

SHOPPING
— AT THE —
MERCHANT OF COIN

A RAGING SWAN PRESS MINI-EVENTURE





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SHOPPING AT THE MERCHANT OF COIN

The Duchy of Ashlar is small and constrained. Always, the forces of evil and shadow press inwards upon its borders. If it were not for a stout few, death and darkness would have long ago overwhelmed the land. Dunstone was once Ashlar's northern bulwark. Now, it is a dangerously sleepy and insular place. Wicked humanoids yet lurk in the dark forests and deep valleys of the surrounding hills. Abandoned mines and crumbled ruins stud the surrounds, calling with their siren song to bold adventurers. To the west, lies the time-worn, oft-cursed ruin of the ancient Nameless Monastery. Not all dangers lurk without, though. Folk—both fair and foul—have plans for Dunstone. Change is coming, to the Town on the Borderlands.

Designed specifically for you, the busy GM, this supplement enables you to effortlessly bring your characters' next urban adventure to life. Designed for use with the town of Dunstone, this mini-eventure can easily be used with almost any town or city.

CREDITS

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USING THIS MINI-EVENTURE?

A mini-eventure is akin to a normal adventure, but does not (normally) feature violence or physical challenges. Instead, a mini-eventure focuses on the use of social skills and role-play to resolve the challenges, or events, therein. Most mini-eventures take place in an urban locale. Mini-eventures are an excellent change of pace and can be used as filler between adventures or as situations in which characters who have invested in social skills can shine. They are also perfect for players who enjoy role-playing.

Use the lists herein to add depth and flavour to the characters' exploration of Dunstone. Use the entries as nothing more than local colour or as springboards to encounters, side quests or even full adventures. You can use this mini-eventure repeatedly, as long as you keep track of which entries you have previously used. Of course, some of the listed NPCs and locales could become staples of your campaign. Be sure to note the location of locales on your GM's city map and develop any your characters seem particularly interested in visiting again.

You can either plan events ahead of time or just "wing" the whole mini-eventure using the tables herein to facilitate play.



SHOPPING AT THE MERCHANT OF COIN

The Merchant of Coin is location 15 on the updated Dunstone map.

Nestled on Butcher's Row in Old Town, this fine stone and wood building is a fixture of Dunstone's mercantile and social life.

The Merchant of Coin deals in all manner of valuable things and offers a diverse range of other services to its clientele. Here can be traded gems, jewellery and other precious commodities. Customers can store their valuables in the vault buried beneath the building, for a small fee. They can also transfer their coin into more portable forms of wealth (for another small fee) or discretely borrow funds.

The Merchant of Coin maintains a small, velvet-curtained showroom wherein they sell fine items to Dunstone's monied folk. Many of these items come from adventurers selling their hard-won loot, while others come from storied Languard or other, more exotic and distant, locales.

NOTABLE FOLK

Some folk are often encountered at the Merchant of Coin.

- **Hannes Joutsi** (LN old male human **noble**) works here as he has done for decades. He works hard to teach his beloved daughter all she needs to run the business. He is honest and wise but growing increasingly jaded with the business's day to day operation.
- **Aune Joutsi** (LN female human **veteran**) enjoys her work and takes great pleasure in serving—and being part of—the community. She has big expansion plans; chief among them is luring a jeweller and gem-cutter here from Languard to increase profits and offer bespoke jewellery making and repairing services.
- **Tilda Vasara** (LG old female human **acolyte**) handles all transactions in the business. She is slow, exacting and honest to a fault. Tilda has worked here almost as long as Hannes and is a fixture of the place. Tilda perches in a small booth near the door where she deals with all payments and the like.
- **Vilhelm Mieho** (LN male human **veteran**) watches over the shop. Clad in plate armour and carrying a battleaxe he cuts an imposing figure. Vilhelm enjoys his job—it's pretty easy, really, except when a rowdy adventurer does not like the deal they are offered. Vilhelm is friendly and polite. The warrior is loyal to the Joutsis and secretly fancies Aune.

THE MERCHANT OF COIN BY DAY

By day, the Merchant of Coin is often quiet. While the shop is a fixture of the town's mercantile landscape it mostly caters to wealthy folk or adventurers offloading their unwanted booty. Thus, there are rarely more than one or two customers in the shop at a time.

THE MERCHANT OF COIN BY NIGHT

At night, the Merchant of Coin is normally closed. However, sometimes the shop opens for exclusive events or particularly wealthy clients. Hannes only lets customers into the vault after dark in exceptional circumstances.

CUSTOMERS

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

1. **Saara Lempinen** (NG female human **veteran**) seeks to improve herself in life and social position and knows first impressions count. The Merchant of Coin is one of many places she'll be visiting in search of suitable finery and other accoutrements. Sadly, Saara is more comfortable in leather and chain and is somewhat out of her comfort zone. She'll be grateful to anyone helping her navigate the horrors of polite society and fashion.
2. **Maalin Kostia** (LN old female human **noble**) browses to stave off boredom. She retired from the mercantile life years ago and now busies herself growing her collection of interesting ornaments, relics and trinkets. She is a regular at the Merchant of Coin and is also someone who could hire a party of adventurers to acquire certain items of interest. She wears a fine velvet robe and is accompanied by a burly manservant who carries a heavy cudgel he pretends is a walking stick.
3. **Aldal Mildann** (LG male dwarf **knight**) has money to spend after surviving a delve into Gloamhold. He's come to Dunstone for a change of scenery—Gloamhold's benighted depths depressed him. Aldal's skin is greyer than the norm, and he has a haggard look in his eyes.
4. **Juhana Arpia** (N male human **spy**) needs money to pay off a gambling debt and is thinking of robbing the Merchant of Coin. He's trying to as if he belongs, but a perceptive character sees through his deception. His plan is simple: break-in at night and steal everything easily to hand.
5. **Isto Jurva** (CN male human **berserker**) enjoys going where he is not welcome, expected or wanted. Smelling strongly of sweat and mud Isto cuts an incongruous figure in the shop. He's obviously not wealthy but is insisting on looking at everything. Isto is (deliberately) not making any friends here and is looking for a reason to be offended.
6. **Eiraruil Kuura** (N female half-elf **priest** [Morden]) worships the god of magic and has come here to register her interest in any minor items of power the Joutsis come across. She's well-to-do and pleasant. If any of the party are obvious magic-users, she introduces herself and strikes up an animated conversation. Eiraruil lodges at the Gilded Swan (location 5) and invites anyone she gets on with for a meal and long chat. Her conversation is quite one-dimensional; she is obsessed with magic.

WHAT'S GOING ON?

While the characters are at the Merchant of Coin, one or more things from the list below may occur.

1. **Quiet:** The Merchant of Coin is devoid of other customers. Aune dusts the displays while Tilda tells a long, convoluted story. She stops in mid-sentence when the characters arrive.
2. **Closed:** A visiting noble patronises the Merchant of Coin, which is closed to other customers. Vilhelm Mieho (see "Notable Folk") stands outside to keep the noble's visit private and the riff-raff out.
3. **Visiting Adventurer:** Another adventurer (see "Customers") is loudly (and perhaps a little desperately) trying to sell a +1 *dagger*.
4. **In the Vault:** Hannes and Aune are in the vault with a client and are temporarily unavailable.

OPPORTUNITIES & COMPLICATIONS

Lucky adventurers find opportunities almost anywhere. Unlucky adventurers find complications almost anywhere.

1. **Gotten Gains:** Hannes Joutsu moves in diverse social circles. For adventurers, explorers and the like the Merchant of Coin is a good place to offload loot or to buy and sell gems, jewellery and other precious things.
2. **Thief Thief!** As the party nears the Merchant of Coin, they hear cries of, "Thief! Thief!" Moments later, a nondescript man dashes past the party chased by Aune. If the characters intervene, they might gain the Joutsu family's friendship.
3. **An Approach:** Aune Joutsu approaches the characters. She has heard of the party and believes they could be a useful source of goods for her business. She also offers them the services of her vault—for a fee.
4. **Evening Event:** A sign on the shop's front door promotes an exclusive evening auction event. Customers are invited to petition for an invitation.

WHISPERS & RUMOURS

The characters may overhear or learn some of the rumours (which may or may not be true) below.

1. **Thieves:** Shady figures have been spotted outside the Merchant of Coin of late. A gang may be plotting to burgle the place.
2. **Hidden Vault:** The Merchant of Coin has a hidden vault below its "public" vault. There the Joutsus store their vast wealth and the things they don't want anyone to see.
3. **Magic Items For Sale:** Sometimes, the Joutsus have minor magic items for sale at the Merchant of Coin. Such items are rarely publically displayed.
4. **A Good Place:** The Merchant of Coin is a good place to do business. The Joutsus are honest and law-abiding folk.

WHAT'S FOR SALE

Some or all of the notable items below are for sale at the Merchant of Coin.

1. **Carved Tusk (20 gp):** This almost two-foot-long boar tusk comes complete with an oak stand. Carvings on the tusk commemorate the hunt which yielded the tusk.
2. **Silver Cup (120 gp):** Decorated with a complex geometric pattern around its rim, this large, ceremonial cup is the kind of thing drunk from to seal a compact or deal. Its stem is large enough for two hands.
3. **Crystal Decanter (50 gp):** Fragile and beautiful, this crystal decanter is more of a display piece than something for everyday use. Strange properties in the glass cause it to scintillate in a rainbow of colours when exposed to strong, direct sunlight.
4. **Jade Ring (200 gp):** A highly polished piece of jade surmounts this gleaming, slender silver ring. The elven symbol for long life is etched into the jade. Faintly engraved in Elven a secret message decorates the inside of the ring's band.
5. **Fur-Trimmed Cape (50 gp):** Fabulously rare gleaming white fur trims this brown cape's hem and hood. A silver chain and clasps at the neck provides the means of securing the cape.
6. **Three Vellum Books (35 gp each):** An ornate lock protects each of these beautifully bound 200-page vellum books. These three books are part of a matching set but can be purchased individually. The iron lock on each book is elegantly wrought in the shape of the mystic rune for magic.
7. **Gold and Silver Belt (150 gp):** Slender, highly polished silver and gold thread is woven around this thin black leather belt. The belt has three small secret compartments, each big enough to hold a scrap of parchment, several coins or other tiny objects.
8. **Thieves' Tools (150 gp):** Reportedly owned by the famed gentleman-thief Klemetti Montaja this set of thieves' tools is offered more as a curiosity than a serious item for sale. The set is of superlative quality and highly organised in a handy set of black leather pouches organised by task—lock picks, trap finding and so on. The pouches come attached to a thin, strong belt.
9. **Iron Box with Secret Lock (100 gp):** Intricate wrought but lurid and highly graphic bas-relief sculptings on this stout iron coffer depict a soul's passage through hell. The box's hard-to-find lock hides at the bottom of the soul's journey to hell.
10. **Selection of Gem (var.):** Four bloodstones (dark green transparent stones; 50 gp each), two amethysts (translucent purple stones; 200 gp each), two pearls (opaque white stones; 100 gp each) and a small ruby (transparent red stone; 1,000 gp) fill a small black-velvet lined case. The gems are for sale separately.

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