

SHOPPING
— AT —
KARDAGG'S

A RAGING SWAN PRESS MINI-EVENTURE



OSR



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SHOPPING AT KARDAGG'S DISCOUNT EMPORIUM

Adventurers in search of overlooked bargains know to visit Kardagg's Discount Emporium, but sometimes these neophyte heroes find more than they bargained for amid the crammed, teetering shelves overflowing with second-hand equipment, blunt weapons and dented armour. Opportunity and adventure—and if rumours are to be believed sometimes wondrous items—have all been found on the shelves of Kardagg's Discount Emporium. And for adventurers looking to give up their danger-filled profession, Kardagg's Discount Emporium is the place to offload unwanted equipment with no questions asked.

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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, flavourful eventure. As well as presenting an in-depth look at a locale this supplement also presents 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 Things for Sale:** Most locales have something for sale. Use this list, to determine what notable items or services are available.

SYSTEM NEUTRAL

This book is compatible with most fantasy roleplaying games. It's impossible to create a truly system neutral book, though, and some generic game terms—wizard, fighter, human, elf and so on—lurk within. These generic terms are easily modified to the GM's system of choice. One special note about the NPCs in this supplement. While some are wizards, fighters, clerics and so on, others are simply normal folk. Because different game systems handle normal folk differently we've made no attempt to note their "class" leaving them simply as "female human" and so on.



KARDAGG'S DISCOUNT EMPORIUM

This large shop is where failed adventurers come to sell off their equipment before retiring from their danger-filled profession. Although his shop is filled with badly conditioned armour, lengths of frayed rope and lanterns that sputter and go out when needed the most, the dwarven owner Kardagg is nonetheless rich in information and stories of desperate adventure across the bay.

Ground Floor: Set in a warehouse with rickety double doors of weathered oak and hard packed earth floors the inside of this place is a veritable maze of precariously balanced goods, damaged armour, barrels of rusting weapons and more.

Kardagg sits behind a long wooden desk next to the front door with a small brazier burning wood, no matter the weather. As customers enter he nods a curt greeting and with his club-like walking stick taps a large sign that says, "You break it, you buy it. No refunds".

Upper Floor: Kardagg dwells in a small, cramped set of rooms accessible from a rickety stair behind his desk. Here he keeps a small amount of treasure and collection of trophies, equipment and treasure from his long-past adventuring days.

NOTABLE FOLK

- **Kardagg** (N male dwarf fighter 3) greets customers with a hard stare and forced smile. He is a dwarf of few words but is a hard yet fair salesman. He has thick black hair and a tangled beard which hides his scarred face. He has a fondness for gems and prefers payment in such-something clever customers could use to their advantage.
- **Kitt** (N war dog) barks at, and smells, all customers entering the emporium. Large and brutish, Kitt is Kardagg's only real friend, and occasionally follows customers round the stacks.

FOR SALE

Selling: Most of the equipment on sale at Kardagg's Discount Emporium is cheap or nasty or in bad repair. Some are all three. Some items may even break just when their owner has great need of them. Most prices are 20% lower than normal but most items break on a roll of a natural 1 when being used. (Armour falls apart if the wearer suffers a critical hit).

Buying: Kardagg buys, or trades for, almost any mundane equipment and offers to buy items for around 40% of their normal price. He knows that people selling items here normally do not have much choice and so drives a hard bargain—he's not a charity, after all.

IN YOUR CAMPAIGN

Kardagg's Discount Emporium is location S5 on the City of Languard map, however the location is self-contained and easy to import into almost any fantasy settlement. Kardagg's Discount Emporium is best located in a rundown part of a town or city—it is a place predominantly for those down on their luck.

WHAT'S GOING ON?

While the characters are at Kardagg's Discount Emporium, one or more things from the list below may occur.

1. **Inquisitive Kitt:** Kitt wanders the store following an interesting smell. When he encounters the characters, he brushes up against them and gives them a vigorous sniffing. If the characters are kind to Kitt, Kardagg notices and is slightly better disposed towards the party.
2. **Argumentative Adventurer:** Vilppu Himottu (N male human fighter 2) is trying to sell Kardagg ten silver arrows. Vilppu wants 8 gp for the arrows, while Kardagg only offers 3 gp. Vilppu needs money, and is desperate to sell. Kardagg is immovable in his price, and so Vilppu tries to sell the arrows to the characters instead. Kardagg is not impressed.
3. **Heavy Rain:** Just after the characters enter the emporium, heavy rain starts to fall outside. A sudden rush of customers enter the emporium, and Kardagg grumbles about freeloaders who have no intention of buying anything.
4. **The Watch Arrives:** The jingling of armour announces the arrival of a small watch patrol. The sergeant (Reeta Lemmikki [LN middle-aged female human fighter 2]) has come to Kardagg's to see if the dwarf has had any contact with Ilja Montaja (a local thief who has been making a name for himself). Ilja stole several choice pieces of jewellery last night and is thought to be looking to fence the items. If Reeta spots the characters, she also questions them.
5. **Rival Shopper:** The characters are not the only customer in the emporium. One—Jalmari Paaso (N male human wizard 4)—is a presumptuous, self-centred man shopping for a bargain. At the very moment a character decides they want to buy an item from "Notable Things for Sale", Jalmari decides he also must have it, and offers Kardagg 10% more than the asking price. If the characters outbid Jalmari, they make an enemy of the mage.
6. **Kitt is Poorly:** Kitt lies behind Kardagg's desk whimpering quietly. When the characters arrive, he lifts his head from the floor, but doesn't investigate further. (Kitt has eaten a diseased rat and is ill—a druid, ranger or other character skilled in animals and healing earns Kardagg's thanks if they nurse Kitt back to health).

RUNNING THIS EVENTURE

Visiting Kardagg's Discount Emporium can be nothing more than a quick stop for discount equipment before the party's next adventure or the basis for a role-play adventuring session (and perhaps even a hook into another adventure or side quest). Use the tables on these two pages to facilitate play. You can either plan events ahead of schedule or just "wing" the whole mini eventure using the tables here to facilitate play. (These tables should be able to form the basis of repeated trips to Kardagg's as long as you keep track of what results the characters have already experienced).

OPPORTUNITIES & COMPLICATIONS

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

1. **Overlooked Onyx:** While browsing, the character finds a small onyx tucked inside a belt pouch. Kardagg doesn't know about the gem, and thinks the pouch empty. He sells the pouch for 7 sp, but the gem is worth 20 gp.
2. **Thief?:** Kardagg is convinced a character has stolen from his store, and demands to search the offender's person. Unless convinced of the character's innocence, he bars the party from ever returning to his "fine" establishment.
3. **Nudged Display:** Accidentally, one of the characters knocks over a display, which—with a loud clatter—falls to the floor. If the characters tidy up, roll once on "Notable Things for Sale" to determine what interesting item they come across.
4. **Closing Early:** Kardagg wants to close up early—he's recently acquired some dwarven ale and is looking forward to savouring the taste of something he has not drunk for many years. Only fast talking characters—or those offering a bribe—convince him to stay open a bit longer so they can shop.
5. **A Patron:** Sohvi Tapatora (LN middle-aged female human) is looking for dependable adventurers to help her with a rat infestation in her home. Recently rats have invaded her cellar, and she's struggling to get rid of them. This could be nothing more than a normal rat infestation, the start of the characters' next adventure or a minor test of their abilities—Sohvi could have a greater mission in mind for the party.
6. **Shut:** The emporium is shut, and the characters will have to come back another time.

NOTABLE THINGS FOR SALE

Although much of Kardagg's stock is in bad condition, a few notable items languish on his shelves. Determined browsers may find one or more of the items below:

1. **Oversized Backpack (15 sp):** This stout leather backpack is 50% larger than a standard pack. At first glance, it seems in poor condition, but the damage is purely cosmetic.
2. **Flawed Longsword (4 gp):** This badly made longsword has a fatal flaw—its hilt is only loosely attached. When the wielder rolls a natural 1 on an attack roll, the blade snaps off.
3. **Light Weight Wooden Shield (5 gp):** Decorated with an oak tree sigil, this dented shield is of elven artifice. Its weight is half that of a normal shield.
4. **Blacked Hooded Cloak (1 gp):** Dried mud splatters the frayed hem of this jet black velvet cloak. The cloak has a deep cowl perfect for those who value their privacy or who wish to project a mysterious or sinister appearance.
5. **Leather Boots (1 gp):** These knee-high boots have two secret compartments—one in each heel—sized for a potion vial.
6. **Vial of Holy Water (30 gp):** This heavy vial holds concentrated holy water. The water was created with special blessed celestial silver and is twice as effective as normal.

Additionally, Kardagg displays several special items—including a few low-end magic items—behind his desk. These items include:

1. **Potion of Invisibility (450 gp):** Held in a tiny steel vial this transparent, viscous liquid smells slightly of gingerbread. The symbols for "magic" and "invisibility" are etched into the vial.
2. **Potion of Extra Healing (700 gp):** Fleck of dried blood mar this small iron vial. Tiny flecks of gold glimmer in the deep blue potion.
3. **Silvered Dagger (20 gp):** Wickedly sharp, this slender gleaming poniard has never been used in battle. It comes with a plain leather scabbard.
4. **Feather Token (Swan Boat; 3,000 gp):** This dirty once-white feather is impressively-sized as if it were plucked from a giant swan. Kardagg knows exactly what the token does and does his best to sell it to adventurers plotting a trip across the bay to the ruins of Greystone and Gloamhold's endless halls.
5. **Mis-Identified Potion (700 gp):** Kardagg thinks this small clay vial contains a *potion of extra-healing*. Sadly, it doesn't; he was fooled by a local scoundrel into paying good money for a normal *potion of healing*.
6. **Map of Greystone:** This weathered and torn map has a bloody handprint on its upper righthand corner. The map depicts (roughly) the ruined village of Greystone. Kardagg wants 5 gp for the map, but will let interested folk copy it (quickly) for 2 gp.

WHISPERS & RUMOURS

Kardagg knows much about the local area and may pass on stories to paying customers for a fee. He teases his knowledge to generate sales but says little of import to those merely browsing. Kardagg may impart some or all of the following rumours:

1. **Bandits:** Bandits are becoming an increasingly serious problem on the roads near the city. One band in particular—rumoured to be led by the medusa Deszraul—is becoming increasingly brazen in their attacks.
2. **Raisa's a Thief:** Raisa Ojanen—owner of Raisa's Curios (location S1 on the City of Languard map)—works for the Shadow Masks as a fence. If you've had something stolen you might find it on her store's shelves! (False rumour).
3. **Lights on the Water:** Dimly-glowing lights have been seen on the Svart, in the dead of night. Some say these are the glimmering souls of all those who have died in the river; others say, smugglers are at work in the harbour.
4. **Trapped in Greystone:** The Scarlet Fellowship adventuring band sailed across the bay to Greystone a week ago and haven't been seen since.
5. **Execution Day:** Monthly execution day is fast approaching and this one should be a rare treat. There's going to be a burning and a boiling! Bigger than normal crowds are expected for the event.
6. **Winter Storms:** The winter storms are going to be worse than normal this year; some of the low-lying bits of the Fishshambles will be badly flood as a result.

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