

SHOPPING AT THE CROOKED HOUSE

The growing trade town of Dulwich looms over the Great Salt Mire in the Duchy of Ashlar. A veritable torrent of lumber from the nearby forest enriches its citizens' coffers and emboldens the growing merchant class. Dulwich's lord, Wido Gall, resists the merchants' efforts to topple his rule while coveting the nearby village of Longbridge. Both sides seek support from the followers of Conn, hoping to sway the newly appointed and young high priestess. Meanwhile, adventurers flock to the town's inns and taverns, preparing their own expeditions into the ruins hidden in the nearby Forest of Grey Spires.

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 Dulwich, this mini-eventure can easily be used with almost any town or city.

CREDITS

Design: Creighton Broadhurst

Development: Creighton Broadhurst

Art: William McAusland. Some artwork copyright William McAusland, used with permission.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2022.

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit patreon.com/ragingswanpress

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

CONTENTS

Credits.....	1
Contents.....	1
Using this Mini-Eventure?	1
The Crooked House	2
The Crooked House By Day	2
The Crooked House By Night	2
Notable Folk.....	2
Folk Out & About.....	2
What's Going On?	3
Opportunities & Complications.....	3
Whispers & Rumours	3
OGL V1.0A.....	4

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 The Crooked House. 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.



THE CROOKED HOUSE

The Crooked House is location 14 on the Dulwich map.

Thanks to its sloping, quasi-sunken appearance, the Crooked House—general shop and family home—is something of a Dulwichian landmark.

The Ilmarinen family owns the place and sells a vast array of wares from the house's cramped and dingy ground floor shop fronting Foundation Way. A jumble of storage cellars—themselves part of the house's subsidence problem—plunge deep below the three-storey building.

The Crooked House's foundations are subsiding at the rear because the building straddles a subterranean stream. Every time it rains, the house seems to sink slightly deeper, giving it a pronounced lop-sided look. Home to generations of the Ilmarinen family the building is the subject of considerable gossip among the older generations. Some still remember the shockingly brutal murder in the cellar three decades ago and the resultant whisperings of the family's deviant religious practices.

THE OFFERING

The Crooked House offers mundane items for sale at normal prices. The Crooked House does not stock weapons or armour, except a small selection of such weapons suitable for peasants and hunters. This is by design; the owners do not want adventurers poking about their shop.

THE CULT

The small Braalite cult centred on the Crooked House comprises the Ilmarinen family and several of their servants (NE female or male human expert 1/warrior 1). They meet on the first day of every month to venerate their vile patron in the house's deepest, mould-ridden cellar. Sometimes, they kidnap a homeless person, vagrant or lone visitor. Such unfortunates invariably die horrible, soul-wrenching deaths. Their remains are buried in one of the shop's deeper cellars and their possessions sold in the shop.

THE CROOKED HOUSE BY DAY

During the day, the Crooked House sees a trickle of customers. Decent folk stay away from the Crooked House and only Dulwich's poor or newcomers to town usually visit the shop. Even during the day, the shop floor is gloomy and shadow-filled.

THE CROOKED HOUSE BY NIGHT

At night, the Crooked House is ostensibly closed; all is dark and shut up. Nevertheless, some folk occasionally report hearing odd sounds in the shop's environs. Perceptive characters may notice few beggars and the like hang around on Foundation Way after dark.

NOTABLE FOLK

Some folk are often encountered at the Crooked House.

- **Kerttuli Ilmarinen** (NE female human cleric [Baal] 3/rogue 1) leads a small Braalite cult. Kerttuli dreams of establishing a proper shrine to Braal and has begun searching for other like-minded cults in Languard and Dunstone. Business trips—ostensibly to secure more stock—obscure the real reasons for her trips.
- **Pauli Ilmarinen** (NE male human cleric [Baal] 3/rogue 1) loves gold almost as much as he loves his dark patron. Intoxicated by the feeling of power he gets as he watches a sacrifice expire (preferably screaming) Pauli's soul is irredeemable.

FOLK OUT & ABOUT

While the characters are at the Crooked House they may encounter one or more folk of interest.

1. **Vilina Toiva** (N middle-aged female human expert 2) wanders the street calling for her lost son, Urpo. Vilina is new to Dulwich—she is a weaver by trade—and does not know of the Crooked House's reputation. Evidently well off, but worried, she stops several people to ask if they have seen her son. She is grateful for any help the characters can provide and offers them a small reward.
2. **Tommo Niera** (N male human commoner 1) lingers outside the Crooked House waiting for other customers to go in. He needs a new cooking pot but doesn't feel safe going into the shop until other customers are present. Once inside, he asks loudly for a new pot and makes a point of making eye contact with at least one of the characters. This thin, sallow-skinned man seems consumed by nervous energy.
3. **Salme Kainu** (NE female human expert 1/warrior 1) masquerades as a normal customer but is a cultist watching for potential troublemakers. She is ugly, has terrible breath and leers and titters at any such folk. If adventurers seem to be overly lingering in the shop she offers to read their fortune, spouts nonsense and generally makes their shopping experience miserable.
4. **Sven Ihamuoto** (LG male human paladin [Darlen]1) lingers in the shop, driven here by some nameless compulsion to investigate. He is "in disguise"—not wearing his Darlenite regalia—but is clearly (and spectacularly) out of place. He is suspicious of everyone, but not particularly quick-witted. The Ilmarinens have their eyes on him. He might not survive his visit.
5. **Eljas Ampuja** (CN young male human rogue 1) wanders the aisles as part of a dare. Some of his street friends bet him he wouldn't dare steal from the Crooked House. Full of youth's boundless overconfidence and sense of immortality he makes a catastrophic mistake. One of the staff catches him and starts to drag him off to a back room. Seeing the characters he calls for help. If they do

not aid him, he is doomed to a painful death in the shop's cellars.

6. **Rauna Ahti** (CG female human fighter 2) makes a living as a travelling seamstress after a brief stint as a mercenary. She is here to offer her services as she has done to every other business and home on Foundation Way. Rauna is perceptive and has realised something is not right at the shop. When the characters spot her she is in the (strange) process of talking herself out of a job. She latches onto the characters and uses them as an excuse to leave the shop.

WHAT'S GOING ON?

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

1. **Conspiratorial Whisperings:** Three peasants whisper between themselves while pretending to browse a distant shelf. The three are cult members waiting for the shop's normal customers to leave.
2. **Personal Help:** Pauli (see "Notable Folk") wants the characters out of her shop as quickly as possible. Thus she hovers nearby and offers them attentive, persistent and unhelpful "assistance". Perceptive characters may get the impression she is trying to get rid of them.
3. **Empty Shop:** The shop is utterly devoid of other customers. When the characters arrive, Kerttuli quickly pronounces the shop is shutting and that the characters must leave. Ten minutes after they leave he reopens.
4. **Odd Lights:** When the characters pass the shop late one night they notice faint lights burning within. If they noisily investigate, the lights are immediately doused.
5. **Thumping:** A faint thumping comes from the Crooked House's cellar while the characters are browsing. If the characters ask what is going on, Pauli casually explains her husband is "doing some work in the cellar".
6. **Heavy Rain:** It is raining heavily. As the characters browse the noisome stench of mould wafts upward from the cellars.

OPPORTUNITIES & COMPLICATIONS

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

1. **Missing Child:** A child has gone missing near the Crooked House, and vague whisperings lay the blame at the Ilmarinens' door. The child's parents are distraught. When the characters next pass the Crooked House they notice the two-tears streaking their faces—standing in the street looking at the shop. Inquisitive characters speaking with the pair learn of the missing child and the parents' suspicions regarding the Ilmarinens.
2. **Help Wanted:** The characters hear, via a circuitous route, that Kerttuli and Pauli seek adventurous help. If they present themselves at the shop, they discover the

shopkeepers have already hired someone. Weeks later, they hear the folk hired have disappeared. The Ilmarinens refuse all subsequent offers of help.

3. **Crooked Directions:** When the characters are shopping for a certain item, they are directed to the Crooked House. In truth, the person directing them knows the shop does not have what they want. Rather, they hope the characters' may become intrigued by the shop and the rumours surrounding it and decide to investigate.
4. **Hidden Trapdoor:** A perceptive character browsing the shop spots the faint suggestion of a hidden trapdoor under a scuffed-up rug. If they return to investigate, they discover the rug has been replaced and a heavy table piled high with merchandise set over it.
5. **Something is Terribly Wrong:** If a paladin or priest of Darlen visits the Crooked House they suddenly experience a deep sense of foreboding and a feeling something is terribly wrong here.
6. **Rumours of Horror:** As the characters approach the Crooked House, Tommo Niera (#2 "Folk Out & About") approaches them. He warns of the shop's reputation by relating rumours #3 and 4 from the list below.

WHISPERS & RUMOURS

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

1. **Missing Tax Collector:** A tax collector disappeared while visiting the shop. Some say the Ilmarinens killed him and buried him in the cellar.
2. **Deep Cellars:** Foundation Way is aptly named. An older settlement once stood here and the shops and homes are built over the top of it. Many of the buildings feature deep, multi-level cellars. Some folk speak of even older, deeper tunnels.
3. **Strange Religious Practises:** The Ilmarinen of the Crooked House worship an elder nature god. Their religious practices are abhorrent. Some people say they make horrible sacrifices to it.
4. **Brutal Murder:** A horrible murder took place in the Crooked House's cellar three decades ago. Old folk remember the lurid details: Kerttuli's father—now long dead—said he caught a thief burgling the shop. The thief resisted arrest and was killed. Why he had to be stabbed over 30 times has never been adequately explained.
5. **Reviled Local Landmark:** The Crooked House is a local landmark. The house is slowly sinking—no one knows why. Some people can't wait for the ground to completely swallow the building.
6. **Dogfighting:** Sometimes late at night you can hear strange sounds—yelpings and yowlings—coming from underground near the Crooked House. Some people think the Ilmarinens run a secret dog-fighting ring.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document. ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

Gloamhold Campaign Guide. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

Town Backdrop: Dulwich. ©Raging Swan Press 2017; Author: John Bennett.

City Backdrop: Languard. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

Shadowed Keep on the Borderlands. ©Raging Swan Press 2021; Author: Creighton Broadhurst.

Shopping at the Crooked House. ©Raging Swan Press 2022; Author: John Bennett and Creighton Broadhurst.

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Shopping at the Crooked House* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of John Bennett and Creighton Broadhurst to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.

