

DINING
— AT THE —
EMERALD MEDUSA

A RAGING SWAN PRESS MINI-EVENTURE



OSR



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DINING AT THE EMERALD MEDUSA

The Emerald Medusa is the place to be seen in Languard's high society. Nobles, wealthy merchants and rich adventurers flock here to eat, dance, be seen and conspicuously consume their wealth. Once an ocean-going sailing ship the Emerald Medusa is now permanently moored in Languard and is famed for its lavish food, fine wine and evening entertainments which includes the ship's beautifully wrought magical medusa figurehead!

Even the smallest town has more locations than all but the most diligent and time-rich GM could ever hope to detail and design. To make matters even worse, when an adventuring party gets to a town or city, the characters often have the irritating habit of going off exploring. What's a GM to do? Designed specifically for you, the busy GM, this urban locale is designed to help you bring depth and flavour to your characters' next urban adventure. This Urban Locale is designed for use with City Backdrop: Languard, but is designed to be easily inserted into virtually any town or city.

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WHAT'S A MINI-EVENTURE?

A mini-eventure is akin to a normal encounter, 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.

USING THIS MINI-EVENTURE

This supplement provides everything you need to run a short, flavoursome eventure. As well as presenting an in-depth look at a locale this supplement also present several tables for use during play. Roll on any or all of them as often as desired to create interesting, engaging situations.

You can either plan events ahead of time or just "wing" the whole mini-eventure using the tables herein to facilitate play. (These tables could form the basis of repeated visits to the featured location as long as you keep track of what results the characters have already experienced).



DINING AT THE EMERALD MEDUSA

The Emerald Medusa is location H12 on the City of Languard map.

Once a large multi-decked sailing ship, the Emerald Medusa is a popular eatery and feasthall permanently moored in Languard famed both for its food and “enchanted” evening dances. The vessel is named—unsurprisingly—for its intricately sculpted medusa figurehead which now stands prominently on deck. The medusa holds intricately carved—magical—lens amid its beautifully wrought, breathtakingly realistic writhing snake-hair.

A place for nobles to meet the Emerald Medusa is the perfect place to discuss adventures or plot intrigue. Moored close to the docks it has several ornate gangplanks leading up to the main deck. Here, small bands of musicians play beautiful music under wide canvas canopies.

The medusa figurehead is positioned so its enchanted glass lenses watch over the dancing crowds below and periodically emit beams of twinkling light to which dancers must freeze when they are touched. As the night goes on more and more lights are emitted making the dance around the pretend statues harder and harder. The last person dancing at midnight wins access to the Captain’s Table—a private dining room much in demand among Languard’s elite.

Below Decks: Here the choicest tables offer a view of the river and bay through finely made portholes. Larger tables set into the main hold provide space for large groups to dine.

NIGHTLY ENTERTAINMENTS

The Emerald Medusa is a favourite among nobles. Many adventurers are invited by nobles who show off their wealth and social superiority. It is customary for the person inviting others to pay for the meals. The expensive food and wine offering caters to the desires of the upper class and wealthy adventurers:

- **Evening Entertainment (30 gp):** Includes sumptuous food, fine wines and dancing.
- **The Elven Experience (30 gp):** Includes a selection of elven wines and sweetmeats.
- **Light Meal on Deck (10 gp):** Includes complimentary wine of a standard vintage; most nobles and merchants wouldn’t be seen dead enjoying this option.

Each night, a presentation of beautifully crafted food is made at the eighth bell. Examples of the food on offer include:

- Lobsters served on red cabbage and roasted seaweed.
- Finest peppered beef served on a bed on parsnips drizzled with chestnut sauce.
- Swordfish baked in rock-salt.
- Venison served in an exotic plum sauce.
- Spiced wyvern steaks imported from a far-off land and served with mint, peas and potatoes. (This is rarely available and doubles the cost of a meal).

NOTABLE FOLK

Many people work or visit the Emerald Medusa on a daily basis. Most are nothing more than ordinary folk; others are more notable; such folk include:

- **Mira Rantanen** (NG middle-aged female human wizard 3) owns the Emerald Medusa. She is popular among Languard’s elite, who vie with each other to win her favour. She is friendly, but a shrewd judge of character.

OTHER VISITORS

When the characters arrive, they won’t be the only visitors present at the Emerald Medusa. Roll as many times as desired on this list to determine who else is present:

1. **Jyrki Kuura** (LN middle-aged male human) believes in the intrinsic superiority of the nobility and believes good breeding separates him and his friends from Languard’s unwashed. Jyrki is a snob who looks down his nose at anyone who has to work for a living.
2. **Eleonora Kekko** (N middle-aged female human thief 7) fidgets and seems out of place to all but the dimmest observer. Dressed in fine silks, she is clearly uncomfortable. Eleonora is (secretly) one of Languard’s foremost burglars and is here to hand over her latest commission to a wealthy merchant client who desired the recovery of a thoughtlessly given love token to another merchant’s wife.
3. **Samuli Alanen** (N middle-aged male human) maintains he is the heir to the Alanen’s noble lineage and as such is entitled to claim the ruined village of Greystone as his own. Thus far, he has failed to provide any actual evidence to support his claim, and is looking for adventurers to explore the ruins—and in particular the Alanen’s abandoned manor house—to secure such proof.
4. **Antero Minudain** (LN middle-aged male human) mourns the death of his son—Toliyrath Minudain—who died amid the ruins of Greystone. Toliyrath was an adventuring wizard who fell prey to a crystal ooze. Antero and his guests are drinking heavily, and a maudlin atmosphere hangs over their table. Antero is a wealthy merchant and owns the Minudain Rope Emporium.

RUNNING THIS EVENTURE

The Emerald Medusa is the perfect place for the characters to meet an important and wealthy patron. They may already know the person in question or may receive an invitation “out of the blue” to dine at the floating eatery.

Alternatively, the restaurant is one of the places to be seen in Languard’s high society, and wealthy adventurers may dine there to show off. The eatery’s high prices keep the riffraff away—and its patrons like it that way. Brawls and the like are rare at the Emerald Medusa, but that doesn’t mean the place isn’t a good locale for spying and other skulduggery.

5. **Niilo Majatalonisäntä** (NE male dwarf fighter 3/thief 2) owns the Dragonheart Tavern (location H9 on the City of Languard map) and is here to try out the competition. He is always on the lookout for adventurers keen to supply him with exotic meats; if the characters seem like such folk, he approaches them to gauge their interest.
6. **Laus Äiniö** (N male human thief 1) works for the Shadow Masks while also working as a server on the Emerald Medusa. Stick thin, and with an agile mind, he keeps his eyes and ears open for interesting tidbits of information, while serving Languard's elite. Perceptive characters may notice him lingering near their table.

WHAT'S GOING ON?

Use this list, to determine what is going on when the characters arrive. Remember, the characters' actions may render some of the entries moot.

1. **Tremendously Busy:** When the characters arrive, the Emerald Medusa is tremendously busy. Unless they have already booked, or are meeting a patron, they will not be able secure a table this night.
2. **Merely Busy:** The Emerald Medusa is busy, but it has a few tables left. The staff members greeting guests look the characters up and down and only admit those dressed appropriately—characters wearing armour, carrying large weapons or accompanied by strange creatures are (unsurprisingly) turned away.
3. **Angry Adventurers:** Three dirty, travel-stained adventurers—foolishly wearing armour and looking like they have come straight from the docks—have been denied admittance. Their leader is currently arguing loudly with Mira Rantanen (see "Notable Folk"). They clearly aren't going to get in.
4. **Tonight's a Ball:** Tonight the Emerald Medusa hosts a glittering masquerade ball; anyone who is anyone is here and the ship is packed. During the day, the ship is a hive of preparatory activity; after dark, lights, music and carefree laughter fill the night.
5. **Skulking Watcher:** A character notices two shady figures on the docks keeping an eye on the Emerald Medusa. The pair are beggars in the employ of the Shadow Masks (see "Whispers & Rumours" #5).
6. **Arguing Guests:** Two guests argue over a trivial matter. Perhaps they have both ordered the last bottle of a particular vintage or are business rivals each looking for an excuse to belittle or socially humiliate the other.

OPPORTUNITIES & COMPLICATIONS

Canny adventurers can find opportunities almost anywhere. Unlucky adventurers can find complications almost anywhere. Roll once on this list, to determine which the characters find:

1. **Desperate Patron:** A rich merchant dining at the Emerald Medusa has a problem and needs a band of trustworthy adventurers. The merchant sees the party and invites them to

sit, eat and hear a proposition. (This could serve as the hook to the party's next adventure).

2. **Help Wanted:** Mira Rantanen needs guards to keep the riffraff away from an upcoming special event. She asks the characters to help out. The job is mainly ceremonial—Mira isn't expecting any real trouble—but her guests feel safer knowing guards protect the event's exclusivity.
3. **No Tables to be Had:** The Emerald Medusa is packed and there are no tables to be had; this hook could be combined with #1 above.
4. **Stop, Thief:** As the party approaches the Emerald Medusa, cries of, "Stop, thief!" come from the top deck. Moments later a scrawny boy wearing a page's uniform sprints towards and passed the characters. If the characters apprehend the thief, they make a good impression with Mira Rantanen and the crime's victim.
5. **The Cowled Lady:** A lady dressed in a fine scarlet ball gown, and wearing a cowled red cape, approaches the Emerald Medusa. The woman—Stiina Hirvi (NG female human) is a courtesan come to meet her client. Two beggars accost her, trying to get some easy coin. If the characters rescue her, she might have some juicy gossip for them.
6. **Drifting Rowboat:** A perceptive character spots a seemingly empty rowboat drifting slowly toward the Emerald Medusa. The rowboat might indeed be abandoned or could be the platform from which an assassin plans to board the ship to carry out their latest job.

WHISPERS & RUMOURS

Characters chatting with folk at the Emerald Medusa may learn some or all of the rumours (which may or may not be true) below:

1. The Emerald Medusa's figurehead isn't a mere magical curiosity: it holds a medusa's bound soul! If the wards holding the creature's soul in check fail it could petrify everyone dancing or dining on deck!
2. The Emerald Medusa is many nobles' favourite place to be seen. If you crave a rich and powerful patron, the Emerald Medusa is the place to go. Niilo Majatalonisäntä (owner of the Dragonheart Tavern; see "Other Visitors" #5) is Mira Rantanen's bitter rival.
3. Mira Rantanen, owner of the Emerald Medusa, is always on the look out for strange or exotic wines, spirits and foods. Mira offers gold, or sometimes even a complimentary evening table, for such supplies.
4. The Emerald Medusa is a front for a smuggling operation; Mira Rantanen has friends in many high places and this renders her virtually immune to investigation or incarceration.
5. Agents of the Shadow Masks work at, and keep an eye on, the Emerald Medusa; after all, what better way to know which rich person's house is empty and safe to burgle?
6. The food is so good at the Emerald Medusa most people assume magic is involved in its creation.

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