialisation of magic items, the auction could be a wondrous event, or nothing out of the ordinary.

### HOOKS

Raisa's publicises an upcoming auction for the two weeks before it takes place. This normally comprises hiring cryers to spread the word, talking to likely customers entering her shop and the like. If an auction has particularly expensive or sought after items she may even direct scribes to send letters to past customers—particularly cash-rich adventurers or post flyers around the city (see the facing page for a player handout of just such flyer).

The characters can hear about Raisa's upcoming auction in many different ways. Use one or more of the hooks below, or design your own.

- **Cryer:** Raisa is keen to attract as many moneyed individuals as possible to the auction and so hires a cryer to spread news of her upcoming sale. She directs the cryer to mainly stick to Languard's more prosperous areas (particularly High City), but also sends him to several inns and taverns known as adventurers' haunts such as the Orc's Head (location L4 on the City of Languard map).
- **Visiting Raisa's:** The characters are browsing at Raisa's Curios, when Raisa—or one of her employees—mentions the upcoming auction. In particular, if they are obviously adventurers with money to spend, Raisa is keen they attend the auction.
- **Word on the Street:** If the characters are in the habit of keeping up with the rumours and whispers swirling about the city, they hear word of Raisa's upcoming auction. The characters could hear this news from their preferred rumourmonger, learn about it while playing a game of Dragon and Thief in a tavern taproom or be told by a friend, associate or hireling.

### ITEMS FOR AUCTION

Every auction at Raisa's is different, but she always has interesting items for sale. Use these notes, to determine what is for sale at the auction substituting or modifying any items you choose to better suit the characters, their upcoming adventures or the campaign in general.

Also, consider adding other items to the auction to tempt the characters to bid. Even if they lose the lots on which they bid, they might make new friends or enemies either of which could present opportunities or hooks for future adventures. If you add additional items, decide ahead of time which of the NPCs wins each lot (and the amount of their winning bid), assuming the characters do not outbid them.

### WHISPERS & RUMOURS

Many whispers and rumours swirl through Languard about Raisa's Curios and her upcoming auction. A character may hear one or more rumours as they go about their daily business. The character can also learn this information in several other ways: perhaps by overhearing two locals gossiping, chatting with regulars over a few drinks at the local taverns and so on.

Use the table below, to determine what the character hears:

1. Raisa is in cahoots with the Shadow Masks; many stolen items eventually surface for sale at her shop.
2. Raisa is dishonest—there is no guarantee any of the so-called magical items for sale at her auction are actually magic; they could be clever counterfeits or even stolen property passed to her by the Shadow Masks.
3. Many powerful and rich people will be in attendance at the auction—including (probably) a decent amount of adventurers and their ilk. Such folk attract trouble like dung attracts flies.
4. Raisa periodically holds this kind of auction. She has a secret storage vault somewhere in her shop where she holds the items before sale; several thieves have tried to find it, but none have succeeded!
5. Raisa's next auction is going to be particularly popular; an old wizard is retiring from her adventures and plans to sell several of her magical items (which she no longer needs) to fund a nice, quiet life.
6. One of Raisa's employees is one of the reviled Takolen. This says a lot about her character and the circles in which she mixes as most right-minded folk would have nothing to do with such a person.
7. Most of the stuff in Raisa's shop is basically worthless—it's just junk sold to simpletons and fools. However, sometimes valuable items accidentally find their way onto her shelves and when this happens bargains can be had!
8. Raisa stores all her truly valuable pieces of stock in a hidden vault. No one knows where it is, but it is bound to contain a magic item to two.
9. The next auction at Raisa's Curios will be targeted by thieves; strange folk have been seen hanging around the shop asking questions and generally making a nuisance of themselves. (These folk could just be drunk adventurers or they could be thieves preparing their heist).
10. Raisa is not who she says she is. How can a mere shopkeeper get access to so much magic?
11. Raisa is looking to retire and sell her shop; she's using the auction to screen potential buyers.
12. Nine times out of ten there is no trouble at Raisa's auctions. Sometimes, though, the buyers argue and even come to blows over particularly rare or sought-after items.

Determine the above rumours' veracity to suit your campaign.



# Raisa's Auction Most Wondrous

Items most wondrous for sale!

An unmissable opportunity.

No riff raff. Genuine buyers only

Apply in person at Raisa's  
Curios, Cheap Street.

## BEFORE THE AUCTION

Raisa doesn't let just anyone into her auctions. She has no intention of opening up her shop to lots of gawking, near-penniless townsfolk and the like—that would be bad for business. Thus, she stipulates interested buyers must meet her at least a day before the auction so she can determine their suitability. (In practise, this means anyone who is vaguely presentable and polite—and who has sufficient coin to participate—gains her approval.)

## THE AUCTION BEGINS

Raisa has a tried and tested method for running her auctions. Although she is dogged by persistent rumours of doings with thieves and the like, her reputation is of paramount importance to her. (She has also learnt the hard way that not everyone who wants to attend the auction should attend the auction.)

Raisa hires a trusted band of mercenaries to provide security for the evening, and spends gold to ensure several watch patrols are in the immediate vicinity of her establishment. Thus, trouble is unlikely during the auction itself.

As dusk falls, Raisa's staff make their final preparations for the auction. All normal customers are asked to leave the shop and the items to be sold are brought forth from her secret, hidden storage vault. Use the notes below to describe the evening.

Only pre-approved folk are allowed to enter Raisa's shop and participate. Those attending the auction may wear light armour and carry a single socially acceptable weapon—such as a longsword, rapier or the like—for personal security. Guests turning up heavily armoured or carrying large weapons are turned away.

## DRINKING AND BROWSING

After being admitted to the shop, visitors are given wine and encouraged to mingle with their fellow buyers and browse the shop. (Refer to the "Things for Sale" sidebar to determine what interesting but mundane items catch their attention).

Raisa is in no hurry to start the auction and knows the longer her customers drink and browse the more money she is likely to make. After a few hours, she calls everyone to the ground floor and the auction begins.

The party are not the only folk at Raisa's auction. A score or so monied townsfolk, adventurers and nobles attend the auction. Use the brief notes below to portray some of the other guests.

NAME	SUMMARY
Immo Asikka N middle-aged male human	Wealthy merchant keen on improving his standing; corpulent and given to gestures of grandeur
Elisa Hedvig NG female human wizard 2	Minor wizard from a monied background; slightly spoilt; covets <i>Aleksandra's Monocle of Seeing</i> and <i>Agananxer's Wondrous Wand</i>
Garsyl Corfelrah CG male half-elf fighter 3	Handsome and charismatic; piercing blue eyes; flush from a recent adventure

Jalmari Lorsch NE male human fighter 2	Minor noble; son of Hilduin Lorsch, lord of Woodridge; bored and entitled; gets drunk and boorish
Kivutar Ano N female human wizard 6	Skilled metalworker; follower of Abarin and Modren; wants to study <i>Agananxer's Wondrous Wand</i>
Lucia Arpia NG female human fighter 5	Renowned through the duchy; hero of the common folk; drunk
Issu Arpia NE male human thief 4	Masquerading as rich merchant; here looking for marks; bids low for each item, and drops out early
Krister Arpia CE male human cleric [Braal] 5	See below
Otava Ihalempi NG male human wizard 7	See below
Katri Mieho LN middle-aged female human	See below
Antal Keenear N male halfling thief 5	Cheerful and friendly; rich, but won't reveal the source of his wealth

Use these additional notes, to portray some of the more notable people present.

### KRISTER ARPIA

*Clad in fine clothes of the latest cut, this middle-aged man has bushy eyebrows and intelligent, but guarded, eyes.*

**Krister Arpia** (CE male human cleric [Braal] 5) wears the nondescript, but expensive, garb of an affluent merchant. He is here to purchase *Aleksandra's Monocle of Seeing* which he has come to believe may hold some threat to his cult. If questioned about his interest in the monocle he claims his daughter dreams of becoming a wizard and that the monocle is a gift.

### OTAVA IHALEMPI

*Wearing scarlet robes picked out with silver runes of esoteric character on its sleeves this bearded man wears his black hair cropped short. A belt, festooned with pouches, encircles his waist.*

**Otava Ihalempi** (NG male human wizard 7) is a growing power in Languard. A successful adventurer who has explored some of Gloamhold's outer reaches and fought the smugglers lurking in Rivengate, he has come to believe he is a descendant of Aleksandra Ihalempi. Thus, he desires her monocle and will stop at virtually nothing to get it.

### KATRI MIEHO

*Wearing fine, but plain, robes, this bookish middle-aged woman carries a bulging pouch at her belt that clinks when she moves.*

**Katri Mieho** (LN middle-aged female human) serves as a buyer for those who value their privacy. Scurrilously honest, she charges

## CURIOS FOR SALE

Use the list below, to generate the details of odd items on Raisa's shelves that catch the characters' eyes when they browse before the auction. These items could be nothing more than interesting curiosities, an astute purchase or the hook into a side quest or even full adventure.

1. **Stuffed Mottled Black and Blue Octopus:** Fished from Hard Bay many years ago, this stuffed octopus has seen better days. Its skin is faded and worn and the thing's surviving tentacles hang limply. It is for sale for 1 gp.
2. **Skeletal Hand-Shaped Torch Sconce:** This black wrought iron torch sconce is three foot long and can be used as an improvised club (which can deal bludgeoning or slashing damage). It is for sale for 5 gp.
3. **Silvered Dagger:** At first glance, this weapon appears to be a fine example of a silver dagger. However, perceptive characters examining the weapon discover it is merely silver plated. The weapon is priced at 90 gp, but only worth a one-tenth of that amount.
4. **Dusty Wine Bottle:** Wreathed in cobwebs and covered in dust this bottle certainly looks like it contains vintage wine. Cleaning the bottle off, however, reveals it holds a beautifully detailed model ship—a caravel under full sale. A perceptive character notes the ship's name: *Wave Chaser*. A character steeped in historical lore recognises the vessel as the lost treasure ship of Sampsa Auvo. Perhaps the bottle holds a clue as to the ship's fate. It is for sale for 10 gp.
5. **Lumpy Cushion:** This threadbare, lumpy cushion is an oversized affair. Old clothes, ripped cloaks and the like fill the cushion. Some of these clothes could have forgotten minor objects and trinkets in their pockets. The cushion costs 1 sp.
6. **Ornate Locked Coffer:** Protected by a fiendishly complex lock (for which the key is lost) this chest is offered with the contents unseen. The GM can fill the coffer with nothing much of interest, or it could contain the seeds for the party's next adventure, a magic item or other item they might not know they need and so on. The coffer and its contents are for sale for 50 gp.
7. **Tentacled Skull(?):** This strange skull, about the size of a human's, sits on an ornate dark wood stand. The skull is a foul thing. Many small strands of segmented bone jut from where the individual's hair should have grown, and clack against one another when the skull is moved. (This is a medusa's skull). The skull, along with the stand, cost 10 gp.
8. **The Nameless Book:** With a deep crimson cover and an ornate brass lock this thick book appears a formidable tome. The book's key is in the lock. The book is a travelogue describing just some of the adventures of the legendary bard and pirate captain Vilimzair Aralivar. Written by one of his loyal companions it speaks in hushed, almost reverential, tones of the captain's exploits and adventures. It costs 9 gp.

## MINOR EVENTS

Use the minor events below to add spice and details to the characters' visit to Raisa's auction.

1. The characters catch sight of a quiet, pale-skinned man standing at the back of the room. He doesn't bid on any of the items, but seems to be watching the proceedings intently. He makes particular note of who buys what items.
2. Loud and brash this muscled man—clearly a warrior of sorts given his swagger and mail—has been drinking heavily. He stumbles about the store alternatively making loud jokes and mumbling to himself. Raisa is not best pleased, and the man is soon asked to leave.
3. Two attendees are bitter rivals and neither takes kindly to the presence of the other. One wants a certain item in the auction and bids aggressively to secure it; the other bids against him—not because he wants the item, but because he wants to bleed his rival dry.
4. A strong draft sweeps through the shop. Candles and lanterns flicker, and several folk draw their cloaks close about their bodies to ward off a sudden chill.
5. A bidder stumbles against a display of curios and the entire shelf (or table full) clatters to the floor. Raisa is not amused and the unfortunate customer spends the next ten minutes or so trying to (loudly) rebuild the display.
6. Several undesirables (low-level adventurers lacking the necessary coin to participate in the auction) try to enter the shop. They are turned away, and their shouted curses and threats are heard echoing from the street.
7. Otava Ihalempi circulates through the crowd speaking with everyone he meets. Eventually, he approaches the characters and explains his ancestry to them. He tries to convince them they should not bid on *Aleksandra's Monocle of Seeing* as it is rightfully his.
8. A commotion at the back of the room disrupts bidding. Shouting, and then laughter, ensues as a street urchin is dragged toward the front door. The young boy (Sipri Kontio [CN young male human]) was caught hiding under a table and loudly protests he only wanted to watch the "nice folk buying and selling". Sipri could be nothing more than a street urchin or he could be in the pay of a local thief who plots to steal a certain item from its new owner.
9. After an auction finishes, the buyer has a change of heart, and realises they don't want their purchase. The buyer approaches the characters and tries to sell the item to them.
10. The sounds of laughter and jeering from the street reach the bidder's ears. The words "Raisa" and "thief" are clearly audible to all.
11. One of the attendees curses their bad luck at losing a bid and, baring passed several other attendees, leaves muttering under their breath.
12. Raisa mingles with the throng, attempting to drum up interest in the next item to be auctioned.

high fees which enables her to live a good life. Three humourless bodyguards accompany her when she works. During the auction, the warriors wait outside

## THE BIDDING BEGINS

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One after another the items for auction are brought forth (see "Items for Auction"). Raisa explains the provenance and known powers of each item and then the bidding begins.

The auction is a chaotic affair. Raisa starts the bidding at the item's reserve price and then prospective bidders simply call out bids. As far as Raisa is concerned, all bids are final so buyers should be careful to only offer what they can afford.

### LOT #1: KULLERVO'S EVER-TRUE BLADE

*This perfectly balanced, slate-grey longsword has a worn leather handle. A single black stone (an onyx) decorates the weapon's spherical pommel.*

**Main Power:** The *Ever-True Blade* is a +1 longsword.

**Additional Power:** When drawn, the sword radiates flickering light equal to that of a torch.

**Reserve Price:** 1,700 gp (normal price 2,000 gp).

**Provenance:** Kullervo lived and died a century ago, but his fame lives on—at least in Languard. Kullervo was a true son of the city and repeatedly travelled across the bay to explore Gloamhold's depths. Sadly, Kullervo succumbed to the so-called Gloamhold Look, and he is thought to have died penniless and unknown somewhere in the Shambles.

**Design Notes:** Consider modifying the sword type (to bastard sword, shortsword and so on) or increasing the weapon's modifier to better suit your campaign.

**Bidding:** Both Lucia Arpia and Jalmari Lorsch want this weapon. Unless a character outbids him, Jalmari wins this lot with a bid of 2,100 gp.

### LOT #2: WONDROUS CLOAK OF THE WOODLANDS

*Soft as velvet and light as silk, this plain grey cloak has a deep hood.*

**Main Power:** This is a *cloak of elvenkind*.

**Reserve Price:** 3,250 gp (normal price 6,000 gp).

**Provenance:** Raisa reports this cloak was found floating amid the wreckage of a fishing boat in the vicinity of where the Murkwater flows out of Gloamhold. Of the cloak's provenance and owner, nothing more is known.

**Bidding:** Garsyl Corfelrah wins this item with a bid of 5,700 gp, unless the characters intervene. He fights off stiff competition from Katri Mieho.

**Development:** This cloak could be nothing more than a cloak. However, if another adventurer sees the cloak and recognises it as his friend's. He could demand to know where the party got it; depending on their answer, he could ask them to look into his friend's disappearance or could become convinced the party had something to do with their disappearance.

### LOT #3: VÄNNI'S CLIMBING ROPE

*Tightly coiled, and in immaculate condition, this slender ebon rope is 60-foot long.*

**Main Power:** This is a *rope of climbing*.

**Additional Power:** The rope sheds all manner of stains and dirt when coiled, appearing pristine when next used.

**Reserve Price:** 4,500 gp (normal price 10,000 gp).

**Provenance:** This item belonged to the master thief Vänni Koveri. Vänni was eventually caught after an epic crime spree and executed in a most horrible, drawn-out fashion. Ironically, many of this possessions went missing after his arrest. This rope is merely the latest to reach the market.

**Bidding:** Issu Arpia covets the rope, but dare not tip his hand. He doesn't bid on this item, but watches closely who wins. Bidding on this item is lacklustre; Antal gets the rope for only 4,700 gp, unless a character bids more.

**Development:** One of Vänni's old accomplices recognises the *Climbing Rope* and decides to steal it—it's what Vänni would have wanted!

### LOT #4: ALEKSANDRA'S MONOCLE OF SEEING

*A thin gold band encircles this plain monocle that rests in a small red silk pouch.*

**Main Power:** *Aleksandra's Monocle of Seeing* enables the wearer to cast *read magic* three times a day.

**Additional Power:** See "Design Notes" below.

**Reserve Price:** 500 gp (normal price 900 gp).

**Provenance:** Aleksandra Ihalempi was a powerful wizardess who disappeared about 50 years. (Aleksandra was an enemy of those worshipping Braal and it is generally assumed one of her enemies finally ended her meddling). Her old tower has been repeatedly looted, but adventurers recently discovered some overlooked treasure in a hidden storage niche.

**Design Notes:** This item could be nothing more than a useful means of casting *read magic* or it could be so much more. One of Aleksandra's most prized possessions, it could have additional powers (perhaps *arcane sight* or *true seeing*) the owner discovers as they become more powerful. Alternatively, the monocle could be imbued with a portion of Aleksandra's power and be sentient.

## THE CRUMBLD TOWER

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Aleksandra Ihalempi's ruined tower appears in *Dungeon Backdrop: The Crumbled Tower*.

Hidden deep in the forest stands the Crumbled Tower. Pressed close by hoary, gnarled trees and wreathed in moss and lichens the tower is a forlorn remnant of an earlier time. Once a wizard lived here, but now the tower is nothing more than a brooding ruin standing amid the forest's gloom. Sometimes bandits lair within or adventurers wandering the surrounds use the ruin as a base. However, unknown to all, a hidden crypt yet lurks under the tower undisturbed these long ages past.

**Bidding:** The subject of intense bidding between Otava Ihalempi and Elisa Hedvig, this lot runs long. Eventually, Otava wins with a bid of 1,750 gp—far more than the monocle was expected to go for (unless a character bids higher).

#### LOT #5: AGANANXER'S WONDROUS WAND

*Transparent red and black gemstones stud this dull grey steel three-foot long wand.*

**Main Power:** *Agananxer's Wondrous Wand* is a wand of wonder. However, the wand's construction is flawed and it can only be used twice a day. Attempts to use it more frequently lead to nothing more than a belch of foul-smelling smoke.

**Additional Power:** Although it can be used only twice a day, in the hands of a chaotic-aligned owner this can be a potent device. Such an individual can roll twice when using the wand and pick which of the two powers generated bursts from the wand.

**Reserve Price:** 4,200 gp (normal price 10,000 gp).

**Provenance:** Agananxer was a powerful wizard of yesteryear. However, the old man was schizophrenic and his multiple personalities made it difficult to maintain the concentration required to craft magical items.

**Design Notes:** If the party are particularly low level, consider designing a new suite of appropriately powered abilities for the wand to call forth. In this instance, also consider dropping the price to make it affordable for the characters.

**Bidding:** Both Kivutar Ano and Elisa Hedvi covet the wand. Unless the characters intervene, Kivutar eventually wins the wand with a bid of 6,200 gp. This final loss puts Elisa in a black mood—a black mood plainly evident to everyone around her.

#### AFTER THE AUCTION

After the evening's business is concluded, Raisa slowly begins closing up her shop for the night. The wine stops flowing and the customers slowly drift away. Anyone lingering for more than an hour after the last lot finishes is politely asked to leave.

Raisa keeps possession of any sold items until the new owner has paid for them in full. Raisa understands not everyone carries around huge sums of cash and keeps any items for a week. If a buyer fails to pay for their purchase in that time, Raisa contacts the second-highest bidder. (Folk renegeing on their promise to buy an item are not welcome at future actions).

#### FUTURE ADVENTURES

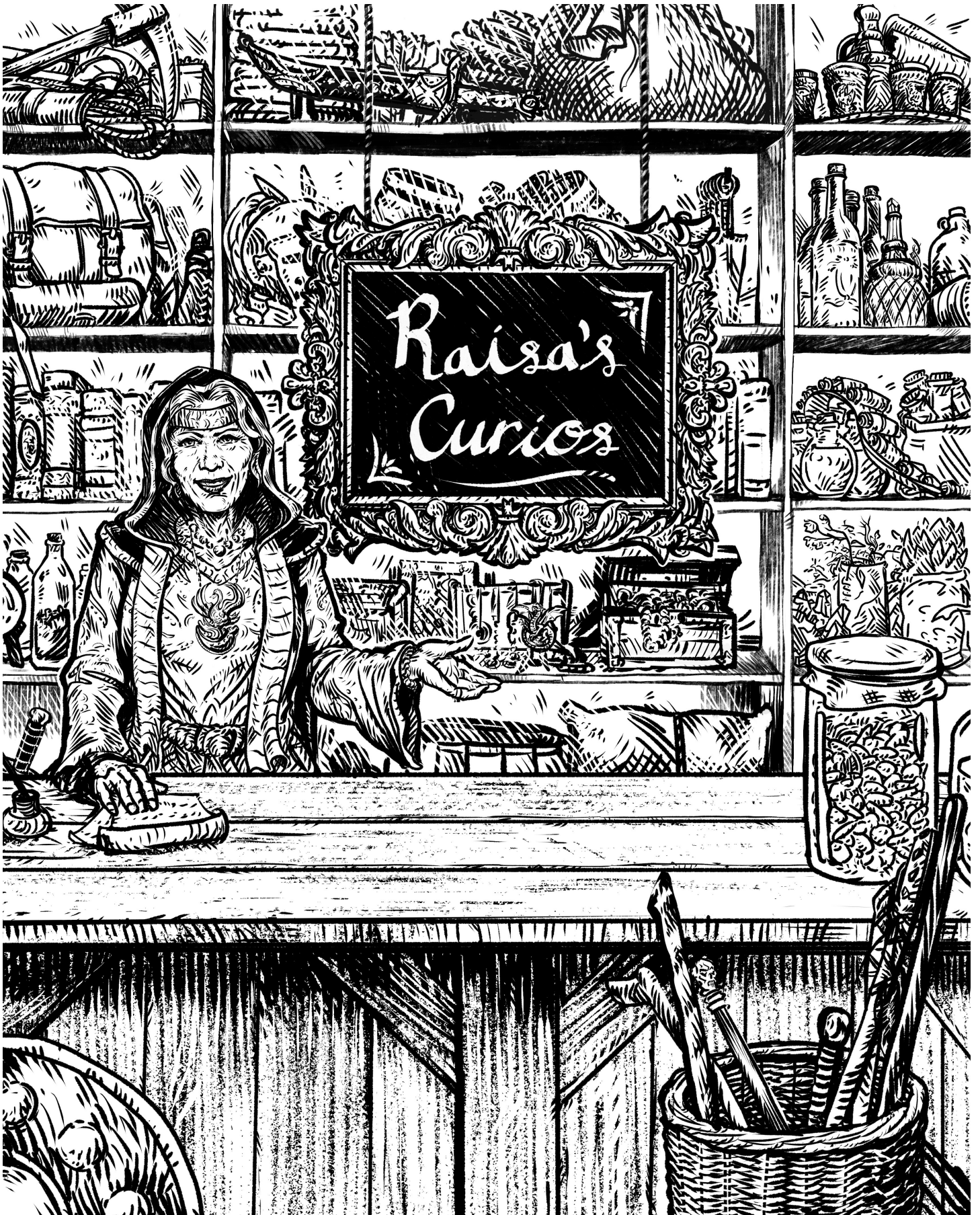
The characters' connection with Raisa's Curio shop and the NPCs they meet therein do not necessarily have to finish when the auction finishes. If the characters conduct themselves honestly, Raisa likely invites them to future auctions. If she has need of adventurers in the

future, perhaps to retrieve an item stolen from her shop, she might also remember the characters.

If the characters were successful in one or more of the lots, they might also draw unwelcome attention. Finally:

- One of the people a character outbid for an item approaches them and demands the character sell the item to them. If the characters refuses, they could make an enemy.
- One of the people a character outbid really needs the item in question, and determines to steal it (or to hire someone to steal it). At the very least, this sets up an encounter or two—and perhaps a chase through Languard's streets. How the characters react to this event might in large part depend on the motivations behind the attempted theft; if the item was stolen for "noble" reasons—perhaps the thief needs it to effect a rescue of companions imprisoned somewhere—the event might even lead to a side quest or mini-adventure.
- The characters might have need of Raisa's services in the future; at some point in their careers they are bound to "find" an item or two they don't really want and Raisa's auctions are an excellent, easy way of off-loading such items. Of course, Raisa charges a nominal fee for such services, but she could always waive her fee if they party do her a minor favour.
- Leaving the auction, the party witness an impromptu mugging as Issu Arpia steals *Vänni's Climbing Rope* from a now drunk Antal Keenear. With the rope in hand, Issu flees into the Shambles leaving Antal unconscious on the street.





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