

DRINKING
— AT THE —
LAST CHANCE

A RAGING SWAN PRESS MINI-EVENTURE



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DRINKING AT THE LAST CHANCE

In sight of the corpses swinging from Traitor's Gate crouches a tavern with a deep, shadowy porch furnished with scarred tables and a sign bearing a grinning skull with a die between its teeth. Here drink Languard's bounty hunters, off-duty watchmen and those fascinated with death and suffering. If you need help finding someone in Languard—or if you just want a really good view of the city's monthly brutal executions—the Last Chance is the place to go!

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CONTENTS

Credits	1
Contents	1
What's a Mini-Eventure?	1
Using this Mini-Eventure	1
The Last Chance	2
For Sale	2
Notable Folk	2
Other Folk in the Common Room	2
What's Going On?	3
Opportunities & Complications	3
Notable Wanted Posters	3
Whispers & Rumours	3
OGL V1.0A	4

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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. These tables include:

- **What's Going On?** Something is normally happening when the characters arrive at a locale. Use this list, to determine what is going on.
- **Opportunities & Complications:** Fate often throws opportunities and complications at adventurers. Use this list, to determine what befalls the characters while at the locale.
- **Notable Wanted Posters:** Roll on this list to see which posters catch the characters' eyes. Alternatively, design your own posters to propel the characters into their next adventure.



THE LAST CHANCE

In sight of the corpses swinging from Traitor's Gate crouches a tavern with a deep, shadowy porch furnished with scarred tables and a sign bearing a grinning skull with a die between its teeth. The owner is Jyry, a thrifty businessman who cultivates the tavern's grim atmosphere. He starts macabre wagers about executions, discusses bounties with his regulars and supplies human knucklebones for games of chance.

The interior is a single-room floor lit only with flickering candles and the hearth fire behind the bar. Patrons cluster around these points of light, forming insular groups that laugh at private jokes and make bets as the staff offer odds on all aspects of upcoming executions and punishments. No one sits at the bar at the tavern's far end as its counter is reserved for food preparation. Behind the bar, a hatch leads to the basement, where Jyry stores food, racks his alcohol and has his personal room.

FOR SALE

The offering at the Last Chance is basic, but wholesome:

- **Drink:** Fermented milk (flagon) 6 cp, mead (flagon) 1 sp.
- **Food:** Cabbage rolls with mashed turnips 1 sp, blood dumpling soup with fried mushrooms 3 sp.

NOTABLE FOLK

Bounty hunters and off-duty watchmen are common among the patrons, making the Last Chance a surprisingly honest (and safe) place to drink. Many of the tavern's patrons are habitual armed, and have no hesitation in using their weapons and martial skills to defend themselves or the tavern's staff.

- **Impi Jyrentytär** (N female half-elf **spy**) works as the Last Chance's gloomy barmaid. She dresses all in black and entertains customers with her dry wit. A former street urchin who got her job out of pity, she has a good eye for trouble and a steady work ethic.
- **Jyry Mustonen** (N middle-aged male human **commoner**) has a knack for business and has used his middling skill as a brewer to earn enough money to buy the Last Chance. He still brews beer but focuses more on management these days.
- **Ruska Isotalo** (LN female human **berserker**) loves her work as a bounty hunter and laughs loud at her own grim jokes. Bald, toweringly tall and covered in tattoos, Ruska is infamous for her brutal methods that toe the line of the law. The Last Chance is her second home, and her tendency to help its staff and buy rounds has earned her much goodwill.

IN YOUR CAMPAIGN

The Last Chance tavern is location L10 on the City of Languard map, but is easily added to almost any fantasy town or city. The Last Chance is best suited to a common quarter—it is not somewhere the great or the good congregate.

OTHER FOLK IN THE COMMON ROOM

Many folk visit the Last Chance; some are bounty hunters, others are off-duty members of the watch. Sometimes, heavily disguised thieves—or their agents—and other ne'er-do-wells also come here for a vicarious thrill or to remove their Wanted posters from the tavern's notice wall.

1. **Krister Miemo** (N male human **guard**) nurses a drink, and appears generally miserable. Krister is a watchman, and his best friend was recently killed while chasing a thief. He is distraught, angry and ready to lash out.
2. **Elisa Ora** (LN female human **bandit captain**) dreams of becoming a feared bounty hunter like her mother. She readily takes stupid risks and is looking for a new partner as her last one gave up the life after one too many close calls.
3. **Pieti Uljas** (LN middle-aged male human **guard**) likes to drink, and prefers when someone else pays. Short on coin, the watchman accosts the characters and makes unsubtle comments about his thirst. Pieti could make a useful contact on the city watch, if handled correctly.
4. **Liekko Tuntia** (CN female half-elf **spy**) has come to the Last Chance to study those who would hunt her for gold. She is heavily disguised as a human courtesan, but perceptive characters notice she turns down several offers of work. Liekko is daring and making a reputation for herself among Languard's thieves. She is also highly skilled at disguises and always obscures her true appearance when working.
5. **Petteri Toivas** (LG male human **knight** [Darlen]) appears tremendously out of place in the Last Chance. He is hunting a notorious criminal (roll on "Notable Wanted Posters" to determine who) and has come here to gather information. His white and gold cloak, fastidiously-maintained appearance and air of disapproval mark him as different to the tavern's normal clientele.
6. **Ulla Vasara** (NE female human **mage**) lingers in the tavern trying to ascertain if the rumour labelling Jyry as a corpse robber (Whispers & Rumours #1) is true or not. Ulla seeks several "material components" for a ritual, and wonders if Jyry is the man to get them for her. She is also quite taken with Impi and her style and is plotting how to get the barmaid alone.

RUNNING THIS EVENTURE

Drinking at the Last Chance can be nothing more than an interlude between adventures, the venue for some rumour-finding or contact-meeting, or even serve as the hook into the characters' next adventure. You can either plan events ahead of schedule or just "wing" the whole mini-eventure using the tables herein to facilitate play. (These tables should be able to form the basis of repeated trips to the Last Chance as long as you keep track of what results the characters have already experienced).

Finally, *Drinking at the Last Chance* works well with the eventure *Day Out at the Executions*.

WHAT'S GOING ON?

While the characters are at the Last Chance, one or more things from the list below may occur.

1. **Quiet:** The common room is virtually empty; it is easy to find a seat or strike up conversation with the staff.
2. **Ruska's Buying:** Ruska is buying a round of drinks when the characters enter; she offers to buy the characters drinks and then sits with them for a while to get to know them.
3. **New Wanted Posters:** New Wanted posters have just been put up behind the bar, and a veritable scrum of bounty hunters are gathered around studying them.
4. **Busy:** The Last Chance is packed, and there are no free tables; it takes ages to get a drink but it's easier to hear rumours. Roll twice on "Opportunities & Complications".
5. **Poster Stolen:** The Last Chance is quiet. When no one is looking, a nondescript man nips behind the bars and rips down a poster before quickly leaving. (The man could be a bounty hunter intent on no one else capturing his prey or might be working for the person described on the poster).
6. **Insular Customers:** The regulars are more insular and taciturn than normal—a bounty hunter died last week trying to apprehend the notorious "Bandit Queen" Firean Maiethil. Many speculate her bounty will soon be raised again.

OPPORTUNITIES & COMPLICATIONS

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

1. **Impi's Bet:** Impi has wagered Jyry a criminal listed on one of the tavern's Wanted posters will feature at next month's execution day. To win her bet, she tries to talk the characters into hunting down the relevant criminal. Roll on "Notable Wanted Posters" to determine who is the subject of the bet.
2. **Resembles a Criminal:** A character resembles a wanted criminal, and several patrons notice the likeness; some regulars may try to collect the reward.
3. **Overheard Plan:** The characters overhear two drunk bounty hunters making a plan to capture a criminal (roll on "Notable Wanted Posters" to determine who). One of the two mentions the criminal's location and they decide to apprehend them first thing in the morning. If the characters act quickly, they could catch the criminal themselves, and claim the reward.
4. **Dragon and the Thief:** A marathon game of Dragon and the Thief is going on at a table near the bar. Any characters appearing obviously wealthy are invited to join the game.
5. **Arguing Bounty Hunters:** Two would-be bounty hunters are arguing over who has the "right" to pursue a certain criminal. The tavern's more experienced clientele watch the quickly escalating argument with bemused enjoyment.
6. **The Bloodstained Prince:** The halfling bard Dricolen Nimblefinger—usually the entertainment at the Scythe (location L3 on the City of Languard map)—sings the ballad of Crown Prince Ilasual Nenonen (the Bloodstained Prince) and his attempt almost 400 years ago to claim Ashlar's throne.

NOTABLE WANTED POSTERS

A gallimaufry of Wanted posters covers the wall behind the bar. Roll on this list as many times as desired, to determine which Wanted posters catch the characters' eyes.

1. **Aake Torio:** Lowlife scum wanted for the shockingly brutal, ritual-like murder of several prostitutes; 50 gp.
2. **Firean Maiethil:** The self-styled "Bandit Queen" is wanted in Dulwich for banditry, murder and worse; 600 gp.
3. **Veela Koira:** Bandit leader wanted for banditry and murder on the road between Languard and Coldwater; 200 gp.
4. **Hilppa Ilakka:** Smuggler and slaver in league with the pirates of Deksport; 100 gp.
5. **Tuuli Viti:** Witch in league with demonic forces; 300 gp.
6. **Laus Salme:** Wanted for murder during a barroom brawl; 20 gp (In fact, Laus is innocent, but knows the location of a singular mystical jewel which certain powerful folk covet.)

WHISPERS & RUMOURS

Many rumours, half-truths and outright lies circulate among the Last Chance's patrons. (Some or all of the rumours below may be false, as you decide.) Characters chatting with other folk in the tavern may learn some or all of the rumours below:

1. **Jyry the Corpse Robber:** While Jyry is a middlingly-good brewer and landlord the Last Chance is cover for his true profession—corpse robber and supplier to necromancers and other odious folk.
2. **Cheap Bounties:** The value of bounties has been falling for the last few years. Clearly, the duke is running out of coin or he thinks bounty hunters work out of the goodness of their own hearts!
3. **Too Good at Her Job:** Ruska is too good at her job. Some say she's a witch in disguise while others believe she has extensive contacts in the city's underworld.
4. **Jyry is Rich:** There is more to Jyry than meets the eye; he's undeniably skilled at making money and is a miser. He hides his coin hoard in the cellar.
5. **Stolen Body Parts:** Someone—or something—is stealing bits and pieces (and sometimes entire corpses) of the criminals executed at the monthly execution days.
6. **A Boiling:** Panu Vaito poisoned his entire family before running amok in the city with a woodcutter's axe which he used to kill five other people. He will be boiled to death at the next execution day.



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