

# FELL DOINGS AT THE OWL & WEASEL

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*Ehtaro Raita runs Low City's Owl & Weasel Inn and has, by all accounts, made a success of it. But he has a dark secret. Ehtaro is a purveyor of misery—he kidnaps vulnerable guests who won't be missed and sells them to his friends among the Takolen—consigning them to an unknown but likely hideous fate. Ehtaro's operation has run like clockwork for the best part of five years until a certain group of adventurers arrives on the scene...*



## CREDITS

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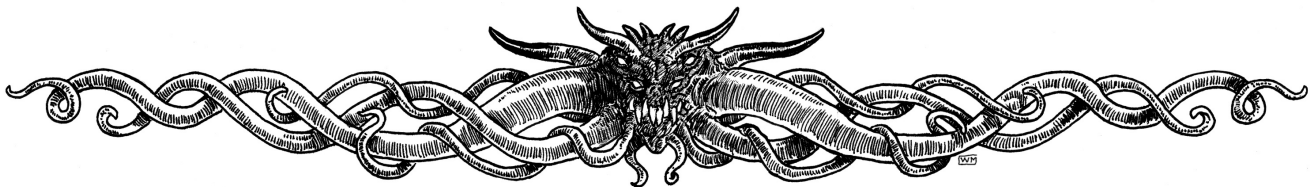
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## ABOUT LANGUARD BACKDROPS

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You are a GM, and you are busy. You want to write your own adventures but don't have the time to start from scratch. And you don't want to use commercial modules. You want to make your campaign your own.

That's where the Languard Backdrop line comes in! Each Languard Backdrop presents a fully fleshed-out and lovingly detailed self-contained locale ready to use as you see fit. Stock the backdrop with smugglers, cultists, thieves or whatever best suits your campaign, decide their back story, and gather your players.

While every Languard Backdrop is intended for play in the City of Languard. However, the featured location is relatively self-contained and, with minimal effort, can be easily modified to fit almost any large town or city.

## USING A LANGUARD BACKDROP

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To use a Languard Backdrop in your campaign, decide on a back story before stocking the place with appropriate denizens, challenges and treasures.

**Location Descriptions:** The various location descriptions herein only describe the basic appearance of the backdrop's rooms, chambers, corridors and other locations of note. They do not include descriptions of any monsters lurking therein. Remember, when describing a location to your players, the chanting cultists (or whatever) are probably more noticeable than the room's features. Also, remember that the location's denizens will modify it to suit their needs.

**Treasure:** The text only details minor, flavoursome treasures the characters could discover during their adventure. Most are of little value but serve to underline the flavour of the backdrop. Remember to add level-appropriate treasure when designing the adventure.

**GM's Notes:** Use the GM's Notes columns to make this Languard Backdrop your own. Include game mechanic notes along with details of NPCs to be encountered, traps to be triggered, monsters to be fought, and treasures to be found.

**Ashlar Specific Notes:** Fell Doings at the Owl & Weasel is designed for use with the Duchy of Ashlar's capital city, Languard. The inn stands on the westernmost cusp of Low City, where it blends into the Wrecks.

**"HERE ARE THE BONES OF THE ADVENTURE. YOU MUST BREATHE LIFE INTO THE FRAMEWORK AFTER YOU FLESH IT OUT."**

**GARY GYGAX**

## DUNGEON BACKGROUND

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Ehtaro Raita is a foul, odious man wholly lacking redeeming qualities or morals. He is also a slaver and an excellent liar. A stain of Takolen blood lurks in his ancestry, and he has many friends in Languard's noisome Wrecks. Ehtaro runs the Owl & Weasel and has done so since the previous owner sold it before swiftly leaving the city to live with distant relatives.

Ehtaro has turned what was a nondescript inn into a successful kidnapping operation, which has operated for several years unbeknownst to the inn's regulars. A network of secret doors and passages gives the black-hearted Ehtaro and his compatriots access to the inn's sleeping chambers. Suitable folk—lone travellers, those new to the city and so on—are drugged, restrained and carried to the inn's secret cellar. Therein, they are beaten before being thrown into one of three cells and kept there—hungry, cold and alone—until their spirit is broken. When it is safe to move a prisoner, Ehtaro sells them to his Takolen friends. After that, he neither knows nor cares what happens to them.

### WHEELS WITHIN WHEELS

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Ehtaro is just one in a small but sinister network of minions and hirelings lurking without the Wrecks in the city proper. He is clueless as to the true horror of his work. Even Ehtaro would be horrified to learn the fate of those he sells to his friends. There is a secret cult festering at the heart of the Wrecks—a cult dedicated to Father Dagon and centred on the Briny Fane (location W7). Those captured at the Owl & Weasel—and other places throughout the city—are doomed to die gurgling on the cult's blood-soaked altar.

The cult operates through a series of unknowing dupes and cutouts, most of whom assume they work for a slaver gang. The characters won't come into contact with the cult during their investigations at the Owl & Weasel, but refer to "Further Adventures" to learn more about integrating the cult into your campaign.

### THE ADVENTURE BEGINS

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The characters can stumble on the Owl & Weasel by happenstance and decide to visit the locale on a whim. Alternatively, use one of the hooks below to lure the characters to the inn:

- **Missing Brother:** Albin Toiva (N male human) approaches the characters. Newly arrived in Languard, he is searching for his brother, Esko, who he was meant to meet at the Owl & Weasel but who seems to have disappeared. The ostler, Ehtaro Raita, professes no knowledge of Esko, and Albin is suspicious.
- **Picking the Wrong Place to Stay:** The characters decide to stay at the Owl & Weasel on a whim. If the characters seem like easy targets, Ehtaro is delighted to rent them rooms. If they appear suspicious of him or hard targets,

Ehtaro apologises and says all his rooms are booked. At least one of the characters realises he is lying, which might raise their suspicions.

- **Street Denizen's Suggestion:** When the characters enter Languard, they are mobbed by beggars, street-children and other miscreants. One of the children of the streets, a lanky, scrawny and rag-clad girl named Lotta Vesi (CN young female human), recommends the Owl & Weasel as a good place to stay. She offers to take the characters there for only one silver coin.

### WHISPERS & RUMOURS

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A character can use their social skills to gather information about the Owl & Weasel. This takes 1d4 hours and costs 2d6 in drinks and bribes. The character learns one additional rumour for every extra 1d4 hours and 2d6 sp they spend. Use this list to determine what they learn:

1. The Owl & Weasel is in Low City and is not the kind of place frequented by gentlefolk.
2. The Owl & Weasel stands dangerously close to the Wrecks—that foul bastion of the Takolen.
3. The inn's current ostler, Ehtaro Raita, has owned the place for about five years.
4. Low City can be a dangerous place to be at night—particularly so close to the Wrecks; walk lightly and don't venture abroad unarmed.
5. Sometimes, when the mist coils up from the Svart's black waters, folk go missing in Low City. Beware the mist!
6. Ehtaro Raita, owner of the Owl & Weasel, is a mean, vicious man—but he hides it well.

Alternatively, depending on your setup, a character may already know one or more rumours from the above list—perhaps as a result of carousing in a nearby tavern or chatting with locals.

Determine which rumours are true and false based on your campaign setup.

### LOCAL LEGENDRY & LORE

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Characters spending any time in the Owl & Weasel will likely learn some basic facts about the place. Characters growing up in Low City or those who have spent a lot of time in the city likely also know these facts:

- The Owl & Weasel has endured many changes over the years and has been known by many names. It's been an inn, though, for as long as anyone can remember.
- Many ostlers have come and gone over the years. Most fail to make the place profitable, sell up and move on.
- Ehtaro Raita has owned the Owl & Weasel for about five years and has been more successful than most at turning a profit, although the place doesn't seem any busier than normal.

## THE OWL & WEASEL AT A GLANCE

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The Owl & Weasel stands on the western edge of Low City, where it blurs into the noisome Wrecks. Many regulars—clueless to the horrors lurking in their ostler’s heart—drink at the inn, and the characters will likely visit the place to gather information before launching an assault or engaging in armed reconnaissance. Use the information below to facilitate the characters’ visit to the inn.

### THE OFFERING

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The Owl & Weasel offers food, drink and accommodation; normally, however, adventurous folk don’t stay here.

- **Food & Drink:** Meal (cold sausages, hard cheese and bread or vegetable or chicken stew) 3 sp, ale 4 cp, wine (pitcher) 2 sp.
- **Accommodation:** One-bed chamber 1 gp/night, two-bed chamber 10 sp/night (each).
- **Lifestyle:** Characters staying overnight at the Owl & Weasel can enjoy a modest lifestyle (1 gp/day) by sharing a room or a comfortable lifestyle (2 gp/day) by having their own room.

### THE STAFF

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Ehtaro employs several staff to help at the inn:

- **Ehtaro Raita** (CE middle-aged male human assassin 4) runs the inn and is a terrible, terrible person. He cares only about himself and has a vicious temper (which he hides—it’s bad for business).
- **Brusi Ukko** (N middle-aged male human) works in the common room as he has done for three successive landlords. He is rake-thin, cynical and a fixture at the inn. He knows everyone.
- **Lusia Puukko** (CN female human) works in the inn, but is new to the job; she started a year ago after the last server disappeared. (The last server heard noises in the cellar and mentioned them to Ehtaro who disappeared her). She is friendly but often tired.
- **Ari Tornia** (N young male human) thinks the inn is haunted. He sleeps in the kitchen to keep an eye on the fire and works hard—he is grateful to Ehtaro for this job as he’d be on the streets otherwise.

### THE REGULARS

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Use this list to generate the basic details of other folk drinking in the common room:

1. **Eskeli Otra** (CN male human fighter 1) drinks copiously and has the belly to prove it. Once a member of the city watch, he lost his job after he was caught accepting bribes. He feels hard done by—everyone accepts bribes—and he isn’t shy about telling new friends all about it.

2. **Iisak Tuuli** (LN male human) works hard and comes here to see some life. He’s a bit socially awkward and in awe of adventurers talking to him.
3. **Matilda Toivio** (NG middle-aged female human) comes here to escape her home life. She never stays that long, but always leaves worse for wear. She once had a fling with Ehtaro and can shed some light on his character. She also knows how well his room is appointed—and she’s jealous of his wealth.
4. **Auvo Repo** (NE male human thief 2) never “works” in his local, although perceptive characters may think there is something off about the surprisingly well-dressed, jolly man—he stands out from the other regulars with his relative wealth and bluff, easy-going nature.
5. **Lyyli Tuntia** (N female human) drinks here with her husband, Filppu, because it is close to their house. The two are fixtures at the inn and know all the locals. They are fonts of information—if provided with enough drinks. Both have low-skilled manual jobs, and characters giving them gold or silver become firm friends with the couple.
6. **Akatius Urho** (NE old male human) hates his life and is consumed with jealousy for everyone around him. He is universally disliked at the inn, but his money is good. He is short, balding, has grown a ridiculous moustache and walks with a stick.

### MINOR COMMON ROOM EVENTS

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Use this list to add flavoursome minor events to the characters’ visit to the Owl & Weasel:

1. Three roughly-dressed men sit gambling and drinking in a dingy corner. They are only playing for coppers and cannot be enticed to make the game more interesting.
2. Lusia Puukko wends her way through the common room carrying a tray holding bowls of stew. She wears worn clothes and a tired smile.
3. A lone man nurses a drink at a corner table. The remains of a stew plasters a bowl on the table before him.
4. A drunk local drops a pewter tankard on the floor. A ragged and ironic cheer fills the air.
5. Strong wind rattles the inn’s shutters.
6. Two regulars argue about whose rounds it is; a character buying the pair drinks instantly makes two new friends.

## NPC LEVELS & CLASSES

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Most of the folk at the Owl & Weasel are nothing more than normal folk trying to get through life with little fuss or excitement. Thus, their stats are largely irrelevant to your adventure. However, Ehtaro—and his minions in the Secret Cellar (location 9) are another matter entirely and you should design them to better suit your game—ignoring our suggestions if you deem necessary.

## NOTABLE LOCATIONS AT A GLANCE

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The Owl & Weasel has several notable locations:

1. **Common Room:** Herein, gather the inn's regulars to drink, socialise and relax.
2. **Kitchen:** This hot kitchen is often busy; someone is always here.
3. **Ehtaro's Office:** Ehtaro works and receives guests and legitimate business acquaintances in his office.
4. **Storeroom:** Ehtaro stores the inn's high-value supplies—wine, beer, various spices and so on—in this locked room.
5. **Upper Hall:** A threadbare brownish carpet covers this hallway's floor.
6. **Ehtaro's Room:** A locked door wards Ehtaro's personal chamber. Within, evidence of his perfidy can be found.
7. **Storage:** This curtain-warded area holds extra blankets and the like. Ehtaro wants his victims to sleep soundly.
8. **Guest Room:** These plain but comfortable rooms can accommodate one or two guests.
9. **Cellar:** Tables, chairs, boxes and barrels part-fill the inn's large cellar. Ehtaro keeps nothing illicit or illegal here.
10. **Secret Cellar:** Herein, three of Ehtaro's Takolen friends watch over his doomed prisoners.

## GENERIC FEATURES

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Many of the Owl & Weasel's locations share certain features:

**Illumination (Day):** The shutters warding the inn's many windows are thrown wide to let light inside.

**Illumination (Night):** Lanterns behind the bar and candles atop the tables fill the common room with flickering, dim light. Ehtaro provides candles for his overnight guests.

**Ceilings:** The inn's ceilings are between eight and ten feet high, but thick wooden beams holding the ceiling aloft reduce this height by about a foot.

**Walls:** The inn's internal walls are of lath and plaster coated in faded and stained whitewash.

**Shuttered Windows:** Many shuttered windows pierce the inn's walls. At night or during bad weather, the shutters are closed. Otherwise, they are open to admit light and fresh air.

**Floors:** The inn's floors are of thick, old oak boards. The boards often shift and move, quietly squeaking underfoot as old floors often do. Usually, this is of no consequence. However, characters trying to move silently (perhaps at night) suffer a -10% chance of doing so.

**Furniture:** Squares filled with furniture are difficult terrain.

**External Doors:** Stout wooden doors ward the inn; they are all lockable, and Ehtaro carries the keys.

**Internal Doors:** Internal doors are of normal wood construction; they are easily opened or broken down. Doors to the private rooms upstairs are lockable.

**Stairs:** Squares containing stairs are difficult terrain.

## DUNGEON DRESSING

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Use this list to breathe life and detail into the Owl & Weasel:

1. A dent in the whitewashed wall looks like someone punched it.
2. A threadbare rug, almost worn through in places, covers part of the floor.
3. An old tankard lies on the floor, oozing a trickle of ale.
4. A suspicious old stain on the floor could be spilt ale, blood or vomit.
5. Faint noises—a hushed conversation—filter down through the ceiling from the floor above.
6. The next chair a character sits in is dangerously wobbly.
7. Dried wax festoons a tabletop. A hidden breeze coming from somewhere plucks at the candle illuminating the table, blowing more wax onto the table.
8. A small drift of rubbish—bits of food, the remains of a tankard and so on—has been swept up against the wall.
9. The sudden hubbub of raised voices reaches the characters' ears. Nearby, a few regulars are arguing about taxes and the city watch.
10. A patch of dusty cobwebs fills one corner high up against the ceiling.

## THINGS TO FIND

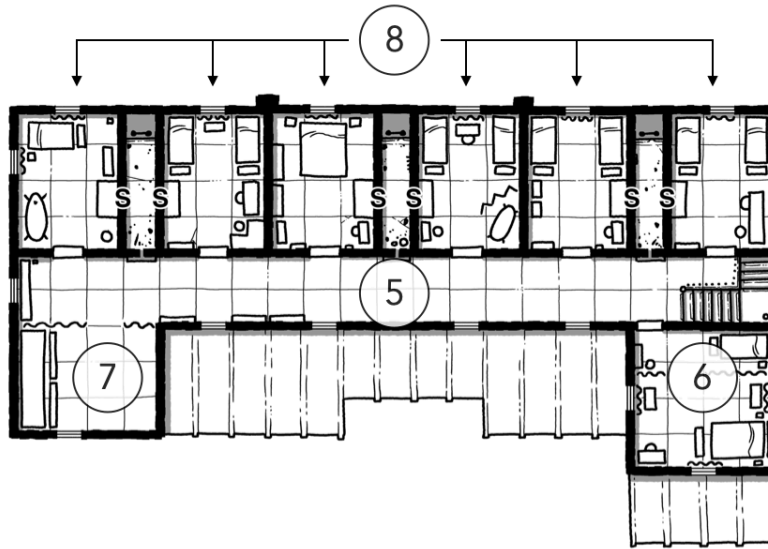
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Use this list to determine what minor objects or features of interest the party finds if they search a location. Modify the value of items found to suit your campaign.

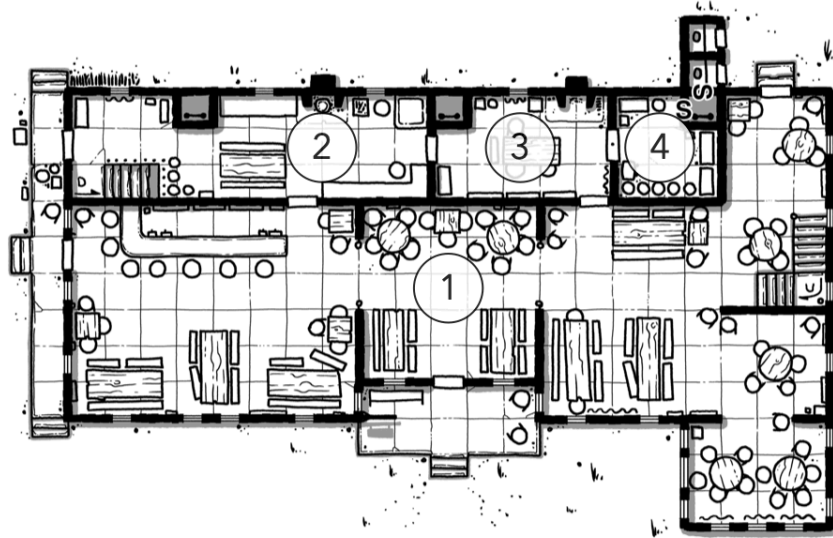
1. An elderly, obviously much-used broom leans against a wall. A small pile of dust and rubbish lies between it and the wall.
2. A dirty silver coin has gotten wedged in the gap between two floorboards.
3. Livid white "scars" on the floorboards show where something has been recently dragged.
4. An old copper coin has gotten wedged in the gap between two floorboards.
5. Barely legible graffiti carved into a joist holding aloft the ceiling reads "Bron 557".
6. A crude carving of an owl decorates a table's top. The owl has ridiculously large eyes.
7. The hinges holding one of the shutters in this area are dangerously loose. If the shutter is interfered with, it falls off the wall.
8. What at first appears to be a discarded wine bottle is actually still half full! (Sadly, the wine is of poor quality.)
9. A balled-up scrap of parchment appears to be a poster asking for information about a missing person. It's horribly smeared and ripped, though, and is almost completely illegible.
10. Faint splatters of blood dot the floor. They are almost imperceptible, but they lead to (or perhaps from) the inn's storeroom (location 4).



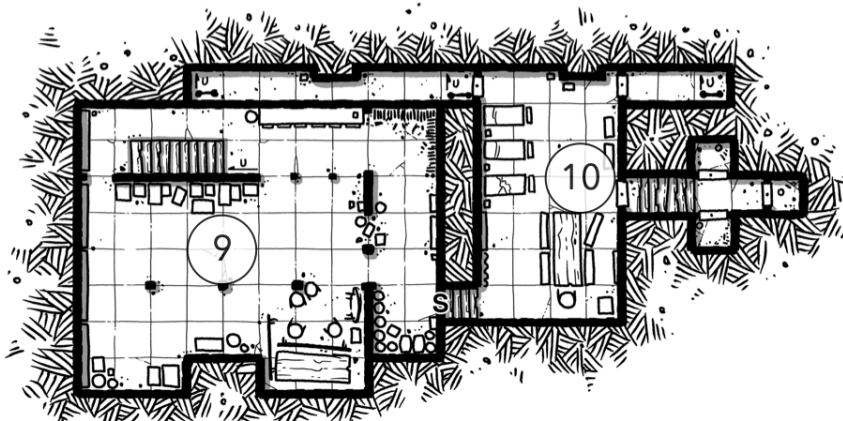
UPPER FLOOR



GROUND FLOOR



CELLAR



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## GM NOTES

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**The Staff:** *The staff are clueless about Ehtaro's other line of work. Only Ari Tornia (location 2) thinks something odd is going on, and he thinks the inn is haunted.*

**Clue:** *This could be an important clue that all is not well at the Owl & Weasel.*

## 1: COMMON ROOM

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Herein, gather the inn's regulars to drink, socialise and relax.

*Many tables and benches are scattered about this long, rambling common room, well endowed with shadowy corners and secluded nooks. A bar runs along one wall.*

When the Owl & Weasel is open, Ehtaro is normally here or in the office (location 3). Several other members of staff, including Brusi Ukko (N middle-aged male human) and Lusia Puukko (CN female human), also work here.

**Tables and Chairs:** Squares containing furniture are difficult terrain.

**Bar:** The bar is four feet high and provides cover. Shelves behind the bar display a variety of bottles and tankards. Ale is served from barrels stored under the bar.

## EVENTS & REGULARS

Use the two lists presented under "The Owl & Weasel at a Glance" to breathe life into the characters' visit.

## 2: KITCHEN

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This hot kitchen is often busy; someone is always here.

*The long, thin kitchen is filled with equipment, ingredients and so on. A set of stairs at the end of the room leads to the cellar.*

During opening hours, two cooks work here.

**Kitchen Equipment and Trappings:** There is nothing in the kitchen to help the characters in their investigations.

**Kitchen Boy:** Ehtaro pays Ari Tornia (N young male human) a pittance to help around the kitchen and to sleep here to keep an eye on things during the night. Ari is short, thin, and easily intimidated—this last trait got him the job! He is used to bumps and so on coming from upstairs in the dead of night—it's guests just moving around, he has convinced himself. He's also heard odd sounds from the cellar and believes it is haunted; he won't go down there alone.

## 3: EHTARO'S OFFICE

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Ehtaro works and receives guests and legitimate business acquaintances in his office.

*A smattering of parchments covers part of the large table dominating this chamber.*

During opening hours, Ehtaro is normally here or in the common room (location 1).

**Furniture:** Squares containing furniture are difficult terrain. A character can easily jump atop the large table.

**Parchments:** The parchments on the table all deal with the legitimate side of Ehtaro's business. An intelligent character looking them over can see that the business is not doing well.

**Locked Door:** A good lock protects the storeroom (location 4). Ehtaro has the only key.

#### 4: STOREROOM

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Ehtaro stores the inn's high-value supplies—wine, beer, various spices and so on—in this locked room.

*A bewildering collection of bottles, boxes and barrels fills this crammed windowless storeroom.*

**Locked Door:** A good lock protects the room. Ehtaro has the only key.

**Contents:** The storeroom's contents are valuable but not easily portable, except for a small supply of bottles of wines and hard spirits.

**Secret Door:** This secret door is well-hidden on both sides. However, a faint smell of urine in the northeast corner betrays the connection between the storeroom and the jakes.

#### 5: UPPER HALLWAY

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A threadbare brownish carpet covers this hallway's floor.

*An old carpet covers most of the floor in this long, slender hallway. A window pierces the wall at the end of the hall.*

**Old Carpet:** The carpet is much worn and does not deaden the sound of footsteps in the hall.

#### 6: EHTARO'S ROOM

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A locked door wards Ehtaro's personal chamber. Within, evidence of his perfidy can be found.

*This large room is surprisingly well-appointed with plush fixtures and fittings for a chamber in Low City.*

**Locked Door:** A good lock wards Ehtaro's personal chamber, and Ehtaro holds the only key which never leaves his person.

A sign on the door reads "Private".

**Furniture and Possessions:** Ehtaro's furniture and clothes are of high quality, much higher than would be expected for a poor innkeeper in Low City.

**Hidden Treasures:** A character searching the room may find a hidden iron coffer. A good lock protects the coffer, which contains Ehtaro's treasure, converted into platinum coins and gems in case he must make a fast escape. This coffer also holds the deeds to the inn (see "Further Adventures" for suggestions on how to incorporate them into your campaign.)

**Knick-Knacks and Ornaments:** The knick-knacks and ornaments displayed around the room are an odd mix of things; many—a comb, several hairpins and some pieces of cheap jewellery—clearly once belonged to a woman. Many are not as fine as the other items herein. These are, in Ehtaro's opinion, the choicest or most interesting of the items he found among his many victims' possessions.

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## GM NOTES

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**Hidden Treasures:** Place an appropriate amount of treasure here and consider setting a mechanical trap—perhaps a poison needle—in the coffer's lock.

**Looking For Something Specific:** If the characters search for someone specific, perhaps Esko Toiva (see "The Adventure Begins"), has drawn them to the inn, they might find one of his possessions—perhaps a locket with a picture of his family (including his brother who the characters have met)—here. This is damning evidence that Ehtaro will struggle to convincingly explain away.

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## GM NOTES

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**Something's Not Right:** *Many of the things found in the guest rooms with a careful search, suggest that something is not right at the inn. If the characters do not search these rooms, they may miss these subtle clues.*

### 7: STORAGE

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This curtain-warded area holds extra blankets and the like. Ehtaro wants his victims to sleep soundly.

*A large set of shelves stands against one wall in this curtained-off section of hallway.*

**Shelves:** Extra blankets and pillows fill the shelves. There is nothing of interest here.

### 8: GUEST ROOM

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These plain but comfortable rooms can accommodate one or two guests.

*This small bedchamber is plainly furnished. A window flanked by internal wooden shutters admits light and fresh air.*

**Door:** An average lock wards this room's door. The room's key is in the lock on the rear of the door.

**Furniture:** Plain, comfortable furniture stands about the room. All is obviously well used but well maintained. Squares filled with furniture are difficult terrain.

**Secret Doors:** Secret passages accessed by cunningly hidden secret doors riddle the inn. The doors open into a secret passage. They are well-hidden and well-maintained—they open virtually soundlessly. A small rug lies on the floor in the room in front of each door.

**Secret Passages:** Narrow, windowless passages run between the guest rooms. Thick rugs cover the floor to deaden the sounds of movement. (Characters moving silently in these passages gain a +10% chance of success.) Ladders fixed to the walls connect the passages with the secret cellar.

### THINGS TO FIND

A character searching a room may find something of note. Use the list below to determine what they find. Some features or items are only revealed if a character makes a careful search. Use each entry once.

1. An old cloak hangs on a hook by the door. **Careful Search:** Tiny splatters of what could be blood mar the floor near the head of the bed.
2. A sack at the bottom of a chest holds a pair of worn red breeches. **Careful Search:** Scratches near the secret door suggest something was dragged across the floor.
3. The shutters in this room are slightly misshapen and don't close properly. **Careful Search:** A dagger is wedged between the end of the bed and the wall.
4. An old, dust-filled tapestry depicts a woodland scene. **Careful Search:** A large stain on the floorboards under the bed looks suspiciously like dried blood.
5. A dent in a wall suggests someone punched it. **Careful Search:** A pouch under the bed holds 27 sp and 17 gp.
6. Bright scratch marks on the floor suggest the furniture has recently been rearranged. **Careful Search:** A treasure map showing an island in Hard Bay is thrust under the bed's mattress.

## 9: CELLAR

---

Tables, chairs, boxes and barrels part-fill the inn's large cellar. Ehtaro keeps nothing illicit or illegal here.

*Piles of tables, chairs, boxes and barrels line the walls of this low-ceiling cellar.*

**Illumination:** It is dark here, unless the inn is open; in that instance, faint light filters into the cellar through the gaps between the floorboards.

**Ceiling:** The ceiling is about seven feet high. The stout joists supporting the floor above reduce this height by another foot or so. Tall characters must watch their head!

**Furniture:** Squares filled with furniture are difficult terrain. The furniture stored here is mostly a mix of damaged pieces awaiting repair and spares.

**Food Stores:** Food stores—enough for several days of service—fill the large set of shelves along the north wall. Boxes and barrels to the south hold larger quantities of flour, vegetables and the like.

**Secret Door:** A well-disguised secret door links the cellar with the secret cellar.

### THINGS TO FIND

Ehtaro keeps nothing illicit or illegal here, and thus, there is nothing beyond the boring and mundane to find in the cellar.

## 10: SECRET CELLAR

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Herein, three of Ehtaro's Takolen friends watch over his doomed prisoners.

*A partially shuttered lantern throws a wan light over this large, low-ceiling chamber. Three beds stand against the west wall*

**Ceiling:** The ceiling is about seven feet high. The stout joists supporting the floor above reduce this height by another foot or so. Tall characters must watch their head! The gaps between the floorboards have been filled with strips of old rope to deaden sound and hide the guards' lights.

**Locked Doors:** All the doors in the secret cellar have average locks and are kept locked unless they are in use. A large set of keys lies on the table.

**Furniture:** Squares containing furniture are difficult terrain. The furniture here is plain and functional.

**Obvious Secret Door:** No attempt has been made to conceal this side of the secret door, linking the secret cellar to the inn's other cellar.

**Secret Cells:** Each cell is protected by a stout, iron-studded wooden door and an average lock. Within, a scattering of straw and rags covers the floor, and an old bucket stands in a corner. Ehtaro has also provided a thin blanket for each of his guests. The room reeks of sweat, despair and waste.

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## GM NOTES

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**Ehtaro's Minions:** *Three beds means a maximum of three guards billeted here, although, one or more guards could have a well-trained pet.*

**Ehtaro's Prisoners:** *If the characters are searching for a specific individual, perhaps Esko Toiva (see "The Adventure Begins"), they'll either find them here or some clue—perhaps some graffiti or a dropped personal item—that confirms they were here.*

## AFTERMATH

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Once the characters have emerged from the Owl & Weasel and have no intention of returning, the adventure is over.

## RESOLVING ADVENTURE HOOKS

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If you used any of the hooks presented in “The Adventure Begins”, use these notes to resolve the adventure’s aftermath:

- **Missing Brother:** Albin Toiva is delighted to be reunited with his brother, Esko. If he promised to pay the characters anything for their efforts, he gladly settles up. He also happily does them a favour in the future.
- **Picking the Wrong Place to Stay:** The characters decided to stay at the Owl & Weasel on a whim. Thus, once they have defeated Ehtaro they have no one to report to. However, they may have come into possession of the inn’s deeds or have become sufficiently horrified by Ehtaro’s scheme that they take it upon themselves to continue the investigation and to save any of his victims yet alive (see “Further Adventures” below).
- **Street Denizen’s Suggestion:** The characters may suspect that Lotta Vesi, the street child who guided them to the Owl & Weasel, was part of Ehtaro’s operation and seek her out. Even though she is innocent (of this), she has no intention of explaining herself to irate

adventurers. Thus, she lies low in the Shambles for a week or two when she hears someone is looking for her.

## FURTHER ADVENTURES

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The Owl & Weasel could easily fade from the campaign after the adventure ends. However, the location itself, the characters’ actions therein, or the NPCs encountered during the adventure could spawn future adventurous doings.

- **The Victims are Gone:** If the characters arrive too late to save Ehtaro’s latest victims, all is not lost. The characters may be able to extract information from Ehtaro or his minions, or they might discover other clues that can put them on the trail of the missing folk.
- **We Have the Deeds:** The characters may have the Owl & Weasel’s deeds. Ehtaro has no will, and no one is inclined to hunt for his heir. The regulars only care that the inn stays open, and the authorities only care that someone is paying the relevant taxes. Thus, the characters may end the adventure in possession of an inn! They can sell the places, start running it or transform it into something else.
- **Who Was Ehtaro Working With?** The characters may wonder where all of Ehtaro’s victims went. The identity of the minions in the Secret Cellar (location 9) likely sheds some light on the matter, and that location (or perhaps Ehtaro’s Room (location 6) is a good place to seed a clue or two to lead the party onwards.



# OGL V1.0A

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