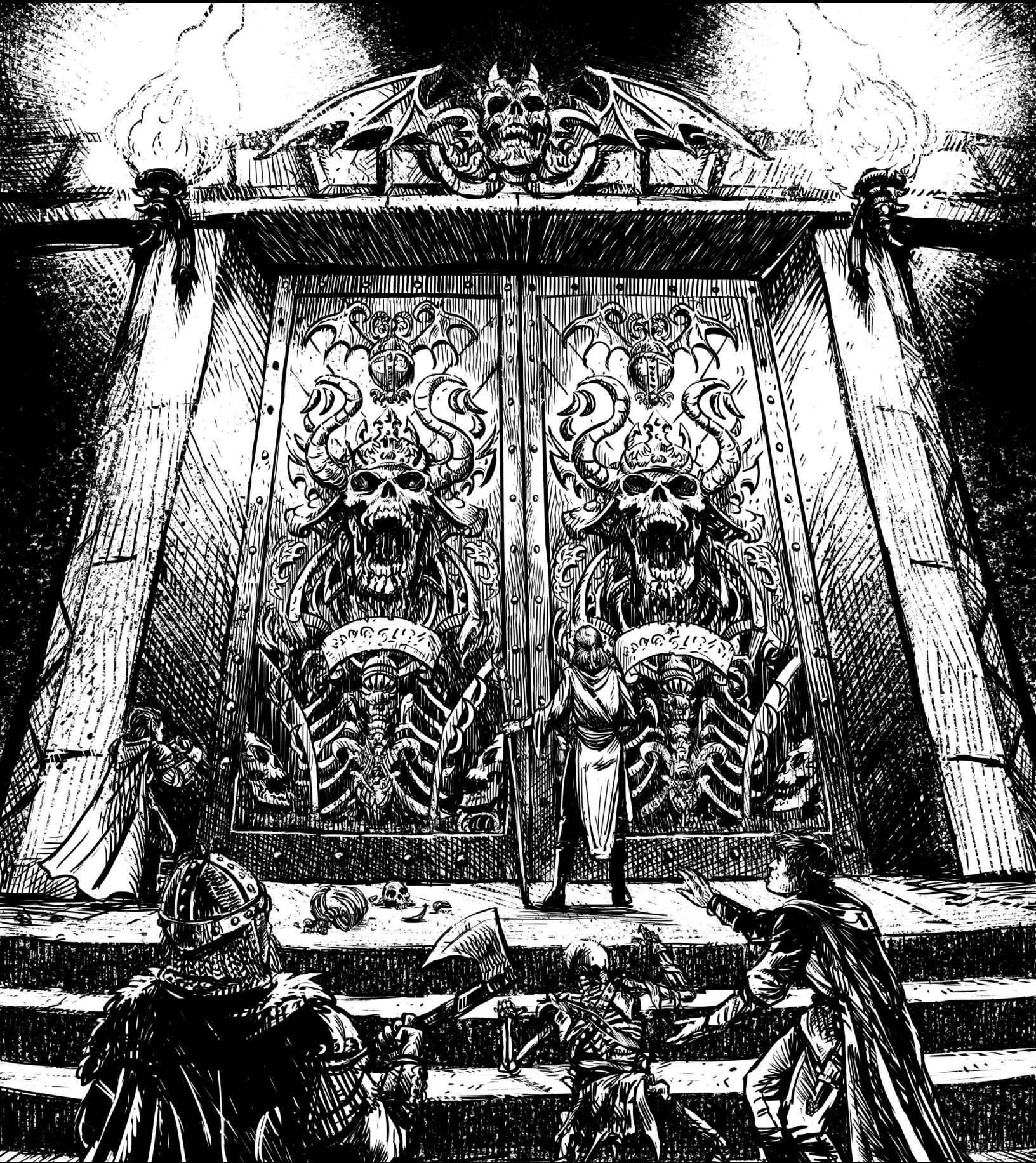


GM'S MISCELLANY

DULWICH MINI-EVENTURES



THE DREAD THINGONOMICON



A SYSTEM NEUTRAL CAMPAIGN DRESSING RESOURCE FOR BUSY GMS

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GM'S MISCELLANY

DULWICH MINI-EVENTURES



CREDITS

Design

John Bennett and Creighton Broadhurst

Development

Creighton Broadhurst

Art

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

Cartography

Tommi Salama

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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.

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USING THIS BOOK

This book comprises basic information about the town of Dulwich and the 16 mini-events designed for the major locales therein.

WHAT'S A 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 using social skills and role-play to resolve the challenges or events therein. Most mini-events take place in an urban locale.

Mini-events 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 Dulwich. Use the entries as nothing more than local colour or as springboards to encounters, side quests or even full adventures. You can use each 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 further develop any that 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 game play.

DULWICH AT A GLANCE

Ruler: Wido Gall

Government: Overlord

Population: 4,734 (4,634 humans, 15 dwarves, 3 elves, 11 half-elves, 8 half-orcs, 63 halflings)

Alignments: LG, NG, N, LN, LE, NE

Languages: Common, Dwarven, Elven

Resources & Industry: Lumber, pottery, wool

Dulwich stares out across the Salt Mire towards Hard Bay, the Forest of Gray Spires at its back. Just a few hundred years old, it rests on the remnants of numerous older structures built on a strip of dry land between the swamp and forest. One of the largest settlements in the Duchy of Ashlar, Dulwich serves as a major hub for merchants and travellers. A stout stone wall surrounds the main town, offering protection from the dangers lurking in the Salt Mire.

Wealth flows through the town in aplenty due to the lucrative timber industry and Dulwich's position as a trading centre. Its citizens live in well-constructed two-storey homes of stone (harvested from earlier settlements) and wood. While most of its streets remain hard-packed dirt, cobblestone paved roads appear in more affluent areas. A recently built keep lies at Dulwich's centre, built over an older wooden fortification. Its towers barely top the tall spire of the nearby Temple of Conn, a magnificent cathedral built with contributions from the town's affluent citizens.

Many of Dulwich's citizens are craftsmen, merchants or traders of some sort, with many more involved in logging. Guilds form the backbone of Dulwich, not just as a source of trade and income but also as a way of life. A few businesses cater to outsiders, particularly adventuresome types. To the west and south lies the ruins of Valentin's Folly, a small castle frequently sheltering wanted bandits (and—it is rumoured—much worse things). Within the forest, a day to the south, lies the feared and legendary Shunned Valley, believed by the locals to be haunted. These are just two nearby attractions. The great doom-drenched halls of Gloamhold lie far to the north.

Dulwich still mourns the recent death of the former high priest of Conn, Taistro Rintala. His successor, the young priestess Vuokko Laiten, now heads the temple due to the support of influential merchants who seek to use her as a political pawn for power, particularly against Dulwich's ruler, Wido Gall. Wido relies on the Temple of Conn for public support. Wido was scheming with the high priest to wrest complete control of nearby Longbridge from his rival, Hilduin Lorsch, a plan now disrupted. Wido seeks to expand his power to stymie the growing power of the merchant class flush with gold from the profitable lumber industry.

TOWNSFOLK

Appearance: Dulwichians are typically fair-skinned with brown or sandy-coloured hair and blue, hazel or brown eyes.

Men prefer long moustaches without beards, while women wear long hair in buns or piled up with elaborate tresses and pins for the wealthy.

Dress: Fine-spun woollen tunics and breeches for the working class are the norm, dyed in the colours of the various trades or guilds the Dulwichian is assorted with.

Nomenclature: *male* Einar, Jarmo, Pekka, Vesa; *female* Elena, Irja, Riita, Ulpo; *family* Eskola, Leino, Salonen, Takala.

TOWN LORE

A character may know something about Dulwich, its history and surrounds. A character making a DC 10 Intelligence check knows one or more pieces of information from the list below. A successful check gains everything revealed by a lesser check.

DC 10: Dulwich lies near the so-called Shunned Valley. It is a town of about 5,000 souls.

DC 15: The merchant guilds seek greater political power in the town, which is bringing them into conflict with Dulwich's lord, Wido Gall.

DC 20: Wido Gall is carefully gathering support to takeover the nearby village of Longbridge to gain control of the lucrative taxes generated by travellers crossing the village's bridge.

WHISPERS & RUMOURS

While in Dulwich, a character may hear one or more whispers, rumours or pieces of news. A character making a DC 10 Charisma check learns one rumour from the table below. A character exceeding this check learns an additional rumour for every 5 points by which they exceeded DC 10.

D8 RUMOUR

1	Another skeleton has been seen shuffling about the cemetery. What is causing the dead to rise from their graves to stalk the town?
2 ^F	Vuokko Laiten was the lover of the former high priest and murdered him when he was at his most
3	Ossi Karppanen meets regularly with the heads of the other trade and merchant guilds.
4	Valentin Ironwolf's lost treasures yet lie hidden in his ruined castle—the so-called Shadowed Keep!
5 ^F	The Black Cats gang seeks an alliance with the Shadow Spiders. If the two gangs merge, a thieves' guild could emerge to terrorise the town.
6 ^F	Something strange is going on at the poorhouse.
7	Badger's is the place to go, if you want to buy or sell wondrous items. It's heavily guarded; no one has ever stolen anything from its vaults.
8	Wido Gall has been entertaining the leaders of various mercenary companies at his castle.

F = False rumour

LIFE IN DULWICH

Dulwich is a busy market town, but rising tensions between the affluent merchants, their guilds, and Wido Gall threaten its peaceful existence.

TRADE & INDUSTRY

Dulwich is mostly known for its booming lumber industry, which employs many citizens and brings in great wealth. Though a significant source of income for the town, it is not Dulwich's only notable industry. Many citizens belong to the town's guilds, making everything from pottery to clothing, and members wear their guild's colours to denote their membership. The various guilds typically occupy entire streets and are growing ever more powerful and influential. No craftsman may operate in a trade without joining the relevant guild.

Other citizens work the farms outside Dulwich, most of which are owned by the Gall family. However, their wages are lower than those who learn a proper craft or trade. Thus, as the merchants grow in power and wealth, Dulwich's society becomes increasingly stratified.

Dulwichian goods travel throughout Ashlar, and merchants from nearby villages often come to Dulwich to trade. Dulwich is an important centre of commerce. If Wido Gall succeeds in controlling Longbridge, he would control Kymis Run, which would bring him greater wealth and power. The merchants want to avoid this at all costs.

LAW & ORDER

A well-equipped town guard imposes order in Dulwich, led by the respected captain, Tuula Tenbaran. Lawbreakers are imprisoned in the dungeons beneath Dulwich Keep. Because Wido Gall oversees all trials of note, many of the merchant class suffer stiffer fines and penalties, which compel them to scheme against their lord even further. The merchants, of course, would love to have Tuula Tenbaran in their pocket, but she remains stubbornly loyal to Wido. Several guilds have spent considerable coin both in wooing Tuula and in trying to uncover her weaknesses and vulnerabilities—thus far for little result.

A recent push by the guilds calls for the establishment of fair and impartial (or easily bribed) courts of law with stricter oversight. Vuokko Laiten finds herself in the middle of this feud as the merchants petition the Temple of Conn for support which was previously denied by the former high priest. Vuokko struggles to consolidate her own power and find a satisfactory resolution to the problem. She favours having the faithful—under her guidance—take on a larger role in adjudicating legal matters. However, both the nobles and merchants fear granting the temple too much power.

EVENTS

While the characters are in Dulwich, one or more of the below events may occur. Choose or determine randomly:

2D8 EVENT

- | | |
|----|---|
| 2 | Large logs suddenly roll from the back of a wagon, causing a minor panic in the street as townfolk scramble to get out of the way. |
| 3 | A small procession of acolytes from the Lawgiver's Hall muttering prayers and blessings to passers-by file down the street, swing censers filled with |
| 4 | A group of merchants pelt a passing carriage with rotting vegetables. They run off when the town guard approaches. |
| 5 | A blacksmith demonstrates the sharpness of a newly forged axe by hewing logs cleanly in half for a potential customer. |
| 6 | A mournful funeral procession makes its way towards the cemetery, where a patrol of guardsmen stands uneasily as if expecting trouble. |
| 7 | A sudden rain turns the streets to mud which seems to spatter onto everything and everyone. |
| 8 | The smell of hot mutton stew wafts from a street-side stall, attracting a group of skinny children in ratty clothing, much to the cook's annoyance. |
| 9 | A small, lean shepherd, really only a child, leads a herd of woolly sheep towards Wool Street with the help of a tireless dog who keeps the sheep from |
| 10 | A scrawny man in a noble's livery struggles to carry a large, ornate vase down the street. He almost crashes into several people as he totters along. |
| 11 | Townfolk pelt two men and a woman imprisoned in a stockade set up near the keep. Signs proclaiming their crimes hang from the convicts' |
| 12 | The town guard attempts to disperse an angry group of workers upset with a tax rise. A few of the workers begin to throw stones. |
| 13 | Two skeletons lumber out from Dulwich Cemetery, staggering towards a young couple and their child. |
| 14 | Three thugs smash pottery in front of a crying woman at her shop, telling her she needs to "wise up." Other citizens nearby pretend not to notice. The thugs are from the Shadow Spiders. |
| 15 | A young lad standing on the back of a cart shouts that Saini Alanen is seeking brave men and women for a dangerous job. |
| 16 | Six guards, led by a woman wearing a metallic mask, lead a bedraggled merchant in chains towards Dulwich Keep. A few onlookers pelt the |
-

NOTABLE LOCATIONS IN BRIEF

Most of Dulwich comprises homes and businesses of little note. A few locations, however, are of interest to adventurers:

1. **Dulwich Keep:** Seat of the Gall family, the squat Dulwich Keep lies at the heart of Wido Gall's machinations. The town guard is based here, and the dungeons below the keep house lawbreakers and those who fall foul of Wido.
2. **The Lawgiver's Hall:** The lofty spire of this elaborate cathedral dominates Dulwich's skyline. Its new high priestess—Vuokko Laiten—is courted by both sides in the ongoing struggle for power in the town.
3. **Lumberyard and Guild Hall:** The lumber guild is wealthy and influential; their holdings reflect their status.
4. **The Dancing Bear:** Run by the former half-elven adventurer Nurlon Rekinen this is a popular drinking establishment for adventurers and off-duty guardsmen.
5. **Nalthra's Jewellery:** Nalthra is Dulwich's most renowned jeweller. She might not offer the best price for gems and jewellery, but she can handle large deals.
6. **The East Gate:** This sprawling inn is popular with Dulwich's wealthy. The Black Cats—a gang of skilled burglars—have infiltrated the inn and spy on rich marks.
7. **The Golden Skull:** This dingy, forgettable watering hole is secretly the Shadow Spider's headquarters. A fighting pit and gambling hall lie beneath the tavern.
8. **Eronen's Safe Travels:** The retired, one-armed adventurer Henni Eronen runs this large, well-stocked general store.
9. **Saini Alanen's House:** Home to Dulwich's most renowned sage, the ground floor also serves as a public library. The wizardess dwells on the top floor and is available to hire for private research projects.
10. **Cemetery and Catacombs:** Recently, rumours of strange goings-on have begun to cluster about these catacombs and mausoleums.
11. **Dulwich Marketplace:** This bustling daily market hosts numerous stalls and booths. Street performers are rife here, as are wandering merchants and pickpockets. Anything for sale in Dulwich can be had here. Many of the more affluent merchants maintain shops or businesses elsewhere.
12. **Dulwich Poorhouse:** Here dwell those who have nowhere else to go. The poorhouse is a hard, bleak place. Chancellor Aadam Ehtaro presides here and oversees the daily hire.
13. **Vilimzair's Arms:** Named for the near-mythical bard and legendary pirate captain Vilimzair Aralivar, this tavern is popular with all. Here can be found cheap, plentiful drink and bawdy, joyful entertainment.
14. **The Crooked House:** All is not as it seems at this family home and general shop. Herein, lurks a Braalite cult.
15. **Badger's:** Guarded by loyal mercenaries, this crenellated manor is a bank, moneychangers and home.

16. **The Three Bells:** Popular with pilgrims visiting Lawgiver's Hall, this inn hides a dark secret: its owner is a mass murderer!

NOTABLE DULWICHANS IN BRIEF

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Almina Mastonen (location 6; CN female halfling **spy**) runs a crew of burglars calling themselves the Black Cats. She works at the East Gate inn.

Bernhard "Badger" Ilmatoivia (location 15; LN middle-aged male human **knight**) maintains a good reputation as a man of character. This ex-adventurer runs Badger's and is rumoured to be fabulously wealthy.

Henni Eronen (location 8; CG female human **scout**) runs Eronen's Safe Travels. A former adventurer, Henni is extremely knowledgeable about the town's surrounds.

Kerttuli Ilmarinen (location 14; NE female human **Braalite priest**) works at the Crooked House by day and venerates Braal by night in the shop's deepest, mould-ridden cellar.

Nalhra Rekunen (location 5; N middle-aged female half-elf **commoner**) frequently seeks precious gems to work into pieces of art, but is renowned for not offering good prices. Nalthra is a renowned jeweller.

Nurlon Rekunen (location 4; LG middle-aged male half-elf **veteran**) runs the Dancing Bear, which caters to adventurers and travellers. He is a former adventurer and Nalthra's twin.

Orkus Darzak (location 11; CE male dwarf **priest** [Braal]) worships Braal by animating the dead of Dulwich. Driven insane while adventuring in Gloamhold, Orkus lurks in the tunnels and catacombs beneath the cemetery.

Ossi Karppanen (location 3; LN male human **commoner**) leads the lumber guild and seeks to instate a ruling council of merchants. He is one of Dulwich's richest citizens and consequently has much power and influence.

Saini Alanen (location 9; NG female human [Appendix 1]) oversees a small, independent library where she conducts research on the local area and assists in political matters.

Tuula Tenhunen (location 1; LN female half-orc **knight**) leads the town guard and is fiercely loyal to Wido Gall. She has the nickname the "Iron Maiden" due to her mask.

Valto Ilakka (location 16; NE middle-aged male human **assassin**) runs the Three Bells and is a mass murderer who preys on patrons that won't be missed.

Voitto Markku (location 7; LE male human **spy**) leads the Shadow Spiders. He is an odious, dangerous fellow.

Vuokko Laiten (location 2; LN female human **priest** [Conn]) serves as Conn's high priestess in Dulwich. She is young for the role, and some see her as unsuitable. Both Wido Gall and the merchants vie for her favour.

Wido Gall (location 1; LN male human **mage**) rules Dulwich. He seeks to extend his influence to the nearby village of Longbridge, at the expense of his rivals.

Zado (location 11; CN male human unknown) plies his trade in the marketplace as a street performer or, perhaps, street performers). However, this enigmatic performer's real trade is in secrets and information.



THE GUILDS

The Gall family rule Dulwich, as they have since the town was founded centuries ago. However, the merchant class are becoming increasingly influential in the town's day-to-day affairs, and a clandestine struggle is going on for power. Recently, this struggle has spilt out into the town's religious life, with both the guilds and Wido Gall attempting to secure the support of the new high priestess of Conn–Vuokko Laiten (location 2; LN female human **priest** [Conn]). Four guilds: the Blacksmiths', Potters', Lumber and Woolmans' dominate Dulwich's mercantile life.

BLACKSMITHS' GUILD

The Blacksmith Guild incorporates Dulwich's few armourers and weaponsmiths as well as the regular blacksmiths, making them one of Dulwich's largest and most important guilds. Guild members regularly cooperate with one another, especially in the training and housing of apprentices. Unlike the potters, guild members have few familial ties with one another. Skilled blacksmiths pass down their secrets to favoured apprentices.

Lately, friction between the blacksmiths and the armourers and weaponsmiths threatens to split the guild. The latter two get most of their business from the nobility and the town guard. Since their allegiance lies with the nobility, they are seeking to create their own guild separate from the blacksmiths. The blacksmiths hope to keep the armourers and weaponsmiths in their ranks to bolster their power. Hannu Aalto (LN male old human **commoner**) produces the finest swords in Dulwich and is said to be working exclusively for Wido Gall to supply weapons for certain mercenary groups in the noble's employment.

LUMBER GUILD

Perhaps the richest and most influential of Dulwich's guilds, the Lumber Guild deals maintains extensive operations in the southern woods. Such is the guild's influence that they operate and maintain their own town gate. Guildmaster Ossi Karppanen (LN male human **commoner**) is a shrewd man who sees much profit to be made in an alliance of guilds. He lobbies his fellow guild masters on such an arrangement on a monthly basis but is resisted by those fearing a loss of their own power and prestige. Of Dulwich's guilds, the Lumber Guild is the most likely to hire adventurers—its in the southern woods always require skilled and vigilant guards.

POTTERS' GUILD

Several close-knit families comprise the Potter Guild. As Dulwich expands, the guild's profits increase. Heads of the potter families actively lobby for higher taxes on imports while they use their size to bully their way into the smaller markets of the nearby villages. Their main rivals are merchants from the duchy's capital, Languard. Both the Gall family and the coalition of Dulwich's guilds actively court the

potter guild with promises to help expand their reach and increase profits. The potter guild often swings in its allegiance toward whoever can benefit it at that time.

The pottery trade is passed down through the individual families though it is not uncommon for a family to actively recruit apprentices from the outside (especially those who show unusual talent). Though rivalries often occur between gifted potters, the families tend towards the specialisation of particular pieces and are well known for their unique styles.

The guild quickly puts to rest disputes between the families for the good of the guild, which always comes first. Jani Keto (LN male human **commoner**), one of the guild's most promising potters, has recently found himself deeply in debt with the Shadow Spiders due to his gambling habit. The Shadow Spiders hope to use Jani to muscle into the guild.

WOOLMANS' GUILD

Though not the largest guild in Dulwich, the Woolmans' Guild benefits greatly from its ties with the clergy of Lawgiver's Hall, who have a large investment in the guild. Many of the young shepherds tending herds of sheep on the low hills outside Dulwich were once orphans living at the temple. The wool guild profits from the cheap labour (and the temple takes most of the shepherds' earnings to reinvest back into the wool guild). The temple, in return, gets a cut of the profits on wool sold to the weaver's and dyer's guilds as well as the associated wool merchants carrying the fleeces throughout the duchy. Because of their ties with the temple, the wool guild holds more influence than their size and profits would suggest. The guild sided with the other guilds early on to oppose the ruling nobility. When taxes go up, the wool guild frequently reminds the temple that its own profits are being adversely affected. Lalla Nikkonen (NG female human **druid**) works as a shepherdess and frequently acts as a guide in the surrounding countryside for adventuring parties to supplement her income.

THE THIEVES

Unlike Ashlar's capital, Languard, Dulwich does not have a dominant thieves' guild. Rather, a patchwork of minor gangs struggle incessantly among themselves for territory, standing and profit. Most such gangs number no more than a dozen individuals and most of their members are not particularly skilled. Dulwich's two most notable gangs comprise:

The Shadow Spiders: The most powerful (and violent) of Dulwich's gangs is the Shadow Spiders. Most of the other smaller gangs pay the Shadow Spiders to avoid bloodshed. Led by Voitto Markku (LE male human **spy**), the Shadow Spiders lair at the Golden Skull tavern (location 7).

The Black Cats: The burglar Almina Mastonen (CN female halfling **spy**) leads the Black Cats gang. Popular with the peasants, as the gang is generous with their ill-gotten gains, the Black Cats maintain several safe houses about the town. Almina works at the East Gate Inn (location 6) and uses her access to Dulwich's monied folk to plan her gang's jobs.

NOTABLE STREETS

Some of Dulwich's streets are notable for one reason or another.

Amri Road: Playwrights and poets live a bohemian lifestyle in the old buildings lining this street. The atmosphere is lively and a little debauched.

Briar Park Row: A small park rests along the street. Believed to be the remains of a former druid's grove, the park features a large oak tree with a life-like face etched into its trunk. Badgers' (location 15) stands on Briar Park Row, and the presence of its watchful, armed mercenaries makes this a particularly safe, crime-free street.

Broad Street: Well-appointed homes of relatively prosperous merchants line a wide tree-lined avenue often filled with playing children. Many secret guild meetings take place here.

Dyer's Court: Dulwich's wool dyers make their home on this street. Brightly coloured cloth hangs from the buildings and serves as a canopy over the street.

Forger's Avenue: The clanging of hammers accompanies thick smoke pouring from the forges of Dulwich's blacksmiths.

Foundation Way: Built upon the ruins of a former settlement, the homes here feature deep cellars. Many are rumoured to connect to the ancient tunnels below Dulwich, making the homes useful fronts for various gangs and those wishing to move about undetected. The Crooked House (location 14) stands on Foundation Way.

Hargen's Court: Also known as "Black Court," this short street is home to a thriving black market hidden in the tunnels below the cramped homes.

High Road: Many rich manses lie on this street, not named for its position in Dulwich but for the wealthy folk living here. Eronen's Safe Travels (location 8) stands on High Road.

Hope's Alley: An ancient, deep (and now defunct) well lies at the end of a cramped and crooked alley. A common superstition claims that throwing coins down the well helps avert tragedy or heal a sick loved one.

Irkko Street: An almost eerie silence hangs over this street where an ancient and weathered statue, its features indistinguishable, stands in a small courtyard. Legend claims it's a statue of an ancient goddess or hero from the time before Dulwich's founding.

Jaska Alley: This narrow street lives in the shadow of the buildings closing in on either side. Here, small shops sell strange herbs and other unusual curios.

Korpela Street: This long, twisted street features squat wooden buildings housing Dulwich's poorest citizens. Priests from Lawgiver's Hall frequently come here to help the impoverished citizens who are often preyed upon by thieves and unscrupulous traders alike.

Leather Street: Dulwich's leatherworking guild operates along this narrow, well-maintained street. The

dingy (and dangerous) headquarters of the Shadow Spiders—the Golden Skull (location 7)—stand on Leather Street.

Ojanen Street: Most of the homes here feature newer construction due to a fire that claimed many buildings and lives years ago. A small shrine to Conn in commemoration of the tragedy rests at the end of the street. The always raucous Vilmizair's Arms tavern (location 13) stands on Ojanen Street.

Potter Street: Dulwich's many potters and their guild house lie on this street. Beautiful flowers displayed in elaborate vases welcome visitors to stroll and browse. The Potters' Guild has their guildhall here.

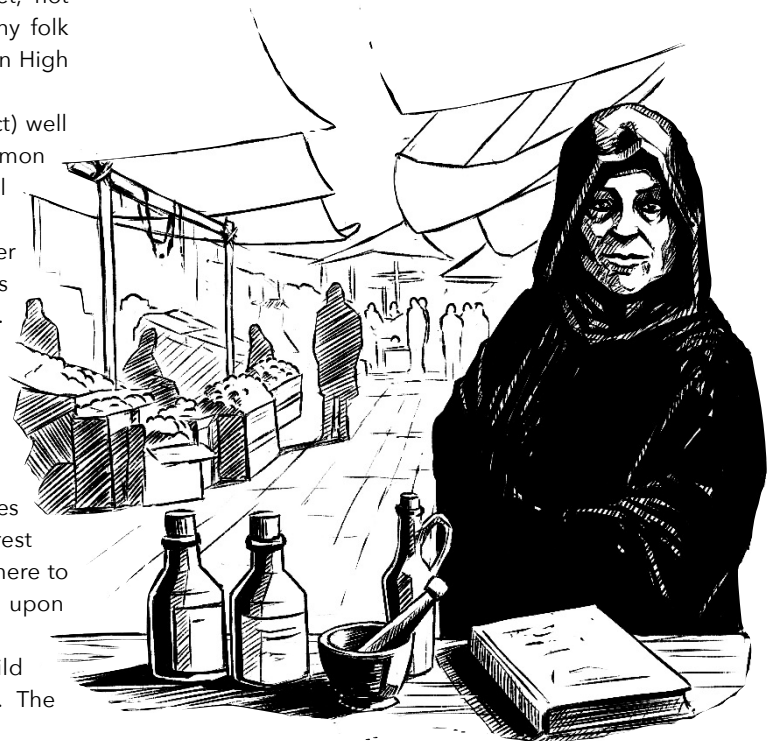
Purho Street: The first priest of the Temple of Conn is celebrated on this street with numerous small shrines and stalls selling religious objects and symbols. Lawgiver's Hall (location 2) stands on Purho Street.

Rekunen Row: Many prominent tailors and vintners conduct their business here. Well-tended flowerbeds—a matter of great pride to their owners—line both sides of the street. Dulwich's Marketplace (location 11) sprawls behind Rekunen Row.

Steel Street: Most of Dulwich's armourers and weaponsmiths operate out of the forgeries located here. The Dancing Bear (location 4) stands on Steel Street, as does the Blacksmiths' guildhall.

Varala Way: Named after a famous long ago defender of Dulwich, this street hosts a weather-worn statue of the hero. The East Gate Inn (location 6) and the Dulwich Poorhouse (location 12) stand on Varala Way

Wool Street: Located near the temple, the wool guild shears the sheep here and sells it to merchants. The Woolmans' Guild has their guildhall here.



IN-BETWEEN ADVENTURES

In between adventures, the characters are likely to explore Dulwich. Here, they could sell loot, recover from their trials and so on. Use these notes to facilitate such play.

LIFESTYLE	PRICE/DAY	SUITABLE VENUES
Wretched	–	Dulwich Poorhouse (location 4)
Squalid	1 sp	Dulwich Poorhouse (location 4)
Poor	2 sp	The Golden Skull (location 7)
Modest	1 gp	The Dancing Bear (location 4), the Golden Skull (location 7), the Three Bells (location 16)
Comfortable	2 gp	The Dancing Bear (location 4), the Three Bells (location 16)
Wealthy	4 gp	The East Gate (location 6)
Aristocratic	10+ gp	The East Gate (location 6)

BUYING & SELLING MAGIC ITEMS

Adventurers often find (or covet) magic items. Perhaps on an adventure, they find something they don't want, and they decide to sell it. Other times, they might desire a certain item—such as a magic sword, armour or wand.

While Dulwich does not have a thriving market for magic items, such trade does go on in the town. The best place to buy and sell such items is Badger's (location 15).

STOCK ON HAND

Badger's stock changes on a regular basis as items are bought and sold. (The characters aren't the only people in town interested in buying magic items, and sometimes Bernhard sends items to the nearby city of Languard). Every week, roll on the list below to determine what is for sale at Badger's:

1. *Spell scroll of expeditious retreat* (25 gp), *potion of healing* (10 gp).
2. *Potion of greater healing* (300 gp).
3. *Potion of healing* (15 gp), *potion of healing* (25 gp).
4. *Potion of climbing* (20 gp), *potion of healing* (35 gp), *spell scroll of shatter* (350 gp).
5. *Potion of climbing* (20 gp), *potion of greater healing* (300 gp), *potion of healing* (2; 30 gp each), *spell scroll of compelled duel* (15 gp), *spell scroll of detect poison and disease* (35 gp).
6. *Spell scroll of speak with animals* (30 gp), *spell scroll of protection from poison* (150 gp).

WHAT ELSE IS FOR SALE?

The characters may engage Bernhard to seek out rarer, more powerful and more expensive items. Doing so costs 100 gp and takes one week.

Roll on this list to determine what Bernhard has found:

1. *Elemental gem* (150 gp), *potion of greater healing* (100 gp).
2. *Potion of greater healing* (100 gp).
3. *Potion of water breathing* (200 gp).
4. *Bag of holding* (400 gp), *helm of comprehend languages* (400 gp), *mithral chain shirt* (600 gp).
5. *Wand of magic detection* (600 gp).
6. +1 arrows (10; 175 gp or 18 gp each), *cap of water breathing* (100 gp), *potion of growth* (200 gp), *spell scroll of spider climb* (100 gp).

SELLING MAGIC ITEMS

Bernhard is happy to purchase unwanted magic items from the party. He offers the following base prices:

- **Common Item:** 100 gp for a permanent item or 25 gp for a consumable item.
- **Uncommon Item:** 400 gp for a permanent item or 100 gp for a consumable item.

A character can try to increase Bernhard's offer with a Charisma (Persuasion) check.

- **DC 10 or Under:** The character's attitude annoys Bernhard, and he reduces his offer by half.
- **DC 11 - 20:** Bernhard does not change his offer.
- **DC 21+:** Bernhard is swayed by the character's words and remembers he has a client who will pay a premium for this item. He increases his offer by half.

CAROUSING

Adventurers are famed for blowing off steam between their forays into the wilderness. Dulwich has several inns and taverns where they can spend their coin.

Carousing is a good way for the characters to make local contacts (or enemies). Carousing characters automatically hear a rumour from either the Dulwich Whispers and Rumours table. They also hear an adventure hook.

CAROUSING WITH THE LOWER CLASS

Carousing at the Golden Skull costs 10 gp per week and introduces the character to Dulwich's lower class. The character hears an adventuring hook:

D20	HOOK	LOCATIO
1-3	Grave Matters	2
4-5	Defeat the Spiders	6
6-8	New Spiders	7
9-12	Mercenary Guards	8
13	Let Me Serve You	11
14-16	Missing Child	14
17-20	Stolen Relic	16

CAROUSING WITH THE MIDDLE CLASS

Carousing at the Dancing Bear, Three Bells or Vilimzair's Arms costs 50 gp per week. The character hears an adventuring hook:

D20	Hook	LOCATIO
1-3	Grave Matters	2
4-5	Other Places	4
6-9	Guards Needed	5
10-13	Mercenary Guards	8
14	Vilimzair Defaced	13
15-17	Missing Child	14
18	Missing Pilgrim	16
19-20	Stolen Relic	16

CAROUSING WITH THE UPPER CLASS

Carousing at the East Gate Inn costs 250 gp per week and introduces the character to Dulwich's richest, most influential folk. The character hears an adventuring hook:

D20	Hook	LOCATIO
1-3	Noble Intrigues	1
4-6	Grave Matters	2
7	Spies	3
8-13	Defeat the Spiders	6
14-15	Auction	15
16-17	Safe Storage	15
18-20	Stolen Relic	16

REST & RECUPERATION

Adventurers can recover from diseases, poisons or serious injury between adventures. The character can do this at their lodgings or seek professional help from the clergy at Lawgiver's Hall (location 2), which costs 6 gp.

After three days' rest, the character can make a DC 15 Constitution saving throw. If the character has engaged professional assistance, they gain advantage on this check. A successful save enables them to do one of the following:

- End one effect stopping them from regaining hit points.
- Gain advantage on saving throws made against one disease or poison affecting them.

RESEARCHING

Between adventures, a character may want to learn more about the surrounding area or delve into the history of the Shadowed Keep and its fated master. Saini Alanen's House (location 9) serves as Dulwich's quasi-public library and is the best place for such research. The library houses the town's

largest public collection of books, maps and so on regarding Dulwich and its surrounds.

Access to the library is free, but sundry expenses—delivered meals, quills, parchments and so on—amount to 1 gp per day (which is in addition to a character's normal lifestyle costs). Characters using the library for research can make Intelligence (Investigation) checks to discover the information they seek. Determine the difficulty of this check—and how many days the character must spend at the library—depending on what they wish to know.

WORK

Some characters may choose to practise their profession between adventures.

MERCENARY WORK

Mercenaries are always in demand in Dulwich. Whether they guard a merchant train or protect the lumber guild's workers in the southern woods, those with keen wits and a ready sword can always gain employment.

A character earns enough to maintain a modest lifestyle every week they engage in mercenary work. Additionally, if the character makes a DC 15 Charisma check, they make a contact—perhaps their employer or another mercenary guard—who may be useful in the future. Characters making a Charisma check of DC 5 or less make a rival or enemy.

THE PERFORMING ARTS

Bards, and those with proficiency in Charisma (Performance), can attempt to perform at the Vilimzair's Arms (location 13). Spots are in high demand, and the character must first persuade Sofia Ehtaro to let them perform during the coming week. Doing so requires a DC 15 Charisma (Persuasion) check. A subsequent Charisma (Performance) check determines how much the character earns:

- **DC 10:** The character does not do particularly well and earns only enough to maintain a modest lifestyle.
- **DC 15:** The character performs well enough to maintain a comfortable lifestyle.
- **DC 20:** The character gets a rapturous reception and earns enough to support a wealthy lifestyle.

THIEVERY

Thieves and rogues should be careful not to come to the notice of Dulwich's various thieves' gangs. None of the gangs will be keen to have a freelancer working in their town; however, Almina Mastonen (location 6) may see such a freelancer as a tool to distract the more violent Shadow Spiders from persecuting the Black Cats.

I: DULWICH KEEP

Dulwich Keep is location 1 on the Dulwich map.

Completed a few decades ago, this small squat keep sits on a man-made hill surrounded by a dry moat. A stone wall, 25 feet high, surrounds the inner keep, a rectangular stone building with a tower on its east and west sides. Cramped with narrow passages, the keep seems to suck in the wet, humid air of the Salt Mire, making the walls constantly damp. Torches thick with more smoke than heat further clog the air. It's worse in the dungeons below, where lawbreakers are kept in cells that never see the light of day.

DULWICH KEEP BY DAY

By day, Dulwich Keep is a hive of activity; here is conducted the essential business of running the town and Wido Gall's other holdings. The castle sees a steady stream of visitors and deliveries during the day. The town guard are also based at the keep, and patrols come and go throughout the day.

DULWICH KEEP BY NIGHT

At night, the keep's main gate is closed, and guards patrol the battlements lit with blazing braziers. No one is admitted to the keep after dark unless they are known to the garrison or have special permission from Tuula Tenhunen or some another official.

NOTABLE FOLK

Some folk are often encountered at Dulwich Keep.

- **Tuula Tenhunen** (LN female half-orc **knight**) leads the town guard from the keep. She wears an iron mask to conceal her heritage (which is hardly noticeable) and serves Wido gladly, hoping he will use his magic to "correct" what she believes is a defect.
- **Wido Gall** (LN male human **mage**), lord of Dulwich and one of Ashlar's most powerful nobles, dwells in the eastern tower with his immediate family. A noble of middle years, Wido finds himself growing concerned with the rising power of the merchant class, particularly the lumber guild. For financial gain, he seeks to seize control of nearby Longbridge from his rival, Hilduin Lorsch. He convinced Dulwich's former high priest of Conn to back his plan and generate public support, but with his death, things have gone awry as the new priest, Vuokko Laiten, does not support his goals.
- **Krister Janakka** (LN middle-aged male human **noble**) serves Wido Gall as Dulwich's reeve, and he deals with all the town's mundane day-to-day. No newcomer sees Wido Gall without first dealing with Krister. Wido trusts him as much as he trusts anyone. He is dour and stern but also exceptionally well-organised.

FOLK OUT & ABOUT

While the characters are at Dulwich Keep, they may encounter one or more folk of interest.

1. **Juhana Aikio, Sergeant of the Watch** (LN male human **veteran**) oversees the guards at the main gate and takes his job very seriously. If the characters seem suspicious, this grizzled veteran virtually interrogates them before allowing them entry. He is stocky, muscular and bald and is never without his chain armour and sword.
2. **Matti Jurva** (CN male human **guard**) serves in the keep's garrison but is in trouble. He has serious gambling debts with Shadow Spiders and is desperate to pay what he owes—mainly to avoid a serious beating, permanent injury or even death. He might offer to do the characters favours—letting them into the keep at night, passing a message to a prisoner languishing in the dungeons and so on—if they will pay—handsomely.
3. **Sirja Kare** (N female human **spy**) believes her husband languishes in Dulwich's Keep but can't confirm her suspicion. If the characters seem gullible, this smooth-talking, attractive conwoman spins a tale of her husband's heroic stand against Wido Gall's harsh rulership and begs them to help her free him. Much of her story is untrue; in reality, she and her husband are a skilled pair of confidence tricksters.
4. **Kosti Laso** (LE male human **noble**) owns several esoteric tomes he wants to sell to Wido Gall. This bearded, finely-dressed man has thus far failed to get an audience and is growing frustrated. The characters provide an unforeseen opportunity—perhaps they know Wido Gall and can put in a good word for him? Kosti's books are valuable, and he is happy to invest time and gold in building a relationship with the characters if they can help him realise his goal.
5. **Antti Puukko** (LN male human **veteran**) works as a mercenary and is at the keep to see if the garrison needs another member. He has been rebuffed and is leaving as the characters arrive. He strikes up a conversation to see if the characters need a guard. He is not interested in being a full member of the party but would happily guard their camp or mounts. He is well-equipped and even owns a well-trained warhorse.
6. **Kaarina Tapo** (N female human **spy**) works for Tuula Tenhunen (see "Notable Folk") as a spy; she works in Dulwich attempting to ferret out signs of discontent among the town's merchants. She is personable, skilled at small talk and often in disguise as a labourer, serving woman or suchlike. The characters could meet her repeatedly if she finds them intriguing or suspects the group of working against her master. She has mousey brown hair and is otherwise nondescript—perfect for her line of work.

WHAT'S GOING ON?

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

1. **Delivery:** A covered wagon carrying foodstuffs and other staples rumbles into the keep. A swarm of workers quickly descend on it to unload. The air is thick with their shouts and the sounds of their labour.
2. **Town Guard Patrol:** A patrol of town guards is leaving just as the characters arrive. They march past the characters before breaking into a more relaxed gait once beyond the castle's shadow.
3. **Robed Figures:** Two robed figures stand atop the keep surveying the town. One seems to be speaking in a particularly animated fashion while the other listens.
4. **Fluttering Flags:** Flags flutter above the keep. Alongside Wido Gall's device is the pennant of family Lankinen (lords of Kingsfell)—another of Ashlar's lords has come to visit Dulwich's sorcerous ruler.
5. **Moat Clearing:** A dry moat surrounds Dulwich Keep; a group of labourers are removing trash and rubbish from the moat and excavating a small part to maintain its defensive capabilities.
6. **Iron Cages:** Iron cages hang from the wall above the keep's main gate. One cage holds a crumpled, unmoving form; the other contains a man wearing ragged clothes. His eyes are glazed, and he barely moves; he looks near death.

OPPORTUNITIES & COMPLICATIONS

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

1. **Noble Intrigues:** Wido Gall seeks more agents to investigate and spy on his enemies at Longbridge. As a rich and noble lord, he has deep coffers to fund such activities. The characters catch the eye of one of his trusted servants, and they are approached—as a test—to fight the bandits plaguing the nearby roads.
2. **Gates Closed:** The keep's outer gates are closed, and no one is being admitted. The guards do not explain why; the characters must come back another time.
3. **An Escape:** An alarm bell begins to sound from somewhere deeper into the keep. A nearby soldier mutters, "Another escape?" before rushing off. The general confusion that ensues could offer the characters a useful diversion.
4. **Kaarina Intrigued:** **Kaarina Tapo** (see "Folk Out and About") spots the characters and is intrigued. Perhaps she overhears a snatch of conversation that leads her to suspect the party of ill-intent, or she is bored and decides to follow them for a couple of days. She uses a variety of disguises to keep an eye on them.
5. **An Escapee:** As #3 but one of the characters spots a figure climbing over an unguarded part of the keep's

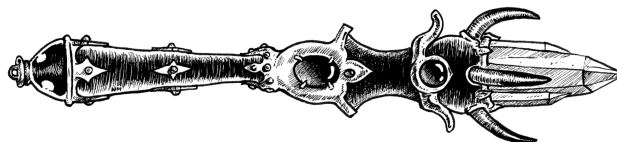
outer wall. If the figure reaches the ground, they dash across the moat and try to disappear into the town. The characters can ignore the figure, catch them to get a reward and earn influence with Tuula Tenhunen (see "Notable Folk") or help the prisoner escape.

6. **Wido Gall Himself:** The characters are lucky (or perhaps unlucky) enough to be arriving at the keep when Wido Gall (see "Notable Folk") is being driven forth in his ostentatious carriage. The driver and the dozen mounted guards expect the characters to get out of the way. If they do not, serious trouble will inevitably ensue.

WHISPERS & RUMOURS

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

1. **In the Dungeons:** Criminals and Wido Gall's enemies are kept in the dungeons below Dulwich Keep. Conditions therein are terrible. Wido Gall does not show mercy to his enemies.
2. **Bandits on the Borderlands:** Bandits again haunt the southern woodlands. Their raids are affecting trade. Several different groups are said to be in the vicinity; one such group is thought to lair in the so-called Shadowed Keep on the Borderlands.
3. **Political Problems:** The village of Longbridge, which lies between Dulwich and Languard, is strategically important for trade in the duchy. It also does not currently have a lord—a situation Wido Gall, ruler of Dulwich—is keen to remedy.
4. **Plague:** The plague still savages the doomed village of Ashford. How anyone is still alive there, Darlen only knows. Something should be done about it. Militant folk call for the village to be burnt to the ground to contain the contagion.
5. **The Forest of Grey Spires:** The southern forests have long been a place of mystery and ruin. Ancient ruins lie scattered throughout the forest, ensuring a steady stream of adventurers and explorers pass through Dulwich on their way south.
6. **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 and share wild stories about what might lurk within.



2: THE LAWGIVER'S HALL

The Lawgiver's Hall is location 2 on the Dulwich map.

One of the first structures built in Dulwich, the Temple of Conn (LN god of community, family and rulership), is undergoing another bout of renovation and expansion thanks to generous donations from its increasingly rich followers. The tall, elaborate stone cathedral dominates the town; from its magnificent bell tower rings a new silver bell. Another recent contribution paid for elaborate stained glass windows. A well-tended grove separates the cathedral from the well-appointed houses used by the clergy.

Less than a year ago, the beloved and respected high priest, Taistro Rintala, died unexpectedly. Some believe foul play was the cause, while others blame a sickness from the Salt Mire. A schism in the clergy between Wido Gall's supporters and those of the merchant guilds resulted in Vuokko Laiten, an inexperienced priestess in her twenties, becoming the new high priestess.

THE LAWGIVER'S HALL BY DAY

The Lawgiver's Hall is busy during the day. Folk come here to worship, get advice or meet fellow worshippers. Additionally, workmen are often in attendance repairing stonework, fixing furniture and so on.

THE LAWGIVER'S HALL BY NIGHT

After the last service of the day, the cathedral is quiet; a few worshippers linger for private prayer or reflection. A priest is in attendance all night to aid visitors, but the private areas of the cathedral are locked up. The clergy are not stupid; they know the faith is perceived as wealthy, and they do not make themselves easy marks for thieves.

NOTABLE FOLK

Some folk are often encountered at the Lawgiver's Hall.

- **Vuokko Laiten** (LN female human **priest** [Conn]) leads Conn's faithful in Dulwich. While proficient and capable, Vuokko suffers from being the pawn between two opposing political parties—the nobles and merchants. Vuokko seeks some way to unite the two, but it's fast becoming apparent that she must soon choose a side.
- **Mikael Tuntia** (LN male human **priest** [Conn]) serves as Vuokko's lieutenant and deputy in all things. He is more than in a little love with Vuokko and gladly does anything she asks. Mikael is stout, has a horrendous haircut and is terrible at concealing his feelings.
- **Maija Vartia** (LN female human **knight**) oversees the cathedral guard—a 14-strong group of warriors who protect the hall and watch over its priests when they are abroad in the town or the wider duchy. She is strict, disciplined and well-respected.

FOLK OUT & ABOUT

While the characters are at the Lawgiver's Hall, they may encounter one or more folk of interest.

1. **Lempo Toivettu** (LN male human **acolyte** [Conn]) serves Wido Gall and reports on all events of importance occurring at the hall. This stick-thin middle-aged man appears friendly, but perceptive characters get the feeling he is pumping them for information when they speak with him. He serves Gall through a mix of fear and avarice—Dulwich's lord pays him well but has also hinted at the awesome magical powers he could unleash on those who displease him.
2. **Heta Tiera** (LN middle-aged female human **commoner**) owns a small carting business and has come here to seek the clergy's advice on expanding to Longbridge. She seeks Vuokko's (see "Notable Folk") blessing and support. If she perceives the characters are adventurers, she tries to hire them as guards. She is comparatively wealthy but does not pay well. She's also quite acidic in her dealings with people she perceives as beneath her.
3. **Frans Koira** (N male human **veteran**) wants magical healing. Two thieves set upon him last night and wounded him before he near-beat them to death. He is evasive about the cause of the wounds, which could be seen as suspicious. Frans is in Dulwich as a spy, and he tries to keep a low profile. He is clever, handsome and personable. If the characters have dealings with important Dulwichian folk, he tries to join their group.
4. **Ahti Asikka** (N male human **commoner**) wants influence in the town and isn't afraid to pay for it. He has come here to make a large donation to the faith's coffer, and he wants people to notice. Ahti is loud, slightly obnoxious and full of a sense of his own grandeur. He is also overweight, finely dressed and accompanied by a small crowd of hangers-on.
5. **Lotta Otra** (N female human **spy**) plans to lift some of the church's finer, more portable decorations. She's hanging around in the shadows pretending to be deep in prayer. She is casing the church; she knows it is quieter at night but is here to get a feel for the place and its staff. If the characters pique the interest of this plain-looking and nondescript quiet woman, she follows them to see if they might be easier marks. She carries only a dagger and the tools of her trade; she immediately flees if challenged.
6. **Maarit Kurikka** (LN female human **acolyte** [Conn]) hails from Languard and has come to Dulwich to serve at the cathedral for a year. She will not say what brought her here—perceptive characters get the impression she is ashamed of something—but she knows much of Languard's recent events. She is desperate to make new friends and willingly shares what she knows.

WHAT'S GOING ON?

While the characters are at the Lawgiver's Hall, one or more things from the list below may occur.

1. **Busy:** The hubbub of conversation spills over the characters as they enter the hall. Many folk are here, and no priest is immediately available to speak with them.
2. **Quiet:** The characters have arrived at the hall during a rare peaceful moment. If they seek the attention of a priest, they can quickly secure such.
3. **Atypical Service:** The characters arrive while an atypical service—perhaps a wedding or funeral—is in progress. They must wait until it is over to get the attention of a priest. If they are not patient and respectful, they are politely asked to leave.
4. **Injured Believer:** A member of the congregation has been badly injured. As the characters arrive, two commoners push past them, carrying their friend on a makeshift stretcher. The injured commoner has just been run over by a cart and is near death.
5. **Heavy Rain:** Rain hammers Dulwich, and the cathedral roof begins to leak in a few places. Acolytes bring out buckets to catch the leaks. Clearly, the clergy need more donations to fix the roof; they aren't shy at making this point obvious to everyone present.
6. **Workmen:** Workers are preparing to repair a piece of masonry by erecting a wooden scaffold against a wall. They are loud, and the sound of their work fills the air.

OPPORTUNITIES & COMPLICATIONS

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

1. **Grave Matters:** The odd happenings at Dulwich Cemetery (location 10) concern Vuokko Laiten (see "Notable Folk"), and she seeks trustworthy folk to investigate. If she has had prior agreeable dealings with the characters, she approaches them about the matter.
2. **Merchants-at-Arms:** Two merchants are arguing violently over who gets the honour of supplying the clergy with ale and wine. The two are close to blows and decide trial by combat is the best way to resolve the problem; they both immediately try to hire a character as their champion.
3. **Favour for a Favour:** If the characters seek a favour from the clergy—perhaps magical healing or advice—Vuokko Laiten (see "Notable Folk") waives the fee in return for the characters investigating the odd doings at the Dulwich Cemetery (location 10).
4. **Who Are You?** Maija Vartia (see "Notable Folk") takes an interest in the characters. She strikes up a conversation to learn more about them. This could be good or bad for them, depending on how they answer.
5. **Fire:** Someone accidentally knocks over a candle which sets fire to a tapestry; minor panic ensues.

6. **Perching Owl:** A white owl has flown into the cathedral and started nesting high up in the rafters. Some of the clergy want it gone, while others see it as a good omen.

WHISPERS & RUMOURS

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

1. **Murder Most Foul:** Taistro Rintala—the hall's previous high priest—was murdered! Dulwich's politics is fractious at the moment, and many powerful folk had reason to install their puppet as high priestess.
2. **Intrigues and Donations:** The cathedral has recently received several large donations. Various wealthy worshippers seek to sway the priesthood into their camp—for what purposes, it is hard to say.
3. **Reluctant Leader:** Vuokko Laiten (see "Notable Folk") didn't want to be high priestess; she was the compromise between the various factions jockeying for power. Everyone thinks they can influence her.
4. **Tax the Rich:** Things are good in Dulwich, and its folk grow wealthy—particularly the town's merchants. Wido Gall is planning a new tax on the merchants, and they are not happy about it.
5. **Inept Leader:** Vuokko Laiten (see "Notable Folk") is too young and inexperienced to be the high priestess. She should be replaced by someone older with more presence in the community.
6. **Sickness Stalks the Land:** Sickness lurks in the Salt Mire. The village of Ashford is beset with plague, and now rumours tell of the Salt Mire's lizardfolk falling ill.

WHAT'S FOR SALE

Some of these items may be for sale at the Lawgiver's Hall.

1. **Holier Water (4; 75 gp a vial):** These small silver vials hold concentrated holy water, which is twice as effective as normal holy water.
2. **Silver Mace (200 gp):** Intended as a ceremonial item, this beautiful two-handed mace could also serve as a potent weapon against vampires and the like. It is superbly forged and well-balanced.
3. **Law and Duty (150 gp):** This thick, ornately illuminated book sets out Conn's teachings in great detail. It is the bedrock of the faith and the perfect gift or bribe for a believer or priest.
4. **Statuette of the Father (200 gp):** This ivory statuette shows Conn dispensing justice. Conn is depicted holding a mace in one hand and a big book in the other.
5. **Magic Healing Potion (250 gp):** This plain iron vial holds a *potion of greater healing*.
6. **History of Dulwich:** This treatise on Dulwich is a copy of the original, which is held in the church's vault. Some details have been changed in the text to strengthen Wido Gall's claim to the village of Longbridge.

3: LUMBERYARD AND GUILD HALL

The Lumberyard and Guild Hall is location 3 on the Dulwich town map.

Such is the rich lumber guild's influence that a small gate pierces the town wall near the lumber yard. Trees are processed into lumber within these large buildings and shipped throughout the Duchy of Ashlar and beyond. The guild employs hundreds of citizens, either in the warehouses or as loggers on the fringes of the Forest of Gray Spires. Overseeing this massive operation is Ossi Karppanen. Ossi regularly meets with the other guild leaders in an effort to form an alliance against Wido Gall.

THE YARD AND GUILD HALL BY DAY

By day, almost no matter the weather, the yard is a hubbub of activity and industry. Tree trunks are dragged into the yard, where they are split and worked. Many workers, guards and visitors can be encountered here. In the guild hall, Ossi Karppanen conducts his business and holds court.

THE YARD AND GUILD HALL BY NIGHT

By night, the yard and guild hall are quiet and all but empty. Several guards patrol the yard to keep thieves and the spies of rivals away. Sometimes, Ossi Karppanen holds late-night meetings or banquets at the guild hall; on such occasions, there are many more folk about the yard.

NOTABLE FOLK

Some folk are often encountered at the Lumberyard and Guild Hall.

- **Ossi Karppanen** (LN male human **commoner**) is a shrewd man with an eye towards politics. As profits increase (and thus taxes owed increase), Ossi desires more and more to replace the ruling noble class with a council of merchants. He believes a merchant council would lead to greater riches and the expansion of Dulwich's economy. To this end, Ossi has spies everywhere, even manipulating temple politics and using the Shadow Spiders gang (The Golden Skull, location 7) for intimidation.
- **Klaus Ampuja** (N male human **spy**) serves as the guild's fixer. He is dedicated to his job only because the pay is good and Ossi treats him well. Klaus couldn't care less about the state of the woodlands or the fate of those living within. He enjoys the cut and thrust of politics and takes great delight in bending folk to his will. He is not shy about using violence to achieve his goals but sees such distasteful methods as a last resort.

FOLK OUT & ABOUT

While the characters are at the Lumberyard and Guild Hall, they may encounter one or more folk of interest.

1. **Jegor Ihamuoto** (NG male human **scout**) visits the guild hall to see if there is any work for a skilled forester. A resolute but taciturn man, Jegor needs gold and has heard the guild is hiring warriors and the like to protect their workers in the southern woods. He is a good man and may balk at some of the guild's activities. He has several friends among the woodland's peaceful denizens and may eventually begin to work against the guild.
2. **Jyrki Ahti** (N old male human **commoner**) sits outside the yard with a begging bowl. Jyrki is a skilled woodworker but lost an arm in a near-fatal accident several years ago. Unable to work, he resorts to begging to keep life and soul together. He sees much of what goes on here—and keeps a particular eye on the comings and goings of merchants, guild members and the like. He is happy to sell this information to anyone who will pay for it.
3. **Ilma Kaivas** (N middle-aged male human **commoner**) works as a carpenter and is at the lumberyard to inspect the wood. He is exceptionally skilled and is looking for just the right pieces of wood to craft a unique puzzle chest for a local wizard. Ilma loves his work and could talk about wood and joinery for hours. He is quite boring, but his work is in high demand.
4. **Inga Tornia** (LN female human **druid**) visits the lumberyard to remonstrate with Ossi Karppanen and other key officials. She is concerned that the guild's workers are taking too much from the forest without planting new trees. Some of the groups are getting dangerously close to certain sacred areas. This mousy and slender fur-clad woman is nearly vibrating with anger. If the guild does not listen to her concerns, trouble will almost certainly lie ahead.
5. **Willithar Pyloninn** (CG female elf **veteran**) finds the lumberyard a sad place. She has come here to pay her respects to the many trees needlessly and disrespectfully—as she sees it—cut down by the humans. Slender even for an elf, it looks like a strong breeze could break her, but Willithar has a steel core. She is an excellent archer who can move with great silence through the woods. She is not a Dulwich native and will not stay long in town unless given a good reason.
6. **Eeva Janakka** (N middle-aged female human **commoner**) stands outside the lumberyard, alternatively shouting and crying. Her husband, Eeva, did not return from a guild expedition into the southern forests; no one will tell her what happened. She doesn't even know if he is alive. She demands answers. If she notices the characters, she begs them to investigate for her—but she can't afford to pay them.

WHAT'S GOING ON?

While the characters are at the Lumberyard and Guild Hall, one or more things from the list below may occur.

1. **Busy:** The lumberyard is a hive of noise activity; logs are brought into the yard, where the workers split the wood to produce planks, lengths of timber and a tremendous amount of sawdust.
2. **Filling a Wagon:** Workers are busy around a wagon, which they are filling with planks and staves. The wagon is nearly full—someone is planning a large project.
3. **Smoke:** Wisps of smoke rise from a shed filled with sawdust and off-cuts of wood. A worker notices the smoke and cries of "Fire!" fill the air.
4. **Delivery:** Four heavily laden wagons trundle into the yard. Each slowly moving wagon holds cut tree trunks to be processed.
5. **Argument:** Snatches of shouting emanate from inside the guild hall. At least three individuals seem engaged in a blazing row.
6. **Quiet:** The lumberyard is quiet—only a few workers are visible; the others rest after hours of hard work. In the guildhall, Ossi Karppanen (see "Notable Folk") is unavailable—he is meeting with one of his peers.

OPPORTUNITIES & COMPLICATIONS

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

1. **Mercenary Guards:** Ossi Karppanen (see "Notable Folk") is always open to hiring mercenaries to protect the woodcutters who risk life and limb venturing anywhere near the Forest of Gray Spires.
2. **Spies and Scouts:** Ossi Karppanen (see "Notable Folk") has heard rumours of colossal trees growing deep in the forest. Their wood would make excellent masts for ocean-going ships and so on. He wants to hire skilled "scouts" to plunge into the wilderness to locate the trees and ensure the environs are safe for his workers.
3. **Ossi Inspects:** Ossi Karppanen (see "Notable Folk") is inspecting a recent delivery of freshly cut trunks. From his demeanour and body language, he seems to be in a good mood.
4. **Fire:** Someone has snuck into the lumberyard and doused a pile of sawdust and off-cuts with oil. The pile leans against the wall of one of the workshops. When the pile bursts into flames, the fire spreads quickly unless someone acts swiftly and decisively. If the characters help extinguish the flames, Ossi Karppanen (see "Notable Folk") is grateful and invites them to join him for a drink. He uses the opportunity to learn more about them and determine if they may be useful allies or pawns in his schemes.

5. **Injured Worker:** Moments before the characters arrived, a wood pile collapsed onto a worker, trapping them. The characters arrive to see a scene of chaos—workers are trying to free the trapped man while others look on. If the characters help, they gain the guild's thanks. The accident provides an excellent diversion if they are here for nefarious reasons.
6. **New Tax:** A town cryer—sent by Wido Gall—stands without the lumberyard, loudly announcing a new tax on finished wooden goods. Nearby, a soldier nails a copy of the proclamation to the gate. Several robed figures, Ossi Karppanen (see "Notable Folk") among them, stand outside the guild hall listening to the proclamation. They are not happy and are in no mood to receive guests.

WHISPERS & RUMOURS

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

1. **Rise of the Merchants:** Dulwich's various guilds are gaining more power and influence every year. Wido Gall, ruler of Dulwich, seeks to stymie their ascension with ever more restrictive tariffs, taxes and laws. It is only a matter of time before serious trouble ensues as the two factions struggle for dominance.
2. **Tax the Rich:** Things are good in Dulwich, and its folk grow wealthy—particularly the town's merchants. Wido Gall is planning a new tax on the merchants, and they are not happy about it.
3. **The Forest of Grey Spires:** The southern forests have long been a place of mystery and ruin. Ancient ruins lie scattered throughout the forest, ensuring a steady stream of adventurers and explorers pass through Dulwich on their way south. Some of the forest's trees are said to be ancient and immense—such specimens represent a great natural treasure and resource for the lumber guild.
4. **Bandits on the Borderlands:** Bandits again haunt the southern woodlands. Their raids are affecting trade. Several different groups are said to be in the vicinity; one such group is thought to lair in the so-called Shadowed Keep on the Borderlands.
5. **Political Problems:** The village of Longbridge, which lies between Dulwich and Languard, is strategically important for trade in the duchy. It also does not currently have a lord—a situation Wido Gall, ruler of Dulwich—is keen to remedy.
6. **Cover Up:** The lumber guild often covers up their activities because their workers die with alarming regularity. Some groups don't return from the forest at all—that's why the guild is always looking for reliable guards. The guild's master, Ossi Karppanen (see "Notable Folk"), is not to be trusted.

4: THE DANCING BEAR

The Dancing Bear is location 4 on the Dulwich map.

The ridiculous image of a dancing frocked bear adorns the outside of this rambling three-storey inn and tavern. Stuffed heads, showing their age, of wild beasts and even a few monsters, adorn the cavernous common room's walls. These are the mementoes of the inn's proprietor, the retired adventurer, Nurlon Rekunen.

- **Food & Drink:** Meal (omelette with nuts and vegetables or leek and chestnut stew; 3 sp), mug of ale (4 cp), pitcher of good wine (2 sp).
- **Accommodation:** A standard room costs 2 sp a night. The room is large and well—if plainly—furnished.
- **Lifestyle:** Characters at the Dancing Bear can enjoy a modest (1 gp/day) or comfortable (2 gp/day) lifestyle.

THE DANCING BEAR BY DAY

By day, the Dancing Bear is quiet. A few customers—typically those staying in the inn—linger in the common room nursing their hangovers. The inn's staff quietly go about their day, cleaning, tidying and restocking the common room's bar.

THE DANCING BEAR BY NIGHT

By night, the Dancing Bear comes alive. It has a reputation for wild nights and those seeking to let off steam often end up at the Dancing Bear. Entertainment is a common occurrence at the Dancing Bear—bards, storytellers, travelling troupes of actors, and the like know it is a good place to put on a show. The tavern stays open until the early hours but is noticeably quieter after midnight.

NOTABLE FOLK

Some folk are often encountered at the Dancing Bear.

- **Nurlon Rekunen** (LG middle-aged male half-elf **veteran**) bought the inn well over a hundred years ago and is something of a local legend. The bearded Nurlon and his twin sister Nalthra Rekunen (location 5) were raised by their human mother and her family. Generations of his brothers' and sisters' descendants have since lived and died, and Nurlon is a bit morose when in his cups.
- **Sanni Rekunen** (CG young female human **commoner**) works at her uncle's inn and thoroughly enjoys herself. Entertainment is in her blood, and she loves meeting new people. Barely 16, she already sees herself as an excellent host and practically in charge of the tavern. Nurlon indulges her.
- **Liekko Unaja** (N middle-aged female human **commoner**) started work at the Dancing Bear two decades ago and is a fixture of the place. Now she runs

many of the day-to-day operations for Nurlon. He trusts her, and she, in turn, is loyal to him. Liekko also has an excellent singing voice and sometimes joins other performers on stage. If she had enjoyed a better start in life, she could have been a renowned singer. She knows this, and it saddens her. She is a tall but dumpy woman.

FOLK IN THE TAPROOM

While the characters are at the Dancing Bear, they may encounter one or more folk of interest.

1. **Albin Joutsi** (N male human **veteran**) stays at the Dancing Bear while plotting his next move. He's had some minor success adventuring but has recently been shown how dangerous such a life can be. He won't talk about his experiences and spends his evenings drinking. He loves the entertainment at the Dancing Bear—it helps him forget his worries.
2. **Stiina Toiva** (LN female human **commoner**) wants to sell Nurlon a consignment of wine on behalf of her master—a wealthy merchant in Languard. Her problem is that the shipment is in Languard, banditry is on the rise and trouble in the village of Longbridge further complicates matters. She needs a group of trustworthy guards.
3. **Sirja Hopea** (CN female human **spy**) lingers in the common room, watching for easy marks. She isn't insane enough to pick the pocket of an obvious adventurer or mug someone, no matter how worse for wear they are. Rather she pilfers a few coins from drunk customers who will likely never notice the theft. She flirts with her marks but is careful never to take things too far.
4. **Daim Azcral** (LG male dwarf **veteran**) enjoys a mug (or four) of ale. New to Dulwich he has come here to fight goblins—and whatever other foul beasts lurk in the southern forest. He is loyal and dependable but inflexible. He is also convinced of dwarven superiority in almost all matters. His conversation can be pretty boring.
5. **Kaarlo Ano** (NE male human **bandit**) works as a spy for a bandit gang lurking in the southern woods. He is here to get information about wealthy merchants and their movements. He pretends to be a mercenary guard. If the characters try to hire him, he comes up with increasingly spurious reasons why he cannot serve them. Kaarlo has a certain level of base cunning, but he is no genius. He is a handsome man and believes himself to be virtually irresistible to women.
6. **Rister Vilja** (CE male half-elf **assassin**) lingers in the taproom. He has recently come to Dulwich to complete a job—the slaying of Tuula Tenhunen (the leader of the town guard)—and has taken a room here to get a feel for the town. Rister is a cautious fellow, and he is content to stalk his prey for weeks. Rister also always likes to have a backup plan and might see the characters as useful dupes or diversions. Utterly without morals, he has no qualms about destroying other people's lives or reputations.

WHAT'S GOING ON?

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

1. **Sing Song:** When the characters arrive, the clientele in the common room is in the midst of a raucous sing song. It is noisy and busy. Liekko Unaja see "Notable Folk") is leading the singing and enjoying herself immensely.
2. **Dancing Bear:** A visiting bard has brought his trained dancing bear to the tavern (for obvious reasons). The bear capers about the common room while the customers—some nervously—watch. The bear has a taste for ale and sometimes steals customers' drinks. Wisely, no one objects.
3. **Pocket Picked:** A perceptive character notices Sirja Hopea (#3 "Folk in the Taproom") pick the pocket of a drunk and inattentive merchant deep in an animated conversation with a friend. She flees if confronted.
4. **Celebrating Brave Sir Ozloc:** A group of friends sit at a table laughing and joking. They celebrate brave Sir Ozloc's most recent triumph—catching himself with his own *sleep* spell while fleeing a disastrous encounter with a dragon. The group is in good spirits, and the ale is flowing freely. (Sir Ozloc is an adventurer active in the Dunstone area who has gained a reputation for daring escapes and swift retreats).
5. **Quiet Night:** The Dancing Bear is quiet. Perhaps the weather is terrible or the entertainment is awful, and the patrons have voted with their feet. The patrons present sit in small groups drinking and chatting quietly. The inn's staff are enjoying the unusually easy night, and most are in a talkative mood; characters chatting with them gain two rumours from "Whispers & Rumours".
6. **Peddler Peddling:** Piri Repo (CN middle-aged male human **commoner**) sells poor-quality jewellery. He moves about the common room peddling his wares until chased out by the staff.

OPPORTUNITIES & COMPLICATIONS

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

1. **Nurlon's Old Adventures:** If Nurlon takes a shine to someone, he tells stories of his adventures in the southern forests. In this way, the characters could learn of the Shunned Valley of the Three Tombs, Elle's Mere or the Valley of Bones.
2. **Gems to Sell:** If the party has gemstones for sale, Nurlon sends them to his sister, Nalthra (location 5 on the Dulwich map; N middle-aged female half-elf **commoner**). Sometimes, she visits the Dancing Bear, and Nurlon gladly introduces her to likely customers.
3. **Magic Ring for Sale:** Hille Ilakka (NG female human **knight**) has a *ring of mind shielding* for sale. She wants

500 gp for the ring as she needs the money to pay for a friend's desperately needed magical healing.

4. **Guards, Guards:** Stiina Toiva (# 2 "Folk in the Taproom") needs guards for a shipment of wine. She either approaches the characters or Nurlon introduces them. If the characters accept the job, they could come into (violent) contact with the bandits lurking in the so-called Shadowed Keep on the Borderlands or become embroiled in Longbridge's political problems.
5. **Digging for Information:** Kaarlo Ano (#4 "Folk in the Taproom") approaches the party under the pretence of sharing news about the road. His goal is to discover the party's plans so his comrades can avoid them. He has had too much to drink and is not his subtle self.
6. **Drunken Mercenary:** Pietari Urho (N male human **veteran**) has drunk way too much and is annoying Sanni Rekunen (see "Notable Folk") with his lecherous advances. Pietari is a large, burly fellow and several of the worried regulars watch over her. If the characters intervene, they could make several friends among the inn's staff and clientele.

WHISPERS & RUMOURS

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

1. **Nurlon's Glory Days:** In his youth, Nurlon was an adventurer who explored the southern forests. He knows much of what lurks beneath its boughs. He bought the Dancing Bear with the proceeds of his adventures over 100 years ago.
2. **The Shadowed Keep:** An old keep lies in the woodlands to the south of Dulwich. Once home to Valentin Ironwolf, the place is now a ruin. Who knows what foul things lurk within?
3. **Political Problems:** The village of Longbridge, which lies between Dulwich and Languard, is strategically important for trade in the duchy. It also does not currently have a lord—a situation Wido Gall, ruler of Dulwich—is keen to remedy.
4. **Magic Items for Sale:** If you want to buy or sell magic items in Dulwich, the best place to go is Badger's. Bernhard "Badger" Ilmatoivia has contacts throughout the town and duchy and can generally find a buyer for any enchanted item. Those seeking a specific item can also engage the retired warrior to find it on their behalf.
5. **Plague:** The plague still savages the doomed village of Ashford. How anyone is still alive there, Darlen only knows. Something should be done about it. Militant folk call for the village to be burnt to the ground to contain the contagion.
6. **The Forest of Grey Spires:** The southern forests have long been a place of mystery and ruin. Ancient ruins lie scattered throughout the forest, ensuring a steady stream of adventurers and explorers pass through Dulwich on their way south.

5: NALTHRA'S JEWELLERY

Nalthra's Jewellery is location 5 on the Dulwich map.

This opulent three-storey tower shop is owned and operated by Nalthra Rekunen. The ground floor comprises a large showroom displaying exquisitely handcrafted jewellery while the second floor serves as her workshop. Nalthra lives on the third floor.

Recently, lumber boss Ossi Karppanen (location 3) is the latest person to be utterly smitten by Nalthra, a fact she is pondering how to use to her advantage.

She promotes her business through her brother's inn (the Dancing Bear, location 4) and makes it known she is willing to buy gemstones. She might not always offer the best price, but she is consistent and can handle large purchases.

NALTHRA'S JEWELLERY BY DAY

By day, Nalthra's Jewellery trades like any other shop. It opens a few hours after dawn and closes around dusk. Rarely are there more than two or three customers in the showroom at once.

NALTHRA'S JEWELLERY BY NIGHT

At night, Nalthra's Jewellery is closed. Nalthra lives on the third floor and so the building is rarely unoccupied. People passing by will typically see lights in the third-floor windows until late.

NOTABLE FOLK

Some folk are often encountered at Nalthra's Jewellery.

- **Nalthra Rekunen** (N middle-aged female half-elf **commoner**) embraces her elven heritage and the mystery it bestows, unlike her brother, Nurlon (landlord at the Dancing Bear inn, location 4). She is Dulwich's most renowned jeweller, which is not surprising considering she has over a century of experience.
- **Lusia Ehtaro** (LN middle-aged female human **veteran**) serves Nalthra as the day guard, ostensibly. (Secretly, Lusia and Nalthra are a couple.) Lusia has worked here for almost seven years and is dependable and trustworthy. Lusia is perceptive and has an eye for dodgy customers. Normally, she only wears studded leather armour and carries her trusty longsword. If she expects trouble, however, she dons plate armour.
- **Krog** (LN male half-orc **veteran**) serves Nalthra as an occasional night watchman. He does not work every night, rather coming in when Nalthra has particular need of his services. Krog is an insomniac and introvert. He likes his job.

FOLK OUT & ABOUT

While the characters are at Nalthra's Jewellery they may encounter one or more folk of interest.

1. **Lydia Shadewalker** (NE female halfling **spy**) plans to steal a few choice items from the showroom. She is here to sell some cheap pieces of jewellery so she can get a feel for the place. If the characters seem naive or inattentive she marks them as potential targets.
2. **Stiina Keiho** (NG middle-aged female human **commoner**) shops here for a new necklace. She is the wife of a prominent local merchant, Uoti Keiho, and could be a useful contact. She is friendly toward obvious adventurers as she is fascinated by their exploits. If the characters are pleasant, she invites them to dinner to meet her husband.
3. **Tiera Kare** (NG young male human **commoner**) shops here for a ring for his beloved, Lytti Jutikka. This teenager is madly in love but only has 4 gp to his name. As the characters arrive, he realises he can afford nothing here and his shoulders slump in defeat.
4. **Miina Ampuja** (LG female human **priest** [Darlen]) wants to sell the proceeds of her last adventure to Nalthra to fund charitable works. However, she is not happy with the price Nalthra has offered and argues loudly. She believes she should get a better price because of her plans to help the needy.
5. **Sipro Ihalempi** (NG male human **knight**) wants to buy the secret elvish magic rings he has heard Nalthra has for sale. Sipro is slow, simple and gullible. He won't take no for an answer and if he suspects the characters are here to buy the same rings he gets angry. Sipro is a big, burly fellow who doesn't realise how intimidating he can be. It doesn't help he's brought his beloved axe, *Head Hacker*, to the shop.
6. **Tahvana Janakka** (NE male human **spy**) enjoys conning people out of their gold by playing on their greed. He's got some "lovely" bracelets he's trying to sell. He thinks Nalthra is onto him and so leaves with the characters. He tries to sell the trinkets to the group and complains Nalthra would not give him a fair price. Whip-thin, Tahvana looks like a stiff breeze could knock him over; he is, however, an excellent runner.

WHAT'S GOING ON?

While the characters are at Nalthra's Jewellery, one or more things from the list below may occur.

1. **Showroom Empty:** The showroom is empty of other customers; the characters have the place to themselves.
2. **Showroom Closed:** Nalthra entertains an important wealthy client. Lusia (see "Notable Folk") stands outside the shop's main entrance to politely turn other customers away. She suggests they return in an hour.

3. **Showroom Busy:** The showroom is packed when the characters arrive and Nalthra is rushed off her feet.
4. **Work in Progress:** Banging and thumping come from the upper floors. Nalthra has hired local artisans to make some improvements to her personal chambers.
5. **Singing Bard:** One of Nalthra's admirers has sent her a bard to sing of their devotions. As the bard bursts into song, Nalthra tries—vainly—to shut him up. The singer does not give up—an audience is an audience, after all.
6. **Angry Customer:** An angry man storms out of the shop as the characters arrive. He shouts something intelligible and then stomps off.

WHAT'S FOR SALE?

Along with her normal stock, Nalthra has certain choice items for sale.

1. **Golden Dragon Ring (750 gp):** Wrought in the shape of a dragon eating its own tail this chunky golden ring is superbly detailed. Nalthra has used tiny rubies for the dragon's eyes. This ring is fine enough to be used in the crafting of a magic item.
2. **Silver Chain Necklace (500 gp):** Of incredibly fine links this slender, glimmering necklace is amazingly lightweight. An onyx pendant of a rearing swan in profile hangs from the chain.
3. **Gold Armband (100 gp):** Sized for a woman's slender arm this finely wrought armband is about eight inches long. In places, the armband is worn as if it is very old.
4. **Platinum Brooch (400 gp):** Shaped like a butterfly this brooch is studded with tiny flecks of precious stones. Consequently, the butterfly's wings are a riot of colour.
5. **Golden Sun Amulet (200 gp):** This Darlenite holy symbol once belonged to a wealthy woman dwelling in Languard. The family fell on hard times and she had to sell the amulet. Nalthra puts no stock in rumours that the amulet is cursed...
6. **Jade Green Pendant (100 gp):** This worn pendant hangs from a gold chain. The chain is much newer than the pendant. The pendant depicts an odd toad-like creature with three eyes and three mouths. It has an unwholesome look about it. The pendant is easily worth 300 gp, but Nalthra wants to get rid of it. (The toad is the symbol Xeukros [CE demon lord of depravity, power and dominion over others] an ancient power worshipped in the Forests of Grey Spires.) Some degenerate elves still worship this fell power and would do much to retrieve the trinket.

OPPORTUNITIES & COMPLICATIONS

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

1. **Guards Needed:** Sometimes, Nalthra crafts particularly fine pieces of jewellery for those wishing to have them

enchanted. Such customers include adventurers and members of the Sagacious Masters of the Eldritch Nexus dwelling in the Black Tower. Nalthra could hire the characters to transport a piece to such a customer.

2. **Showing a Kindness:** One of the characters realises Tiera Kare (#3 "Folk Out & About") is out of place here and clearly miserable. If a character finds out what is wrong and buys him a trinket for his beloved that adventurer makes a friend for life.
3. **Nalthra Needs Cash:** Nalthra needs cash. This means she will offer a discount on her normal sale prices, but that she won't buy anything at the moment.
4. **Nalthra Needs Stock:** Nalthra's stocks have run low. She isn't interested in dross or scrap metal but is interested in fine pieces of jewellery or gemstones the characters have for sale. She offers good prices for the right items.
5. **Stop, Thief:** In a moment of madness, Lydia Shadewalker (#1 "Folk Out & About" tried to filch a piece of jewellery. Nalthra noticed, and Lydia has made a run for it. She dashes from the shop, as the characters arrive.
6. **It's Raining:** It's raining heavily as the characters arrive at Nalthra's Jewellery. As they cross the street, four horsemen canter past and splatter them with mud. Nalthra is less than delighted to have such dirty and bedraggled customers in her fine shop.

WHISPERS & RUMOURS

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

1. **Selling Your Loot:** If you have gems, jewellery or even precious scrap metal to sell, Nalthra's Jewellery is a good place to go. Nalthra is fair and honest.
2. **In Love with Nalthra:** Many local men are in love with Nalthra, although she ignores their interests. Some say she won't give her heart to a short-lived human. Others think she loves only her craft.
3. **Wealthy Beyond Imagining:** Nalthra has been plying her craft for decades. She is wealthy beyond the dreams of normal folk. Her shop is occasionally burgled, but no one has yet found her hidden wealth.
4. **Magic Rings:** Sometimes, Nalthra has magic rings for sale which she gets from the elves that occasionally visit the town. She won't sell them to just anyone; you have to prove yourself to her.
5. **Ancient Peoples of the Woods:** Many inhuman civilisations have risen and fallen under the boughs of the southern woods. Ruins dot the forest but the dangers are legion. The deeper into the woods you go, the more dangerous it gets.
6. **Nalthra is a Wizard:** Nalthra knows elven magic. She and her brother are much older than they appear and have extensively adventured in the southern woods.

6: THE EAST GATE INN

The East Gate inn is location 6 on the Dulwich map.

The sprawling East Gate inn caters to Dulwich's wealthy and well-to-do foreigners. Visiting nobles and merchants trade barbs while scheming against one another. Between the rich clientele and the dealings going on, it is the perfect place of employment for Almina Mastonen tavern maid and head of the infamous gang of burglars, the Black Cats. She's aided in her information-gathering endeavours by her best friend, the half-orc dishwasher, Holg Torntusk, who lets her ride around on his shoulders.

- **Food & Drink:** Meal (mutton stew or steak and mushroom pie; 5 sp), mug of good ale (1 sp), pitcher of good wine (3 sp).
- **Accommodation:** A standard room costs 2 gp a night. The room is richly appointed and features a stout, lockable door and shuttered windows.
- **Lifestyle:** Characters staying at the East Gate can enjoy a wealthy (4 gp/day) or aristocratic (10 gp/day) lifestyle.

The Black Cats keep several safe houses around Dulwich, thanks to their practice of sharing their ill-gotten wealth with the town's poor. Unfortunately, the Black Cats are being pressured by the more ruthless and violent Shadow Spiders (location 7) into giving them a cut of their profit. Currently, Almina has a few jobs lined up to steal important documents from rich merchants if she can get the right crew together.

THE EAST GATE INN BY DAY

By day, the East Gate inn is quiet, but visiting merchants sometimes use the taproom or one of the private dining rooms as a place to meet clients and partners. Thus, often there is a muted hum of businesses about the place.

THE EAST GATE INN BY NIGHT

After the day's work is done, many of Dulwich's wealthy and important residents come to the East Gate to see and be seen. Here, at night, is Dulwich's greatest concentration of wealth. The taproom is often busy but never reaches the raucous levels of carousing that some of Dulwich's lesser-quality establishments attain.

NOTABLE FOLK

Some folk are often encountered at the East Gate inn.

- **Almina Mastonen** (CN female halfling **spy**) leads the infamous gang of burglars, the Black Cats. At work in the tavern, she is friendly and cheery. When leading her gang, she is ruthless and focused. Because of her work at the East Gate, Almina often knows who will be where and when, allowing her to easily pick her gang's marks.

- **Holg Torntusk** (NG male half-orc **guard**) loves working at the East Gate. The inequity of the inn's customers' wealth compared to most of the townsfolk bothers him greatly. Thus, he enjoys helping his good friend Almina redistribute some of that wealth.
- **Hannu Mieho** (LN old male human **commoner**) owns the East Gate and loves rubbing shoulders with his rich and powerful customers. He does little actual work these days except greeting regulars. He is normally found perched at the end of the bar with a glass of wine in hand. Hannu is a useful contact to cultivate for adventurers with a ready supply of disposable income or who fancy themselves as social climbers.

FOLK OUT & ABOUT

While the characters are at the East Gate inn, they may encounter one or more folk of interest.

1. **Eleonora Himottu** (NG female human **noble**) visits Dulwich from Languard. She is discrete and will not say for whom she works, but she seeks business opportunities. She is dressed well, carries a small book in which she makes minute notes and is assisted by a suspiciously muscular and alert scribe.
2. **Elias Ikitiera** (LN male human **commoner**) searches for a magical item—an enchanted longsword—for his client, who is based in Dunstone. Elias is polite, intelligent and good at sniffing out a bargain. He has rooms at the inn; if his search is successful, he'll need to hire guards to accompany him back to Dunstone.
3. **Konstantia Ilma** (LG female human **knight**) needs to find a wealthy patron. Konstantia has adventured for several years but now tires of the life; she thinks a stint as a bodyguard could be just the change she needs. Sadly, she has not yet met a client who fits her high moral standards. She is impeccably turned out, and her gear is in excellent condition. She'll linger here for another week or so before trying her luck in Languard.
4. **Anrra Jatrbek** (LG male dwarf **veteran**) visits Dulwich from a faraway dwarven hold. He has no goods for sale; this is a fact-finding mission at the behest of this thane. Anrra is friendly but circumspect and not above getting humans drunk and then pumping them for information. He dresses well and has a warrior's bearing.
5. **Hanna Arpia** (LN female human **commoner**) comes from Languard with a supply of wines and cheeses for the wealthy. Hanna judges by appearances and does not waste her time with riff-raff. She is impeccably dressed but clearly enjoys her wares a little too much.
6. **Aapro Kare** (NE male human **spy**) knows how to impersonate a wealthy merchant and is dressed impeccably to fill that role. He is knowledgeable on a wide range of mercantile subjects—he actually could make a good merchant—and abhors violence. He has dark, intelligent eyes, closely-cropped brown hair and a cultivated accent.

WHAT'S GOING ON?

While the characters are at the East Gate inn, one or more things from the list below may occur.

1. **Merchants:** Two well-dressed merchants sit at a table, sharing a bottle of wine while they negotiate a deal. Their bodyguards keep a watchful eye on each other and the other patrons.
2. **Busy Taproom:** The taproom is busy; many of Dulwich's wealthiest and most important folk are in tonight. There is precious little room for itinerant adventurers. If they have not dressed appropriately, they are somewhat ignored by the inn's clientele.
3. **Hannu at the Bar:** Hannu Mieho (see "Notable Folk") is sitting at the bar when the characters arrive. Unless he already knows them, he comes over and introduces himself. He is inquisitive and friendly.
4. **Aapro Hunts:** Aapro Kare (see "Notable Folk") sits in the bar watching for a gullible fool to rob. He does not target adventurers—he's not an idiot—but he might while away an hour or two with a character (particularly if they are paying for the drinks).
5. **Entertainment:** Hannu Mieho (see "Notable Folk") has arranged for a renowned bard, Kaiju Ilmatoivia (NG female half-elf **spy**), to entertain his customers. Word has got around, and the taproom is full.
6. **Heavy Rain:** Heavy rain falls outside, and the patrons that do make their way to the inn are soaked. There is much polite jockeying for positions close to the taproom's fireplace.

OPPORTUNITIES & COMPLICATIONS

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

1. **Defeat the Spiders:** Almina chaffs under the Shadow Spiders' demands and sees the characters as tools to upset the balance of power. She loudly complains while in their earshot of the Shadow Spiders and their violent, evil practices and then laments that no one has thus far been able to shut down their base of operations—the Golden Skull (location 7).
2. **Interested Almina:** Almina Mastonen (see "Notable Folk") takes an interest in the characters. Perhaps she decided they are easy marks, or—more likely—she decided the group could be useful pawns in her struggle against the Shadow Spiders.
3. **Thugs:** A gang of thugs hangs around outside the inn, drinking cheap ale and laughing. They do nothing overtly violent but act aggressively toward the inn's normal clients. These thugs are in the pay of the Shadow Spiders gang. Any overt display of force by the characters causes the thugs to disperse. They report the incident to the Shadow Spiders, however, which may cause the party problems in the future.

4. **Drunk Beggar:** A drunk beggar, Hintriikka Joutsimies (CN middle-aged male human **commoner**), staggers into the taproom and starts to harass the customers. Holg Torntusk (see "Notable Folk") politely but forcefully drags him outside. The incident causes a scene, and several of the well-to-do patrons are rather upset by the whole matter.
5. **Entertainment:** As #5 in "What's Going On?" But Kaiju Ilmatoivia is late. Could one of the characters fill in or find out where they have got to? If they investigate, they discover Kaiju has been attacked and robbed close to the inn. The muggers took her songbook, and she begs the characters to help her retrieve it.
6. **Arguing Merchants:** Two merchants argue over the terms of a deal. Neither wishes to compromise, and the argument slowly becomes loud and heated. Only the merchants' good manners prevent a brawl.

WHISPERS & RUMOURS

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

1. **East Gate is the Place:** If you want to rub shoulders with the rich and powerful in Dulwich, the East Gate inn is the place to go. Watch out, though, the drinks are expensive, and the regulars will likely (politely) dismiss wandering adventurers and the like as "not the right sort".
2. **Tax the Rich:** Things are good in Dulwich, and its folk grow wealthy—particularly the merchants. Wido Gall is planning a new tax on the merchants, and they are not happy about it.
3. **The Shambling Dead:** Something is stirring in the cemetery (location 10). Visitors sometimes report being attacked by the animate dead! Almost no one voluntarily goes there after dark anymore.
4. **Selling Your Loot:** If you have gems, jewellery or even precious scrap metal to sell, Nalthra's Jewellery (location 5) is a good place to go. Nalthra is fair and honest. She is also an excellent jeweller—the best in town. Her brother, Nurlon Rekunen, owns the Dancing Bear (location 4).
5. **Badger's is Impenetrable:** Badger's (location 15) features a nigh-impregnable, hidden vault. It is one of the safest places in Dulwich. Money and valuables deposited there are safe—as long as you pay Badger's steep fee.
6. **Thieves' War:** Dulwich has no single pre-eminent thieves' guild. Rather, several small gangs vie for supremacy. This "shadow struggle" normally plays out quietly in Dulwich's alleyways at night, but signs are that the conflict is intensifying. Soon, perhaps, a winner will emerge. In the meantime, the monied classes would be well advised to keep out of the way and look to their own defences.

7: THE GOLDEN SKULL

The Golden Skull is location 7 on the Dulwich map.

The Golden Skull appears just like any other dingy, forgettable watering hole. Yet, at the rear, a concealed worn stair winds down to a secret basement carved out of the ancient ruins below Dulwich. Here, the town's largest and most ruthless thieves' gang, the Shadow Spiders, led by Voitto Markku, runs a gambling den and fighting pit. The pit's existence is a bit of an open secret in Dulwich society. Both the rich and the poor come to spectate, cheering on the bloody combatants.

- **Food & Drink:** Meal (parsnip and acorn stew or turnip pie; 1 sp) ale (4 cp), wine (pitcher; 1 sp).
- **Accommodation:** A standard room costs 2 sp a night. The room is draughty and has an easily defeated door lock. Visitors can sleep in the common room for 5 cp a night. In both places, a slumbering newcomer is likely to be robbed blind.
- **Lifestyle:** Characters staying at the Golden Skull can enjoy a poor (2 sp/day) or modest (1gp/day) lifestyle.

THE GOLDEN SKULL BY DAY

For most of the day, the Golden Skull is quiet—many of its real clientele conduct their business at night. During the day, the taproom sees only sporadic, quiet business. The dingy taproom begins to get busy in the late afternoon.

THE GOLDEN SKULL BY NIGHT

At night, the Golden Skull comes alive. The taproom quickly fills with ne'er-do-wells preparing for or planning their nighttime nefarious doings. The Golden Skull's gambling den and fighting pit are often busy. In particular, gambling games are held here nightly—there is never any shortage of folk keen to win big. Fight nights are always busy.

NOTABLE FOLK

Some folk are often encountered at the Golden Skull.

- **Voitto Markku** (LE male human **spy**) craves money and power and will do anything to get both. Violence, murder and extortion are more than acceptable to Voitto, and his lack of morals, coupled with a total lack of empathy, makes him supremely dangerous. Stick-thin and pale of skin, Voitto has the appearance of one who does not often see the sun.
- **Ottilia Jurva** (LE female human **bandit captain**) works at the Golden Skull behind the bar. She is tall and thin but blindingly fast. She wins her fights with guile and cunning, not with brute strength. She is murder incarnate with a dagger and much in demand for knife work.

THE SHADOW SPIDERS

Voitto's money has bought the notoriously fickle and self-serving members of the Shadow Spiders to his side. In addition to gambling, the Shadow Spiders fence illegal goods and sell assassinations. Most of the smaller gangs offer the Shadow Spiders a cut of their profits—it's much safer that way.

FOLK OUT & ABOUT

While the characters are at the Golden Skull, they may encounter one or more folk of interest.

1. **Silja Ilakka** (NE female human **assassin**) enthusiastically works with Voitto but harbours dark dreams of leading the Shadow Spiders one day (soon). She lingers in the taproom most evenings before slipping into the night to ply her trade. A surprising percentage of all murders in the town can be attributed to her work.
2. **Hilppa Aikio** (CE male human **bandit captain**) works as a thug and tough for anyone who will pay him. Huge, muscled and bald Hilppa is used to his mere appearance ending most arguments or resistance. He loves a good fight, though, and often beats his victims if they refuse to fight him. Hilppa has no real friends. He works the door on fight night and knows many spectators (and all the regular fighters) by sight.
3. **Kuura Lempo** (NE male human **priest** [Braal]) visits the Golden Skull because she has heard "good things" about the folk who drink there. Of course, her definition of "good things" is probably wildly different to the characters. She keeps her religious beliefs to herself but is here looking for hirelings; she plans to abduct a follower of Darlen and sacrifice them to her dark patron and needs some extra muscle.
4. **Lenokal Keeneer** (NE male halfling **spy**) loves it when tall folk underestimate him. **Preternaturally** stealthy, he specialises in breaking into people's homes and businesses while they sleep. Once he has burgled the place, he always leaves a telltale sign of his presence. Lenokal is barely three-foot tall, wears his dark brown hair closely cropped and doesn't bother with armour.
5. **Filpus** (N male human **commoner**) drinks deeply. A beggar, he was given a gold coin today! He is drunk, obnoxious and on the way to getting a beating.
6. **Ovdris Boferg** (LG female dwarf **veteran**) drinks at the Golden Skull while she looks for a friend, Delkas Urzak, who disappeared during a night out a week ago. She leans on the bar alone, quietly drinking. The regulars have not yet decided if she is an easy mark or not; thus, they have left her alone—for now. If the characters are obviously out of place, Ovdris approaches them and asks if they have seen her friend. She is stocky, black-haired and clad in a supple chain shirt. She carries two well-used handaxes at her belt.

WHAT'S GOING ON?

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

1. **Quiet:** The taproom is quiet, and the characters—likely new to the inn—stand out like sore thumbs. As word gets around that potential marks are at the tavern, a steady trickle of thieves, pickpockets and muggers arrive to take the newcomers' measure. The characters are likely followed—by more than one group—when they leave.
2. **Sinister Types:** Several small groups of obviously nefarious individuals linger in the common room but at widely dispersed tables. Each group mutter to themselves—perhaps planning their next crimes.
3. **Busy Taproom:** The taproom is thick with rogues, pickpockets and street toughs. The characters cannot find a table. They are likely jostled as they move through the taproom—if they are drunk or distracted, a thief may even try to lift a few coins from their pouch.
4. **Gambling Games:** Several low stake gambling games are going on in the common room. Surprisingly, most of the participants are not cheating—there is some honour among thieves, after all. If the characters join a game, however, everyone tries to cheat them.
5. **Delivery:** The Golden Skull is taking in a delivery of wines and ale. The delivery wasn't actually meant for the tavern; the wagon was taken on the road just outside town. Voitto Markku (see "Notable Folk") is in a rare good mood, and his attitude is infectious; the regulars are a merry bunch this evening.
6. **Murder:** A short brawl has just finished. The brawl was cover for the settling of a score. One of the brawlers lies under a table with three knives in his back.

OPPORTUNITIES & COMPLICATIONS

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

1. **New Spiders:** Voitto (see "Notable Folk") is always open to new recruits either for the Shadow Spiders or the fighting pit. He is also on the look out for brave (and gullible) adventurers to subdue dangerous wild beasts for his fighting pit.
2. **Want to Win Some Goal?:** A regular thinks one of the characters is particularly gullible and invites them to a game in the inn's cellar; it's a secret game, though, so they mustn't tell anyone else.
3. **Gullible Pawns:** Voitto (see "Notable Folk") is always looking for gullible pawns she can use to stymie her rivals' plans. At the moment, she seeks to hurt or injure Almina Mastonen at the East Gate Inn (location 6).
4. **Busy and Dangerous Taproom:** The taproom is thick with rogues, pickpockets and street toughs. The characters cannot find a table and are likely jostled as they move through the taproom and given some hard

looks by many of the regulars. If the characters seem drunk, weak, distracted or gullible when they leave, they are likely followed by more than one group of rogues set on relieving them of their burdensome wealth.

5. **Black Cat Agent:** A member of the Black Cats gang, Kauko Otava (NE male human **spy**), has come here to spy on the Shadow Spiders. The Black Cats are based in the East Gate Inn (location 6). If the characters seem wildly out of place, Kauko approaches them and, after a short bout of pleasantries, suggests they might prefer that inn. If this fails, he warns them that the Golden Skull is the base of the notoriously evil and depraved Shadow Spiders. He hopes that after this pronouncement, the characters' adventurous spirits will assert themselves.
6. **Ill-Advised Merchant:** Kaisu Neuvo (N male human **noble**) has a problem with a rival and has come here to hire someone to do something about it. Now that she is here, she has realised she has made a terrible mistake and that she'll be lucky to leave with this life. At sight of the characters, she latches onto the group.

WHISPERS & RUMOURS

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

1. **Gambling Den:** The Golden Skull hides a gambling den in a secret cellar far below the inn. The cellar hosts nightly games; much silver and gold have been won and lost at the Golden Skull's tables. Not everyone survives the games.
2. **Fighting Pit:** One of Dulwich's open secrets is the existence of a fighting pit below the Golden Skull in a cellar carved from the ancient ruins lying beneath the town. The weekly fight nights are well attended by all types of folk. Sometimes, Voitto secures dangerous wild beasts for the fights!
3. **Thieves at War:** Dulwich's various criminal gangs are at war—struggling for supremacy over the underworld. Thus far, the gangs have concentrated on each other; when one emerges victorious, a new wave of crime will sweep over the town.
4. **Tax the Rich:** Things are good in Dulwich, and its folk grow wealthy—particularly the merchants. Wido Gall is planning a new tax on the merchants, and they are not happy about it.
5. **The Shambling Dead:** Something is stirring in the cemetery (location 10). Visitors sometimes report being attacked by the animate dead! Almost no one voluntarily goes there after dark anymore. Pickings have been slim in the cemetery of late.
6. **Olden Ruins:** Dulwich is not the first settlement to stand at the site. The ancient ruin of an elder settlement lies beneath the town. Sometimes, adventurers brave these ruins; not all of them emerge.

8: ERONEN'S SAFE TRAVELS

Eronen's Safe Travels is location 8 on the Dulwich map.

This long two-storey stone and wood building looks out over the street, a sign depicting a pair of booted feet over its stout wooden door. The former adventurer, Henni Eronen, runs this general supply store catering to travellers. In addition to basic adventuring supplies, Henni keeps a few specialist items behind the counter. Henni also supplies local guides specialising in travel through the Salt Mire and the Forest of Gray Spires.

Eronen's Safe Travels has a good reputation throughout Dulwich; Henni is mostly thought of as fair and honest. However, rumours have begun to grow that she is in some way connected with the bandits lurking in the nearby woodlands. Certainly, a good proportion of her customers report encounters with bandits, but then again, they are travellers, and such is to be expected.

ERONEN'S SAFE TRAVELS BY DAY

Eronen's Safe Travels is open most days. The shop opens early—many travellers want to make the most of a day—and closes before dusk. The shop is quieter in the winter when fewer travellers plan major trips into the interior but does a roaring trade in the spring and summer.

ERONEN'S SAFE TRAVELS BY NIGHT

Eronen's Safe Travels is closed at night except for valued customers who may be able to get Eronen to stay open late. For an hour or so after dusk, Henni and her staff tidy up, restock shelves and so on.

NOTABLE FOLK

Some folk are often encountered at Eronen's Safe Travels.

- **Henni Eronen** (CG female human **scout**) enthusiastically greets customers to her "humble establishment". Previously, some customers have misinterpreted her friendliness as a romantic interest, which baffles her. With pale blue eyes and mousy blond hair, however, Henni is an attractive woman. She needs no partner, though, even though she has lost her left arm, enjoys living on her own, and resents any suggestion that she might need help.
- **Elsa Nousia** (NG female human **commoner**) works with Henni and enjoys meeting the eclectic bunch of people visiting the shop. She is friendly and supremely knowledgeable about gear. If anything, she is chatty and being served by Elsa can take a surprisingly long time.
- **Reiju Miela** (N male human **commoner**) deals with all the boring mundanities of the business and is a stickler for detail. He does everything Henni can't be bothered to do. He doesn't interact with customers much—he's

normally in the back—and is not wildly keen on adventurers. He thinks they are coarse, loud folk with little regard for the proper way—his way—of doing things. In the main, he is right.

FOLK OUT & ABOUT

While the characters are at Eronen's Safe Travels, they may encounter one or more folk of interest.

1. **Tapani Arpia** (LN male human **commoner**) visits Eronen's Safe Travels before every trip. Tapani is a roving merchant who goes where business takes him. With his wagon and small team of assistants, servants and guards, he is a familiar sight throughout Ashlar. Tapani is worried about the reports of increasing bandit activity in Dulwich's environs. Tapani is friendly and happy to share the road with heavily-armed adventurers of good reputation.
2. **Pentti Kontio** (NE male human **bandit captain**) stops in once a month to see Eronen and to shoot the breeze. Pentti presents himself as a local guide eager for new customers. However, he is actually a spy for a bandit gang lurking nearby. Sometimes he actually guides groups—normally those too numerous or well-armed for his friends—while other times, he leads his charges into traps. He avoids guiding adventurers at all costs.
3. **Rieti Kurikka** (N middle-aged male human **acolyte** [Behron]) visits the shop to learn about the conditions on the local roads. He is a good friend of Henni's, and the two often share a drink or two. Rieti has a good store of news and knows Ashlar's roads and trails well. This bearded, middle-aged man makes an excellent travelling companion. He is a fine cook, knows many songs and is a friendly, talkative sort.
4. **Ilta Rautia** (NG female human **scout**) hangs around the shop waiting for customers. She works as a guide and knows the southern woods well. She is a good archer and a dependable guide. Ilta is friendly but does not speak much. Her gear is plain and serviceable, and she has the look of the wilderness about her.
5. **Martta Otava** (CG female human **spy**) gears up for her first adventure. She's got a hankering to explore the southern woods and has a romantic ideal of adventuring far divorced from the reality of the life. She waxes lyrical about her plans and dreams to anyone who will listen; she attempts to attach herself to the characters' group.
6. **Tiera Vartia** (LG male human **scout**) visits the shop every week or so to see if Henni knows of any work for him. Tiera is the most skilled and highly regarded guide in Dulwich when it comes to exploring the southern woods and the Gray Spires. He is honourable and dependable. He is brave and does all he can to keep his charges safe.

WHAT'S GOING ON?

While the characters are at Eronen's Safe Travels, one or more things from the list below may occur.

1. **Busy:** Several other groups of travellers are at the shop stocking up on provisions and gear. The shop is busy, and the characters must wait to be served.
2. **Wagons Outside:** A merchant has stopped in to provision their caravan, and two wagons watched over by four bored guards stand outside the shop. The merchant is inside—and spending well!
3. **Tiera Available: Tiera Vartia** (see “Folk Out & About”) is in the shop to chat with Henni. If he overhears the characters discussing a trip into the southern woods, he introduces himself and offers his services. If the characters seem unsure about employing him, Henni provides him with a glowing recommendation.
4. **Delivery:** Henni is overseeing a large delivery of stock from Languard. Workers sweat as they unload many boxes, barrels and crates from a pair of wagons.
5. **Aimless Browsing:** Several customers listlessly browse the shop as the characters arrive. (They could be nothing more than normal customers, or they could be thieves, lone adventurers and so on).
6. **Thief:** A thief has just grabbed several items and dashed out of the door. In fact, a character may have spotted the running thief as they approached the shop. This could be nothing more than a random occurrence or could lead the characters into conflict with one of the town's many criminal gangs.

OPPORTUNITIES & COMPLICATIONS

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

1. **Mercenary Guards:** Henri is always willing to give fellow adventurers a bit of advice or help them get jobs guarding caravans or serving as wilderness guides. She has many contacts with Dulwich's merchants and can arrange a meeting between one such person and the characters if they seem honest and reliable.
2. **Henni, Befriended:** If befriended, Henni tells the story of how she lost her arm to an ice-wreathed skeleton in the deep crypts below Valentin's Folly. She shudders at the memory of it and tries to dissuade the characters from exploring the place. She knows the keep's precise location, though, and can be convinced to give the characters directions.
3. **Map For Sale (25 gp):** Henni sometimes copies some of her old travel maps out and offers them for sale. This map shows all of Ashlar's towns and villages and shows all the major back trails and paths between them. The map is not exactly beautiful, but it is accurate.
4. **Sipri Needs Money:** Sipri Uro (NG male human **veteran**) needs to raise money for his next expedition.

He is here trying to swap a +1 *dagger* for all the supplies he and his companions need. If the characters express an interest in the weapon, he is more than happy to sell it to them at only three-quarters of normal market value.

5. **Loitering Thief:** Lotta Valta (CN female human **spy**) has just slipped something small into her pouch while she casually browses the shop. A perceptive character spots what she is doing; she steals several more items before sauntering out.
6. **Wagon for Sale:** Henni has an old wagon for sale (for 20 gp), sold to her by a retiring merchant. Unbeknownst to her, the wagon has a secret storage compartment—the previous owner was a smuggler. About a week after the characters buy the wagon, the old smuggler remembers they left something in the hidden compartment and starts to track down the new owners.

WHISPERS & RUMOURS

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

1. **Bandits:** Increasing numbers of bandits have been seen upon the fringes of the southern woods, and wise merchants are recruiting extra guards to protect their caravans. Opportunities abound for those skilled with a blade or magic.
2. **Longbridge in Crisis:** The political turmoil in Longbridge shows no signs of subsiding. The village has no lord, and several powerful folk are making moves—it seems—in becoming its lord.
3. **Easy Work:** If you are looking for easy work, Henni at Eronen's Safe Travels always seems to know of merchants looking for reliable guards.
4. **Eronen Works With Bandits:** Eronen works with the bandits lurking in the southern woods and feeds them details about travelling merchants and the like. While she seems like a good person, this one-armed shopkeeper is not a retired adventurer as she claims but rather a bandit forced into semi-honest work by her crippling injury!
5. **Magic Items for Sale:** If you want to buy or sell magic items in Dulwich, the best place to go is Badger's. Bernhard “Badger” Ilmatoivia has contacts throughout the town and duchy and can generally find a buyer for any enchanted item. Those seeking a specific item can also engage the retired warrior to find it on their behalf.
6. **The Forest of Grey Spires:** The southern forests have long been a place of mystery and ruin. Ancient ruins lie scattered throughout the forest, ensuring a steady stream of adventurers and explorers pass through Dulwich on their way south. If you seek to head south, you can always find a guide at Eronen's Safe Travels.

9: SAINI ALANEN'S HOUSE

Saini Alanen's House is location 9 on the Dulwich map.

This stone-towered, three-storey house is home to Dulwich's renowned sage, Saini Alanen. Saini receives money from the town by making her large library on the first floor open to the public. The tower is where she spends most of her time in private research, mostly studying local ancient history, which she finds endlessly fascinating.

SAINI ALANEN'S HOUSE BY DAY

Saini Alanen receives a trickle of visitors during the day. Most visitors come here to consult her library for a variety of personal reasons, while a few engage her services to ferret out more esoteric or specialised facts and information. She is normally at home during the day, engaged in her own research if she is not working for a patron.

SAINI ALANEN'S HOUSE BY NIGHT

Saini normally shuts her library at dusk, although she can keep it open if necessary. In the evenings, she often goes out to see friends or hosts gatherings of like-minded folk at the library. Such gatherings often run late as attendees share the fruits of their labours and research.

NOTABLE FOLK

Some folk are often encountered at Saini Alanen's House.

- **Saini Alanen** (NG female human wizard 4) finds history endlessly fascinating. She loves nothing more than finding a new diary, travelogue or sheaf of maps. She also delights in speaking with "old-timers" and non-humans with long lifespans, such as dwarves or elves. Clearly possessed of prodigious intellect, Saini is one of the cleverest, most educated folk in Dulwich. She wears modest robes of red velvet and is always neatly turned out—as befits her role as Dulwich's librarian.
- **Taavi Vesivalo** (N young male human **commoner**) harbours feelings for Saini Alanen and is often here during the day "reading" while mooning over the object of his affections. The young, dark-haired man is clever and talkative except in the presence of Saini when he is struck near mute with nerves.
- **Inkeri Niera** (NG female human **commoner**) helps out at the library and would love to learn how to cast spells—magic fascinates her, and she often hints (unsubtly) to Saini that she would love to apprentice to her. She is bookish, loves reading and has an agile, hungry mind. Inkeri dresses well; she is the indulged elder daughter of a local merchant and wears several fine pieces of jewellery, including two gold rings and an interesting butterfly-shaped silver brooch of outlandish design.

FOLK OUT & ABOUT

While the characters are at Saini Alanen's House, they may encounter one or more folk of interest.

1. **Sippo Koira** (LN old male human **commoner**) visits Dulwich from Languard to carry out genealogical research for a patron. Sippo is a genial old man whose job—in this instance—bores him. He is taking his time and not working very hard. He wears a red robe with slightly frayed cuffs and carries a satchel full of scrolls, documents and notes.
2. **Teppana Vaania** (N male human **veteran**) possesses an old map of the Forest of Gray Spires and is negotiating with Saini to sell it to her. He is canny and well knows the value of this map—particularly as it shows several intriguing features that Saini has no real knowledge about. Teppana is a ruddy-cheeked, robust-looking chap who still wears the mud of the trail upon his clothes. Once he's sold the map, he'll be off to the nearest tavern.
3. **Kaisa Miela** (LG female human **acolyte** [Darlen]) sits at a desk intent on an old book detailing the foundation of Dulwich in the years following Ashlar's establishment. She is intrigued by references to the town being settled upon the "bones of the ancients". Kaisa has short brown hair and a slender, almost frail build. She suffered a terrible wasting disease as a child, and her constitution is not robust.
4. **Panu Otava** (NG male human **scout**) want to explore the Salt Marsh but doesn't want to do it alone. He knows there is strength in numbers and many dangers lurk in the fetid mire. He also knows adventurers often visit Saini for information and maps and is hanging around waiting for a suitable group. He looks a little bit ill at ease in the library. Panu is tall, muscular and thin. His long black hair tumbles over his shoulders, and he has the look of the wild about him.
5. **Immo Tuntia** (NE male human **spy**) plots a theft in the better part of town and has come here in search of maps of the town as it was centuries ago. He knows of the old settlement buried beneath Dulwich and is planning to come at his target from beneath. Thus, he is searching for a map of the old town. He has disguised himself for this visit as a wealthy merchant from Languard, and his cover story is that he is searching for a good place to establish a new business. His story has many holes, and it won't stand up to detailed scrutiny.
6. **Yaama Wynlen** (CG female elf **acolyte**) peruses the library out of boredom rather than with any particular goal in mind. She has become a regular fixture here of late. If engaged in conversation, this pale-skinned, dark-hair elf explains she is in town waiting for friends to arrive but explains no further. She values her privacy. If she senses kindred spirits in the party, she may join them for a brief foray into the surrounding wilderness.

WHAT'S GOING ON?

While the characters are at Saini Alanen's House, one or more things from the list below may occur.

1. **Library Closed:** This is one of the rare occasions when the library is closed during the day; Saini Alanen has important business elsewhere in town.
2. **Library Busy:** The library chamber is not particularly large, and it gets busy when more than six people are perusing the books therein; this is one of those days.
3. **Saini Busy:** Saini Alanen is busy helping another visitor when the characters arrive. She is happy to chat with them, but they must wait their turn.
4. **Argument:** Two visitors both want to study the same book at the same time. They are engaged in a quiet but ongoing dispute over who gets it first. It transpires they are researching the same subject but for different clients who both claim ownership of a piece of land just outside the town.
5. **Want an Apprentice?:** Inkeri Niera (see "Notable Folk") is at the library. If she realises one of the characters is a wizard, she approaches them to subtly and then unsubtly find out if they want an apprentice.
6. **Bored Reader:** One other person is in the library (roll on "Folk Out & About"). That person is bored or taking a break from their studies; they strike up a conversation with the characters.

OPPORTUNITIES & COMPLICATIONS

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

1. **Fallen Vongyth:** Saini has become fascinated with the stories of fallen Vongyth—a dwarven hold that lies somewhere to the south, and would love to learn more about it. She offers to buy any maps, journals or artefacts to do with the place from the party.
2. **New Maps:** Saini is eager to hear tales from explorers venturing into the local ruins, and she pays handsomely for well-detailed maps of new locales.
3. **Bring Me Lost Lore:** Saini occasionally hires adventurers to poke about forgotten places for lost lore. She is particularly interested in adding old books, scrolls and maps to her collection.
4. **Saini Alanen Available:** Saini is between patrons and is available for immediate consulting work. She is also bored and keen to get her teeth into an interesting problem. Additionally, she is also available for spellcasting services.
5. **Library Burgled:** Someone broke into the library last night and stole a rare book. Saini wants the book returned and would be grateful to anyone retrieving it.
6. **Secret Panel Found:** Saini was reorganising some shelves when she found a secret compartment hidden behind one. She is examining it when the party arrives.

WHISPERS & RUMOURS

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

1. **Brainy Saini:** Saini Alanen is one of the cleverest and most knowledgeable people in Dulwich. If you want to know something about the town's history, or the surrounding area, Saini will almost certainly know the answer (or she can find the answer—for a price).
2. **Saini is a Wizard:** Saini Alanen is a wizard, and she has a special collection of books not normally available for public viewing. Such books are kept in her private study and number several spellbooks as well as a few rare books of troublesome origin and subject matter.
3. **Bandits:** Bandits are active in the southern woods again.
4. **Gray Spires of Mystery:** The Forest of Gray Spires is a strange place laden with the legendry and ruin of many forgotten, fallen civilisations.
5. **Political Doings:** Wido Gall, ruler of Dulwich, has designs on the lordless village of Longbridge.
6. **The Shadowed Keep:** An old keep lies in the woodlands to the south of Dulwich. Once home to Valentin Ironwolf, the place is now a ruin. What foul things lurk within?

THINGS FOR SALE

Some or all of the items below are for sale from Saini Alanen.

1. **Old Map (50 gp):** This old map dated 200 years ago shows several small settlements set in the fringes of the Salt Mire and the southern forests. The settlements no longer exist and could be locales for minor adventures.
2. **Scroll Crafting (var.):** Saini Alanen has a small supply of scrolls and ink suitable for spell scroll crafting; for the requisite amount of gold, she could scribe such scrolls as the characters require.
3. **Spell Swaps (var.):** Saini is always keen to swap spells with a fellow wizard. Alternatively, if the price is right, she might let a character copy a spell from her spellbook.
4. **Research (5 gp/day):** Saini is available to carry out research on behalf of paying clients. The base cost is 5 gp a day, but if she has to travel, purchase additional books or materials and so on, the client must also meet these expenses. She only travels out of town for matters of great import (or for wealthy clients).
5. **Scroll of Web (250 gp):** Saini Alanen has a *scroll of web* she does not need. She is happy to sell it or swap it if the characters have something she wants, such as a 2nd-level or higher divination spell on a scroll.
6. **Spare Room (7 gp/week):** Saini has a spare room in her chambers above the library. She fancies some like-minded company in the evenings and offers the room, on the basis of accommodation only, to sages, wizards and the like.

10: CEMETERY AND CATACOMBS

Dulwich Cemetery is part of location 10 on the Dulwich map.

The Dulwich cemetery lies (appropriately) adjacent to the Lawgiver's Hall (location 2). Large mausoleums belonging to the wealthy dot the cemetery.

The earthly remains of common citizens are interred below the cemetery in the catacombs built upon the ruins of an elder settlement. The clergy at the Lawgiver's Hall only maintains one section of the rambling catacombs; numerous tunnels branch out like a hive, burrowing ever deeper into the ancient ruins below. People exploring these tunnels often disappear. As of late, the mad dwarf cleric, Orkus Drakar, has made a section of the ancient, benighted ruins his home.

DULWICH CEMETERY BY DAY

Except during a burial service, the cemetery is rarely busy. Normally, a few townsfolk are here to pay their respects to their dearly (or not so dearly) departed friends and relatives. Other visitors—illicit lovers, those engaged in secret negotiations, and so on—come here because the mostly empty cemetery is a good place for a private colloquy.

DULWICH CEMETERY BY NIGHT

At night, deep shadows fill the cemetery, and few people visit the place. Those that do are almost universally up to no good. However, even such ne'er-do-wells have begun to shun the cemetery—finding somewhere else to meet; reports of animate dead wandering the place, a strange half-glimpsed capering, gibbering figure and several missing folk conspire to keep them out of Dulwich Cemetery.

NOTABLE FOLK

Some folk are often encountered at the cemetery.

- **Orkus Drakar** (CE male dwarf **priest** [Braal]) went mad during an adventure deep in Gloamhold's benighted depths. Consequently, Orkus turned to Braal's worship. Thoroughly insane, he enjoys animating the corpses in the cemetery and letting them shamble amok. To him, it's harmless fun and a diversion while he waits for further, and more destructive, visions from his god.
- **Jaakkima Aikio** (N old male human **commoner**) serves as the cemetery's senior caretaker. Still spritely for his advanced age, Jaakkima has worked at the cemetery for decades. He has seen much in his time—grave robbers, want-to-be necromancers and more—but the recent reports of undead wandering the cemetery have shaken him.

FOLK OUT & ABOUT

While the characters are at the cemetery, they may encounter one or more folk of interest.

1. **Issu Kaivas** (LN male human **veteran**) serves as a bodyguard to a rich merchant, Martti Leino. The merchant has come to pay his respects to his dead wife, and Issu waits outside while Martti prays in the family mausoleum. Issu is bored and happy to chat with the characters—but keeps an alert eye out for danger.
2. **Jaakko Ikuturso** (CE male human **spy**) plans to break into one of the mausoleums and relieve the occupants of the jewellery and other finery they no longer need. Perceptive characters may sense this trim, well-dressed man is up to no good. Jaakko spins a good tale and lies freely to deflect the characters' suspicions. He's heard about the undead sometimes encountered at night in the cemetery and uses this story to his advantage; he knows it is bound to pique the adventurers' interest.
3. **Tuulitar Kallas** (LG female human **acolyte** [Darlen]) visits the cemetery out of a vague sense of unease. She is from Languard and is on a tour of the duchy. Last night she had a strange dream wherein she saw a distinctive mausoleum squatting under an ominous black cloud. She is trying to find the mausoleum as she believes the dream was a warning from her divine patron. She is prim, proper, energetic and full of the desire to do good.
4. **Saara Nousia** (NG female human **commoner**) searches for her friend, Ulla Päivö, who has been missing for a couple of days. Ulla liked to come to the cemetery for some peace and quiet, and Saara has looked everywhere else for her. Saara is plain-looking and plainly spoken and believes in the intrinsic goodness of folk; she asks the characters for help.
5. **Pekka Kurikka** (CE male human **mage**) searches for a particular mausoleum which he believes contains the remains of a powerful wizard of old. In truth, he cares little about the wizard's remains; he wants the items said to be buried with him. Pekka apes the appearance and demeanour of a minor merchant. If pressed, his story is that he is planning to build a mausoleum of his own, and he's just looking around.
6. **Saphiella Bistaroron** (CG female elf **knight**) visits the cemetery because the way humans bury their dead is so different to her people's practises. Saphiella is entranced by the architecture and gloomy feel of the place. She's keen to visit the catacombs as well but thus far has not secured permission—the clergy at the Lawgiver's Hall take a dim view of folk wandering about down there for no apparent good reason. She is talkative and friendly and fascinated by other people's cultures.

WHAT'S GOING ON?

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

1. **Mourner:** The characters spy a mourner standing in front of a mausoleum. (Roll on "Folk Out & About"). The person is drinking from a small bottle of brandy and could be just exploring the cemetery, toasting a deceased loved one or doing something else entirely.
2. **Mausoleum Maintenance:** Two stonemasons are repairing a mausoleum; recently, some of the structure's decorations have been vandalised, and the family wish them restored to their former glory.
3. **Illicit Lovers:** Two young lovers have met to escape their families' prying eyes. They have found a secluded spot to spend some time together. They are oblivious to anything but each other.
4. **Jaakkima Works:** Jaakkima Aikio (see "Notable Folk") is pruning a tree whose branches have grown too close to a mausoleum. He is happy to stop and chat; he's not as young as he used to be, and the work is hard.
5. **Reading the Old Map:** Pekka Kurikka (see "Folk Out & About") is consulting a scroll and is oblivious to the characters' presence. A perceptive character spots the scroll is an old map of the cemetery before Pekka notices them and puts it away. For a few moments, he is flustered before he slips into his persona as a merchant and remembers his cover story.
6. **Elegy for the Dead:** A professional mourner, Sikke Vasara (N female human **commoner**), dressed in funerary robes, stands before a mausoleum earning her wage. She is reciting a lengthy elegy from a scroll. Once she has finished, she is happy to chat with the characters. Sikke is at the cemetery several times a week—but never after dark—and is aware of the various rumours circulating about the place.

OPPORTUNITIES & COMPLICATIONS

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

1. **Funeral Service:** Someone rich has died, and the family are interring them in the ancestral vault. A score of people are present—and could serve as witnesses if the characters are engaged in questionable behaviour.
2. **Concerned High Priestess:** High priestess Vuokko Laiten (location 2) is concerned about the odd happenings at the cemetery and could hire trustworthy adventurers to investigate. If the characters seem to be such folk, she approaches them.
3. **Zombie!** A shuffling sound and moaning coming from behind a mausoleum herald the arrival of a **zombie**. The zombie wears the clothes of a rich person who has not long been interred.

4. **Cemetery Empty:** The characters are the only people in this part of the cemetery; there are no witnesses to anything they might get up to.
5. **Odd Sounds:** Strange, muffled sounds emanate from within an old ornate mausoleum surrounded by a low stone wall. The ground around the mausoleum is overgrown with sickly weeds and small, strangely coloured wildflowers.
6. **Cemetery Busy:** Through happenstance, the cemetery is relatively busy with mourners and the like. If the characters seek rumours or gossip, they can easily find them here. Unfortunately, this also means there are many potential witnesses to whatever they are planning to do.

WHISPERS & RUMOURS

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

1. **Something's Going On:** Strange sounds and smells have sometimes been reported in the cemetery. Something is going on, but no one important seems to care—or are they covering something up?
2. **The Shambling Dead:** Something is stirring in the cemetery. Visitors sometimes report being attacked by the animate dead! Almost no one now voluntarily goes there after dark.
3. **Infested Catacombs:** Occasionally, the town pays for adventurers to clear out certain areas of the catacombs and ancient ruins below them. Only trusted adventurers are asked to perform such tasks. The catacombs are normally accessed from the Lawgiver's Hall (location 2), but rumours speak of other hidden entrances.
4. **High Priestess Doubted:** Vuokko Laiten (LN female human **priest** [Conn]; location 2) is the new, young high priestess of Conn in Dulwich. Many people don't believe she is wise and experienced enough to navigate the town's tricky political landscape.
5. **Thieves' War:** Dulwich has no single thieves' guild. Rather, several small gangs vie for supremacy. This "shadow struggle" normally plays out quietly in Dulwich's alleyways at night, but signs are that the conflict is intensifying. Soon, perhaps, a winner will emerge. In the meantime, the common folk would be well advised to keep out of the way.
6. **Dangers Abound:** Many dangers press in on Dulwich and its folk. Rumours speak of bandits in the southern woods, unrest and potential for war at the village of Longbridge and other darker things stirring in the otherworldly Forest of Gray Spires. And, to cap it all, the merchant class is getting restless and seeking more power—something Dulwich's lord, Wido Gall, is certain to stamp out at some point. Dulwich's common folk needs stout adventurers of good heart to keep them safe!

11: DULWICH MARKETPLACE

Dulwich Marketplace is location 11 on the Dulwich map.

Dulwich hosts an open market in the north-western section of town. Numerous small stalls and booths sell everything from produce, cloth and even a selection of weapons and armour. Various guilds have small stalls set up as well to sell their most sought-after wares. Use this table to determine what a stall sells:

D20	STALL SELLS	D20	STALL SELLS
1	Bric-a-brac	11	Pots, pans and so on
2	Fruit and vegetables	12	Belts, boots & shoes
3	Bread	13	Jewellery
4	Ale and beer	14	Furniture, woodwork
5	Clothes, mundane	15	Simple weapons
6	Clothes, woollen	16	Pets
7	Iron ware goods	17	Clothes, woollen
8	Small livestock	18	Meat
9	Simple toys	19	Fortune telling
10	Candles	20	Bric-a-Brac

In addition, street performers compete for shoppers' attention (and coin). The most famous of these is the mysterious Zado (see "Notable Folk").

DULWICH MARKETPLACE BY DAY

By day, Dulwich Marketplace is a busy place. Some local artificers and trade folk have permanent stalls while others are taken by visiting merchants, folk visiting from nearby villages, and others just trying to sell their junk and tat. Villagers and visitors to the town come here to buy that which they cannot get at home.

DULWICH MARKETPLACE BY NIGHT

At night, the marketplace is quiet—but far from empty. Some stallholders employ folk to watch their merchandise overnight so they don't have to pack it all away and keep it safe from the roaming beggars, thieves and drunks that infest the place after dark. A few stalls—fortunetellers and the like—stay open late, while others use the unoccupied tents and stalls as places for their trysts or secret colloquies.

NOTABLE FOLK

Some folk are often encountered at Dulwich Marketplace.

- **Zado** (N male human unknown) is a strange individual dressed in black who wears various feathered masks

while juggling and doing magical tricks. Zado hears and sees more than he lets on, information he sells to both nobles and merchants. Little happens without Zado somehow knowing it. Some suspect there might be multiple "Zados" throughout town working together.

FOLK OUT & ABOUT

While the characters are at Dulwich Marketplace, they may encounter one or more folk of interest.

1. **Saku Koira** (CN middle-aged male human **spy**) stalks the market looking for easy marks. Saku is a master pickpocket. He views the market as his private domain and keeps an eye out for other pickpockets—he sometimes even intervenes so the other thief is spotted and arrested.
2. **Liekko Tornia** (NG female human **veteran**) browses the market; she has some spare money in her pocket, and she seeks to spend the day relaxing after her last adventure. This stout, ruddy-faced woman is an excellent rider and a good shot with a shortbow. She likes a drink and is happy to meet new people.
3. **Hannu Tapo** (CN young male human **commoner**) hangs about in search of opportunities. He's got the gift of the gab and exudes confidence. A scrawny fellow, he is quick and locally knowledgeable and would make a good guide for adventurers new in town. He's streetwise and knows the places best to avoid.
4. **Jegor Vaino** (N middle-aged male human **commoner**) works as a crier—hired to wander the market calling out his clients' offers. He has a deep baritone voice that travels far and is a charismatic man. Jegor knows much of what goes on in and around the market. He's hard to miss—he wears a garish imitation of a noble's outfit.
5. **Conza Shadowprancer** (NG female halfling **spy**) finds the market endlessly fascinating and has been exploring it for the last few days. She is new to Dulwich and plans to make the town her home for a while. She's a friendly sort and happy to chat with other travellers and the like. She's not interested in dirty and dangerous wilderness adventures, but she could be enticed to have some "fun" in town.
6. **Kaija Ilakka** (N middle-aged female human **commoner**) stalks the market looking for her husband. She thinks he is having an affair and is on the warpath—the characters had better get out of her way.

WHAT'S GOING ON?

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

1. **Children Playing:** A pack of children loudly and exuberantly play a game of chase throughout the market. They rush about, hide behind stalls, bump into shoppers and so on.

2. **Dark Clouds Gather:** Dark clouds gather over the town, and stallholders begin to cover up or pack away their merchandise before it gets drenched.
3. **Busy:** The market is busy, and crowds throng the place; the characters have to squeeze through the throng, and it takes time to get anywhere. Opportunities for pickpocketing are rife.
4. **Patrolling Watch:** Four watchmen make their way through the market. Perceptive characters notice several swarthy thugs watching the patrol.
5. **Argument:** Two stallholders argue over a customer; as they shout at each other, the customer gives up and wanders off.
6. **Quiet:** The market is quiet, and the stallholders are desperate to make money; many of them call out to the obviously wealthy adventurers as they pass by, offering free samples, special prices and more.

OPPORTUNITIES & COMPLICATIONS

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

1. **Thugs About:** A perceptive character notices two thugs accepting small payments from several stallholders. Clearly, many of those paying up are not happy with the situation. The thugs belong to the Shadow Spiders and are collecting protection money. The stallholders are scared, and only a persuasive and diplomatic character can get them to explain exactly what is going on.
2. **Gang Children Playing:** A group of children are playing loudly nearby to act as a distraction for a robbery. The children also act as a screen to slow down meddling adventurers, the town guard and so on.
3. **Juggling Zado:** Zado (see "Notable Folk") approaches the characters while effortlessly juggling six knives. He introduces himself and wants to know all about the party. A small crowd gathers to watch him perform.
4. **Thieving Child:** A child runs past the party clutching a string of sausages. Cries of "thief" ring out behind them.
5. **Thugs:** Four thugs push through the crowd. People get out of their way, and the thugs approach the party. The thugs aren't interested in the party, but they expect the characters to give way. An altercation could ensue if neither party is willing to back down and lose face.
6. **Rumours Abound:** A merchant, Isto Kalamies (LN male human **commoner**), who sells simple weapons, has a sideline as a rumourmonger. If he can lure the characters to his stall, he offers to exchange recent news for silver.

WHISPERS & RUMOURS

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

1. **Magic Items for Sale:** If you want to buy or sell magic items in Dulwich, the best place to go is Badger's.

Bernhard "Badger" Ilmatoivia has contacts throughout the town and duchy and can generally find a buyer for any enchanted item. Those seeking a specific item can also engage the retired warrior to find it on their behalf.

2. **Political Problems:** The village of Longbridge, which lies between Dulwich and Languard, is strategically important for trade in the duchy. It also does not currently have a lord—a situation Wido Gall, ruler of Dulwich—is keen to remedy.
3. **Selling Your Loot:** If you have gems, jewellery or even precious scrap metal to sell, Nalthra's Jewellery is a good place to go. Nalthra is fair and honest.
4. **Bandits on the Borderlands:** Bandits again haunt the southern woodlands. Their raids are affecting trade. Several different groups are said to be in the vicinity; one such group is thought to lair in the so-called Shadowed Keep on the Borderlands.
5. **Doings in the Mire:** Strange encounters with some of the lizardfolk of the Salt Mire have been reported by travellers and hunters. It seems some of the lizardfolk are suffering from a disease which makes them either listless or homicidally violent.
6. **Doings in Dunstone:** The northern town of Dunstone has been quiet for decades, but a new vigour seems to be creeping over the town. Opportunities for adventure in the northern hills abound!

WHAT'S FOR SALE?

Some or all of the items below are for sale at the market.

1. **Scented Candles (1 sp each):** These specially treated candles give off a heady scent that repels the numberless flying insects lurking in the Salt Mire.
2. **Old Map (5 gp):** This map depicts the Salt Mire and shows the routes of several allegedly dry(ish) trails wending their way through the morass. (The map is old, and some of these paths and trails may have moved or no longer exist.)
3. **Signal Arrows (1 gp each):** These arrows have many small angled holes bored through their shaft. When an arrow is loosed, it makes a screeching sound.
4. **Waterproof Cloaks (5 gp):** Of beaver skin, these cloaks are guaranteed waterproof. Each comes with a cunningly crafted cowl and has several internal pockets for keeping critical items, such as maps, dry.
5. **Old Travelogue (5 gp):** This old, frayed book is bound in calfskin and written in a crabby, untidy hand. It details the travels of Iisakki Aikio through the Forest of Gray Spires. The book tells of encountering one-eyed giants, a race of evil elves and other diverse experiences.
6. **Guard Dog (275 gp):** This well-trained mastiff, Kror, stands waist-high to a tall human and is powerfully muscled. The dog understands a wide range of commands, and the purchase price includes a custom set of studded leather barding.

12: DULWICH POORHOUSE

The Dulwich Poorhouse is location 12 on the Dulwich map.

Girded by high, grim stone walls, the Dulwich Poorhouse is a bleak, hard place. Sadly, those dwelling within have little choice in the matter: it is the poorhouse or the street. The building is set out in a horseshoe shape around a central, muddy courtyard. Here, Chancellor Aadam Ehtaro hosts the daily hire. The poorhouse's residents earn their keep by doing the jobs no one else wants to do. In return, Aadam provides them with basic food and barely adequate shelter.

- **Lifestyle:** Characters staying at the Dulwich Poorhouse can enjoy a wretched lifestyle (0 gp) in exchange for work or a poor lifestyle (2 sp/month) if they wish to rent floor space on which to sleep.

Aadam leads a small staff of overseers, cooks and guards. None are particularly pleasant folk, but abuse at the poorhouse is rare. (Most of the staff are one-time residents who earned Aadam's trust somehow and thus have at least a small amount of empathy for their charges.)

THE DULWICH POORHOUSE BY DAY

The poorhouse's residents rise at dawn to be given their daily assignments by the chancellor. Shortly thereafter, they disperse to their assigned jobs, and the poorhouse is almost empty—only the sick and injured remain along with the staff. At dusk, the residents straggle back to the poorhouse to eat their evening meal and collapse into bed.

THE DULWICH POORHOUSE BY NIGHT

At night, the poorhouse is quiet. Most of the residents have worked hard all day at a job no one else wanted. Most are exhausted. A few chat and tell stories for a while before they slump into exhausted sleep.

NOTABLE FOLK

Some folk are often encountered at the Dulwich Poorhouse.

- **Chancellor Aadam Ehtaro** (LE middle-aged male human **noble**) sees the plight of the poor but is inured to their suffering. A hard but fair man, he gives what is owed and takes what is owed—no more, no less. Aadam is lean and has a hard face set in a near-constant scowl.
- **Filppu Ilakka** (N old male human **commoner**) oversees the poorhouse's kitchen. To him, this is a job. He doesn't particularly care one way or the other about his charges. He feeds them and keeps within the chancellor's budget; sometimes, he pockets some coin for himself if he gets a good deal on supplies. He has no empathy for others, and few deep thoughts disturb him.

OTHER FOLK

While the characters are at the Dulwich Poorhouse, they may encounter one or more folk of interest.

1. **Issu Miekka** (N middle-aged male human **guard**) lived here for a while before earning the chancellor's trust. Now he works at the poorhouse as a guard. He has little empathy for those he watches over—if he earned a better position through hard work, so can they. He hates lazy people.
2. **Helka Neuvo** (NG female human **commoner**) lived at the poorhouse because it is this or the street. She is desperate to improve her lot and escape. She is friendly—perhaps a tad too friendly as she comes across as desperate—to anyone she thinks can help her. Helka was once a seamstress, but her business collapsed after she was (falsely) accused of thievery. Abandoned by her friends and husband, she ended up here.
3. **Kustaa Helliikki** (CN male human **commoner**) had parents once, but they were caught in the middle of a brawl between rival adventuring groups. The brawl took a fatal turn when a drunk wizard hurled a *fireball* at his enemies—killing his parents. Kustaa hates adventurers, and he loathes wizards. He is capable of great deception to have his revenge. He is 12 years old, short, scrawny and wears clothes only a little better than rags. He is skilled at gaining other people's sympathy.
4. **Jaakko Vartia** (NE male human **veteran**) lost a leg three years ago in the service of Wido Gall fighting the bandits lurking in the southern woods. No good to anyone now—so it seems—he has been forced into the poorhouse. This embittered man now works here as a guard. He hobbles about on a crutch and seethes with hatred for his former lord and master. He is not a pleasant man but could be a useful ally for those working against Dulwich's lord.
5. **Aleksi Kokko** (N middle-aged male human **commoner**) languishes at the poorhouse because everyone hates him. It's not his fault, obviously; no one understands him or his needs. This whining man does as little as possible and always looks out for himself. He has no friends. If the characters seem gullible, this red-faced man homes in on them and relates his (epic) sob story.
6. **Kreeta Ahti** (CE female human **spy**) hides in the poorhouse until the heat dies down. She recently murdered a wealthy merchant during a robbery gone wrong. In her mind, the robbery went wrong because she didn't get what she came for, not because she murdered someone. In any event, here she hides—where she thinks no one will look. She has concealed her gear—and her loot—in a remote spot of the poorhouse's attic while she waits for the right time to flee. She is attractive but tries to hide her beauty as it makes her noticeable. She rarely smiles unless she is winning in some way.

WHAT'S GOING ON?

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

1. **Quiet:** If the characters visit during the day, the poorhouse is mostly empty—the residents not injured or sick are out working. If the characters visit at night, the residents are resting after a hard day's work.
2. **Maintaining the Courtyard:** A few residents—recovering from sickness—are raking the courtyard, filling in holes, repairing the flagstones and so on. All are happy to take a break and chat with wealthy visiting adventurers.
3. **Ragged Man:** A ragged man, Lassi Vihas (N male human **commoner**), hangs around outside the poorhouse, debating with himself whether to go in or not. After a minute or so, his shoulders slump, and he shuffles inside.
4. **Roll Call:** Chancellor Aadam Ehtaro (see "Notable Folk") is taking the details of all the residents still in the poorhouse. Unless someone has a good excuse for not working, they won't eat tonight.
5. **Argument:** Two of the residents are arguing about who owns a threadbare cloak. The two may come to blows; their shouting carries throughout the poorhouse. As the argument intensifies, other residents come to watch the inevitable fight—it's free entertainment, after all.
6. **A Donation:** A well-to-do woman, Ulriikka Tuuli (LG female human **noble**), arrives at the poorhouse with a wagon of old spare clothes and basic foodstuffs she wants to donate to the residents.

OPPORTUNITIES & COMPLICATIONS

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

1. **Let Me Serve You:** Ari Hirvi (N young male human **commoner**) begs to serve a random character as a general servant. Ari is a poorhouse inmate and desperate to escape to better his lot. He is a coward, however, and is useless when danger appears.
2. **The Chancellor Will See You:** As luck would have it, Chancellor Ehtaro (see "Notable Folk") is available to meet with the characters. Even if they don't seek him out, he tracks them down to discover what the adventurers want at the poorhouse.
3. **Besieged by the Poor:** Several of the house's residents spot the obviously wealthy characters arriving. They rush out to offer their services to the characters, beg for spare coin and so on. Quickly, the characters find themselves amid a crowd of desperate, ragged men, women and children all clamouring for attention.
4. **Juicy Rumour:** One of the residents (roll on "Other Folk") has just heard a juicy rumour. They relate it to the characters, for a shiny silver coin. For a gold, they'll remember, or wildly embellish, extra details.

5. **A Beating:** One of the residents has been caught stealing from the kitchens and is being punished. Their shouts and calls for mercy fill the air as a skinny guard, Kalle Vesivalo (CE male human **veteran**), beats them. If accosted by the characters, he stops the beating but reports the incident to the chancellor.
6. **Drunk Rumour:** As the characters approach the poorhouse, a drunk, Jooseppi Tapo (N middle-aged male human **commoner**), decides to spin a hilarious yarn. He tells the characters that the poorhouse's chancellor is a vampire who sups on the blood of his residents. Apparently, the chancellor is also a powerful wizard as he possesses magics that let him survive outside in the full light of day! Any halfway perceptive character can tell Jooseppi is lying and the drunk is oblivious to the problems his "hilarious" story could cause for the chancellor, the town and the characters.

WHISPERS & RUMOURS

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

1. **A Necessary Evil:** Dulwich's Poorhouse is a necessary evil; without it, its residents would end up on the street, and petty crime would increase. The chancellor is not a bad man—in fact, he performs a vital service for the town.
2. **The Spirit of the Great Bard:** Some say the spirit of Vilimzair Aralivar himself has, in some way, imbued the Vilimzair's Arms tavern. Vilimzair is said to have played with Vainamon (N lesser god of art and music), and this connection explains why the tavern is such a hub for singers, performers and the like.
3. **Plague:** The plague still savages the doomed village of Ashford. How anyone is still alive there, Darlen only knows. Something should be done about it. Militant—or perhaps scared—folk call for the village to be burnt to the ground to contain the contagion.
4. **A Nest of Thievery:** Dulwich's Poorhouse is a front for the chancellor, Aadam Ehtaro, to enrich himself from the suffering of others. His workers pop up all around town doing the jobs no one else wants to do. Petty theft and so on often follow in their wake; the poorhouse could be a front for a criminal gang or thieves' guild!
5. **Bandits on the Borderlands:** Bandits again haunt the southern woodlands. Their raids are affecting trade. Several different groups are said to be in the vicinity; one such group is thought to lair in the so-called Shadowed Keep on the Borderlands.
6. **The Forest of Grey Spires:** The southern forests have long been a place of mystery and ruin. Ancient ruins lie scattered throughout the forest, ensuring a steady stream of adventurers and explorers pass through Dulwich on their way south.

13: THE VILIMZAIR'S ARMS

The Vilimzair's Arms is location 13 on the Dulwich map.

Named for the near-mythical bard and legendary pirate captain Vilimzair Aralivar, the Vilimzair's Arms is popular with visitors to Dulwich and locals. Bright murals depicting events in the peerless bard's life decorate the front of the building. One shows the bard charming a monstrous kraken with naught but his voice, while another depicts him alone on a burning deck fighting a pack of skeletal pirates.

This tavern caters to lovers of cheap, plentiful drinks and bawdy, joyful entertainment. The tavern's small stage hosts both musicians and singers and is just large enough for small plays. The tavern's staff are incredibly loyal to the tavern's owner, Sofia Ehtaro. Many of the staff are aspiring entertainers and vie with one another for stage time.

- **Food & Drink:** Mug of ale (4 cp), pitcher of bad wine (1 sp), pitcher of good wine (2 sp).

THE VILIMZAIR'S ARMS BY DAY

By day, the Vilimzair's Arms is quiet. At this time, the staff restock the bar, clean the common room, and entertainers practise, or audition, on the tavern's small stage. The tavern is open to customers during the day, but it is considerably less rowdy than it is at night.

THE VILIMZAIR'S ARMS BY NIGHT

At night, the Vilimzair's Arms comes alive. Sofia Ehtaro lays on entertainment every night, and the tavern stays open until late. A profusion of entertainers—both professional and amateurs perform here. Most nights, several different acts perform. The crowd is usually merry and jovial; brawls at the Vilimzair's Arms are rare.

NOTABLE FOLK

Some folk are often encountered at the Vilimzair's Arms.

- **Sofia Ehtaro** (NG middle-aged female half-elf **veteran**) can't sing, can't play any instruments and can't act. Nevertheless, this charismatic woman loves entertaining people, and this love makes her the perfect landlady of the Vilimzair's Arms. Friendly, perpetually cheerful and a good businesswoman, she has made a great success of the tavern. She is a devotee of Vainamon (N lesser god of art and music).
- **Rauni Vaino** (NG young female human **commoner**) works at the Vilimzair's Arms because she loves it here. Rauni is the daughter of a well-to-do family. She does not need the money but loves mingling with musicians, artists and the like. Entertainment is in her blood.

- **Tyni Ilma** (LN middle-aged male half-orc **veteran**) serves as the tavern's bouncer but, in practice, does little but crowd control on busy nights. He's often half-drunk and a bit bored. He's not averse to chatting with customers and is a sucker for a pretty face.

FOLK OUT & ABOUT

While the characters are at the Vilimzair's Arms they may encounter one or more folk of interest.

1. **Maalin Vihas** (NE female human **veteran**) needs to relax after a harrowing expedition into the southern woods. In truth, she is so upset and frazzled because she almost died. The deaths of two companions affect her much less. This burly woman is half in her cups when she encounters the characters.
2. **Suni Kare** (N male human **spy**) visits the Vilimzair's Arms in search of talent. Suni plans to put together a touring troupe of unknown "talents". Of course, when he says "unknown", he actually means "cheap". Suni has big plans—to build a reputation for himself as a master entertainer. He will use anyone to achieve his goal. He's not above trying to talk a down-on-their-luck adventurer into joining his band. Suni is a larger-than-life kind of fellow and always seems cheerful. He is skilled at appearing wealthy and empathic; he is neither.
3. **Pekka Uro** (CN male human **commoner**) cares for nothing but having a good time. Pekka works any job he can get to earn more money. He comes to the tavern to have fun, drink with friends new and old and forget his tedious days. In this, he is normally spectacularly successful. Sadly, he suffers from terrible hangovers and is wildly unreliable. At the Vilimzair's Arms, everyone knows his name, and he is a popular fellow.
4. **Eljas Arpia** (N middle-aged male human **guard**) hates his job—as a guard for a local merchant. More accurately, he hates his employer—Ambro Kallas—and has come here to drink and forget his woes. The atmosphere has cheered him up immensely, and he is working on a heroic debauch. Now past his prime, Eljas is developing a paunch and is no longer as vigilant as he once was. He would have his revenge on his master if the opportunity arose. He thinks it would be "tragic" if Ambro's business got burgled.
5. **Liisa Tapatora** (N female human **scout**) revels in the tavern's atmosphere. She grew up on tales of Vilimzair's derring-do and has long wanted to visit this place. A native of Languard, she has been in the town for almost three weeks and has come here every night. She is bright-eyed and visibly enjoying herself. She is happy to make new friends and knows lots of interesting and entertaining stories.
6. **Fosco Keenear** (NE male halfling **spy**) loves late nights at the Vilimzair's Arms. By then, most of the clientele are drunk and distracted—easy pickings for a skilled, sober pick pocket.

WHAT'S GOING ON?

While the characters are at the Vilimzair's Arms, one or more things from the list below may occur.

1. **Packed:** The tavern is packed. Several popular performers are scheduled to appear, and the common room has standing room only. Some customers have spilt outside onto the street. If the weather is good, the tavern's windows have been thrown open, and the sounds of singing, dancing and laughter fill the air.
2. **Sofia Sings:** Taking advantage of a lull before performances, Sofia Ehtaró takes to the stage. Her short performance is obviously terrible, but the customers applaud loudly anyway.
3. **No-Show:** A scheduled performer has not turned up. Thus, Sofia throws the stage open to anyone who would like to take a turn. She is inundated with offers. The next hour or so sees a steady procession of singers, poets, musicians (who just happen to have their instruments with them) and so on.
4. **Famed Performer:** The famed chanter Dordin Farneon (NG middle-aged male dwarf **veteran**) is to perform tonight, and the common room is packed. Dordin is known for performing various dwarven chants, battle songs and elegies. He has an encyclopaedic knowledge of dwarven legends. Rumour has it he has just completed this elegy for fallen Vongyth.
5. **Arguing Performers:** Two different performers think they are entertaining the crowd tonight, and both have brought a gaggle of devoted fans. An argument between the two groups ensues. If they are left to their own devices, a rare brawl could break out.
6. **No Ale:** During a busy night, the tavern runs out of ale. With no choice, Sofia is forced to discount her more expensive wines and spirits to keep her customers happy. Excessive revelry ensues.

OPPORTUNITIES & COMPLICATIONS

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

1. **Vilimzair Defaced:** Vandals have defaced the tavern's murals, and Sofia wants them punished. The vandals were in the pay of the Shadow Spiders who were warning Sofia of the least consequence of not paying her dues. She neglects to mention this when asking the characters to hunt down the vandals.
2. **Patrons Wanted:** Many want-to-be performers come to the tavern in hopes of securing a rich patron. Adventurers often have lots of money, and such folk are frequently targeted by musicians and the like.
3. **Deriding Vilimzair:** A bad-tempered customer—perhaps a visitor to the town—loudly derides the legendary bard. Staff and customers take a dim view of the man's

opinion. Shortly thereafter, he is refused service and leaves shouting insults at all and sundry.

4. **Curious Bard:** A singer, Ilta Kultimo (NG female human **commoner**), is working on a new epic tale and needs material. She realises the characters are adventurers and starts pumping them—politely and charmingly—for inspiration. She is persistent but also a good source of local information and rumours.
5. **Other Adventurers:** Another band of adventurers is in the taproom and spending gold like water. They speak loudly of their recent successes and future plans. Apparently, one of them has a treasure map showing the location of a ruin in the southern forests. A perceptive character spots a piece of folded parchment peeking out of one of the group's poorly laced pouch...
6. **No Ale:** Sofia Ehtaró has a problem: the tavern is running out of ale. Will the characters help her get some more from another local tavern? She has the means to pay for it but not the means of getting it to the Vilimzair's Arms quickly. Perhaps the characters have access to resources that could help.

WHISPERS & RUMOURS

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

1. **The Spirit of the Great Bard:** Some say the spirit of Vilimzair Aralivar himself has, in some way, imbued the tavern. Vilimzair is said to have played with Vainamon (N lesser god of art and music), and this connection explains why the tavern is such a hub for singers, performers and the like.
2. **Sofia Cursed:** Sofia Ehtaró is such a bad singer that many folk think she must have been cursed—perhaps by Vainamon himself in revenge for some terrible blasphemy. Some believe she runs the Vilimzair's Arms as a penance for her sin.
3. **Bandits on the Borderlands:** Bandits again haunt the southern woodlands. Their raids are affecting trade. Several different groups are said to be in the vicinity; one such group is thought to lair in the so-called Shadowed Keep on the Borderlands.
4. **Doings in the Mire:** Strange encounters with some of the lizardfolk of the Salt Mire have been reported by travellers and hunters. It seems some of the lizardfolk are suffering from some kind of disease which makes them either listless or homicidally violent.
5. **Doings in Dunstone:** The northern town of Dunstone has been quiet for decades, but a new vigour seems to be creeping over the town. Opportunities for adventure in the northern hills abound!
6. **Bandits About:** Travellers have reported seeing signs of more bandits than normal in the environs of the eastern village of Woodridge. Maybe the village's lord has work for adventurers willing to flush them out.

14: 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 **Braalite cultist***). 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 **Braalite priest***) 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 **Braalite fanatic***) 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 **commoner**) 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**) 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 **Braalite cultist***) 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 **acolyte** [Darlen]) 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 **spy**) 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 **veteran**) 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:** Kerttuli (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, Kerttuli 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.

*Stat block appears in *Shadowed Keep on the Borderlands*.

15: BADGER'S

Badger's is location 15 on the updated Dulwich map.

Heavily fortified and watched over by the surviving fragment of the Bernhard's Badgers mercenary company, this crenellated manor house is the base of a thriving business. Badger's is a bank, moneychanger and private home. Bernhard offers a range of discreet storage options for his clients along with his moneychanging and brokerage services. His well-protected home also sometimes serves as an auction house for expensive and rare objects; occasionally, he even brokers the sale of enchanted items.

Owned by the retired warrior Bernhard Ilmatoivia, Badger's has a good reputation in the town.

BADGERS BY DAY

Badger's opens during the day but is rarely busy. The services Badger's offers—bank, moneychanger and occasional purveyor of magic items—are not of interest to the average townspeople.

BADGERS BY NIGHT

Except for good (or notably wealthy) customers or for special events such as auctions, Badger's does not open at night. However, Bernhard and his guards dwell in the manor, and it is never empty. For thieves, Badger's is a challenging target.

NOTABLE FOLK

Some folk are often encountered at Badger's.

- **Bernhard "Badger" Ilmatoivia** (LN middle-aged male human **knight**) retired from adventuring when he realised he could earn just as much money without the danger of imminent death, dismemberment or disfigurement by running a bank. Bernhard has a distinctive streak of white hair in his otherwise black mane—hence his nickname. Bernhard is widely thought of as an honourable, if a little inflexible, man. He is single, lonely and would dearly love to marry. He dreams of having children and—perhaps—marrying them into the duchy's nobility.
- **Sergeant Rusi Ikitiera** (LN middle-aged male human **veteran**) oversees the 12 surviving members of the Bernhard's Badgers mercenary company. He is a wily, hugely experienced professional warrior and keeps his troops on their toes. Rusi is balding and exceptionally fit for his age. He is the epitome of a professional soldier.
- **Penna Jurva** (N young male human **guard**) dresses as a younger version of Bernhard. Once a cook's assistant for Badger's mercenary company, he now serves Bernhard as a general assistant. Despite his young age, he enjoys considerable responsibilities in regard to Badger's operation. He is an over-zealous salesman.

FOLK OUT & ABOUT

While the characters are at Badger's they may encounter one or more folk of interest.

1. **Tommo Valta** (CN male human **berserker**) wants a big magic axe, and he's heard Badger's might be the place to get one. Tommo is a huge man—over seven-foot-tall—and an imposing sight in his chain shirt. He's also handsome and a little bit vain. Surprisingly, he is not stupid; far from it, in fact. However, he enjoys playing the role of the stupid barbarian, so people underestimate him. Tommo is friendly and more than happy to accompany new friends to a tavern for a drink. He likes heavy drinking, arm-wrestling and other drinking games. Low-grade trouble incessantly follows Tommo.
2. **Tilda Lempo** (N female human **spy**) visits Badger's with an eye to robbing the place. However, after posing as a customer with money to deposit in Badger's vault she has decided to give the manor a miss. She's now trying to extract herself from the place without raising Bernhard's suspicions.
3. **Salme Mielikki** (NG female human **guard**) needs a job to clear her mother's large gambling debts and has come to Badger's in hopes of joining Bernhard's Badgers. She has obviously made an effort; her chain armour is gleaming, and she is clean and well-dressed. For all that, Bernhard is not hiring; he trusts his old comrades and no one else. The characters hear her being turned away by Penna Jurva and see a dejected warrior leaving the shop.
4. **Taavi Hirvi** (LN male human **commoner**) want to go into business with Bernhard. Taavi hails from Dunstone. A merchant selling the spirits distilled in the town, he has a side business acquiring difficult-to-find items for monied clients. He is enthusiastic, business-savvy and not above introducing himself to other prospective customers, such as the characters. Taavi is rich and travels with a dozen guards.
5. **Seppo Arpia** (NE male human **mage**) wants to deposit a sealed chest in Badger's vault. The chest contains certain spell components and mystical implements that could be seen as "problematical" by morally upright folk. Badger wants to know what's inside, and Seppo does not want to open the chest. An argument is brewing.
6. **Miina Janakka** (LG female human **knight**) knew Badger in the "good old days" and knows him to be an honourable man. The rise of banditry in the vicinity worries Miina, and she is here to convince Badger to do something about it. She'd like him to sponsor a band of adventurers to combat the problem but has failed to talk the old warrior into it. If the characters are obviously adventurers, this stout, no-nonsense woman tries to talk them into doing something about the problem.

WHAT'S GOING ON?

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

1. **Only Customers:** When the characters arrive at Badger's there are no other customers present. This means they get prompt, personal service from the man himself.
2. **Business Bet:** One of the guards bet Penna Jurva (see "Notable Folk") that he cannot sell something to the next customer through the door—and that customer happens to be one of the characters.
3. **Badger's Closed:** Wido Gall, ruler of Dulwich, is visiting Badger's. The shop is closed, and a dozen soldiers bearing Dulwich's colours rest outside.
4. **Broken Wagon:** A wagon has lost a wheel outside Badger's and now blocks the street. As several guards watch, the carter tries to change the wheel while passersby shout at him.
5. **Heavy Rain:** It's raining heavily, and the street is empty. A perceptive character spots two heavily cowed figures watching Badger's from a nearby doorway.
6. **Four Horses:** A guard holds the reins of four horses outside Badger's front door. Within, four adventurers are attempting to sell some of their recently acquired loot.

OPPORTUNITIES & COMPLICATIONS

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

1. **Auction:** Bernhard will soon host an exclusive auction at Badger's. He is acting on behalf of an anonymous seller who has several magic items for sale. Rumours swirl about town as to exactly what items will be up for auction. Several adventurers from Languard and elsewhere in the duchy have come to Dulwich in preparation for the auction. Such folk are an excellent source of news and rumour.
2. **Safe Storage:** The party have retrieved something too valuable to immediately sell or too heavy to be easily portable. Several helpful people suggest storing the item at Badger's.
3. **Approaching Badger:** Bernhard has heard of the characters and seeks them out to offer his services and to see if they have anything to offer him.
4. **Lonely Badger:** Bernhard is lonely and would dearly love to marry. If a woman in the party catches Badger's eye, he courts them in an archaically honourable fashion.
5. **Extra Security:** Bernhard is planning to auction a particularly rare and expensive item and needs extra security for the event. If he knows and trusts the party, he asks them to help out.
6. **Competitive Buyer:** As a character is about to buy an item from "What's for Sale," another customer swoops in and offers 50% more than the asking price. An argument may ensue—the other buyer is desperate for the item.

WHISPERS & RUMOURS

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

1. **Badger's is Impenetrable:** Badger's features a nigh-impregnable, hidden vault. It is one of the safest places in Dulwich. Money and valuables deposited there are safe—as long as you pay Badger's fees.
2. **Magic Items for Sale:** Badger sometimes acts as a go-between for folk trying to buy enchanted items. He has contacts throughout the duchy and can often track down what you seek—as long as you pay his fee.
3. **Badger is Lonely:** Since he gave up soldiering, Badger has lived with his men. He is one of Dulwich's most eligible bachelors, and rumour has it he is lonely.
4. **Political Doings:** Wido Gall, ruler of Dulwich, has designs on the lordless village of Longbridge.
5. **Fallen Vongyth:** Legends and rumours about the fallen dwarven hold of Vongyth are circulating again in Dulwich. It's only a matter of time before adventuring parties head east to find and explore its dusty halls.
6. **Lord in Hiding:** Bernhard "Badger" Ilmatoivia is not a retired mercenary captain; he is a lord in exile from some distant land come here to hide from his enemies.

WHAT'S FOR SALE?

Some or all of the items below are for sale at Badger's.

1. **Potion of Greater Healing (250 gp):** This silvery effervescent potion comes in a vial of hardened glass.
2. **Elven Chainmail (2,800 gp):** Impossibly light and crafted from silvery metal, this supple suit of elven chain is a beautiful thing to behold. It scintillates in the light and is of high enough quality to be further enchanted.
3. **Ring of Protection +1 (4,000 gp):** This thick burnished gold band bears intricate engraved protective runes picked out in platinum. The ring is old, worn and probably of dwarven artifice.
4. **Full Plate (1,500 gp):** Although slightly dented, this full plate armour—sized for a dwarf—is perfectly serviceable. The new owner may have to get the suit resized, but Bernhard can arrange that for them.
5. **Plate Barding (5,000 gp):** Arranged on a wooden frame approximating a horse, this heavy suit of plate barding is only suitable for a warhorse. Bernhard has owned this barding for years—few people want or can afford it—and he is happy to do a deal.
6. **20 Silver Arrows (200 gp):** Fletched with swan feathers, these perfectly balanced white ash arrows glisten in the light. They come with a matching quiver.

16: THE THREE BELLS

The Three Bells is location 16 on the Dulwich map.

A stone's throw from Lawgiver's Hall (location 2), the Three Bells inn is popular with Conn's faithful. The inn is also a favoured destination for pilgrims come to worship at the church and is often full of such transient folk. Several of the hall's clergy come here to relax and socialise and sometimes engage in lengthy theological debates about obscure points of law and faith. Such debates are well attended by the faithful, who crowd into the taproom to hear the priests' learned discourse.

- **Food & Drink:** Meal (parsnips and vegetables or lamb stew; 3 sp), mug of ale (4 cp), pitcher of wine (2 sp).
- **Accommodation:** A standard room costs 2 sp a night. The room is large and well—if plainly—furnished.
- **Lifestyle:** Characters staying at the Three Bells can enjoy a modest (1 gp/day) or comfortable (2 gp/day) lifestyle.

Persistent rumours tell of an old tunnel leading from the inn's cellar to Lawgiver's Hall, built centuries ago for a high priest who was enamoured with the wine and women then offered at the inn. The tunnel is said to also intersect with the town's catacombs, but its entrances—if it exists—have been long lost.

While outwardly welcoming, the Three Bells is a place of horror and death. Its landlord, Valto Ilakka, is a compulsive serial murderer (as was his father and father's father) who disposes of his victims in bone-choked pits dug below a deep, hidden cellar hidden behind several secret doors.

THE THREE BELLS BY DAY

During the day, the Three Bells is quiet. Staff potter about cleaning rooms, replenishing the bar and so on while guests rest in their rooms, talk in the common room or go about their business in town.

THE THREE BELLS BY NIGHT

At night, the Three Bell's common room is normally alive with the hubbub of conversation. Many of the inn's guests are pilgrims come to worship at the Lawgiver's Hall, and the crowd is not rowdy.

NOTABLE FOLK

Some folk are often encountered at the Three Bells.

- **Ostler Valto Ilakka** (NE middle-aged male human **assassin**) runs the Three Bells as did his father and grandfather before him. Outwardly cheerful, and in possession of a pronounced paunch, Valto seems the archetypal ostler. Avarice and an uncontrollable desire to torture and kill lurk deep within Valto's damned heart.

Publicly he masks his base feelings and is a popular, friendly personality in the town.

- **Kaisa Janakka** (NE female human rogue 3) works at the Three Bells even though she knows there is something "off" about Valto. She's grown suspicious of several architectural oddities about the building and believes the ostler hides much wealth somewhere in the building. She has decided it must be hers. While she seeks to uncover Alto's wealth, she is more than happy to make a living robbing the inn's customers.

FOLK OUT & ABOUT

While the characters are at the Three Bells, they may encounter one or more folk of interest.

1. **Martha Helliikki** (LN female human **commoner**) searches Dulwich for her sister who disappeared several months ago while on pilgrimage to the Lawgiver's Hall. Martha is not wealthy and lacks street smarts. She has come to Valto's (see "Notable Folk") attention, and she will shortly fall foul of the murderous ostler unless the characters take her under their wing.
2. **Katariina Ikkururso** (NG female half-elf **veteran**) ponders the wisdom of taking up an adventurer's mantle. Thus far, she's served as a mercenary guard throughout Ashlar, but she now craves more excitement. Katariina is brave, personable and dependable; she is a good addition to any group. Additionally, she has travelled throughout Ashlar and knows its ways and could be a useful guide.
3. **Immo Kaivattu** (LN middle-aged male human **acolyte** [Conn]) enjoys wine entirely too much. Visiting Dulwich, he has elected to stay at the Three Bells so he can indulge his interest away from the hall's nosy (boring) clergy. He wears stained robes and has an air of dishevelment about him. He is more than happy to share a jack of wine with a new friend.
4. **Elisa Jurva** (NG female human **knight**) stands a few inches over six-foot and is an imposing figure. She seems somewhat out of place and a bit awkward in the common room. In reality, Elisa is down to her last few gold coins, and she ekes out her remaining funds. She is friendly, but proud, and interested in any legal money-making scheme.
5. **Aune Hirvi** (NG female human **spy**) lingers at the inn and tells anyone asking that she is waiting for a friend. She is actually a spy sent here to investigate the disappearance of Hilda Kaivas—a wandering bard whose patron has grown concerned at her absence. Hilda is reported to have stayed at the Three Bells.
6. **Erivar Farsten** (LN male dwarf **veteran**) wanders Ashlar selling his engineering and mining expertise. Valto Ilakka (see "Notable Folk") has asked him to plan the excavation of a new cellar—separate and distinct from the inn's existing cellar—and he is mulling over the plans.

WHAT'S GOING ON?

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

1. **Quiet:** The common room is quiet, and half the inn's rooms are available to rent. A large group of pilgrims has recently left Dulwich; consequently, the characters can get a deal on accommodation if they haggle.
2. **Lively Debate:** A group of Connite worshippers and priests are engaged in a lively debate on some obscure point of church law. The debate is loud but good-natured. Several other patrons listen quietly.
3. **Friendly Ostler:** Valto Ilakka (see "Notable Folk") recognises the characters as adventurers and makes casual and polite conversation with them. He wants to ascertain if they are a threat to his activities; perceptive characters may find his questioning invasive.
4. **Ale Delivery:** A local merchant delivers a dozen barrels of ale. They stand in the common room until they can be moved to the cellar. Valto does this on his own and refuses all offers of assistance.
5. **Waiting Carpenter:** A local carpenter has arrived to do some work at the inn. He does not understand his assignment and waits to talk with Valto Ilakka (see "Notable Folk"). Why does Valto want such a reinforced door for the attic?
6. **Angry Conversation:** Martha Hellikki (see "Folk Out & About") is quizzing Valto Ilakka (see "Notable Folk") about her missing sister. Valto professes no knowledge of the missing woman, but Martha has become convinced he is lying. As the conversation progresses, she gets louder and louder, much to Valto's discomfort.

OPPORTUNITIES & COMPLICATIONS

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

1. **Stolen Relic:** A holy relic has been stolen from the Lawgiver's Hall. The chief suspect, Inga Kare, stayed at the Three Bells, and speculation runs rampant that she used the old lost tunnel to perpetrate the theft. She has now disappeared, however. Vuokko Laiten, high priestess of Conn, demands the truth of the ancient tunnel is ascertained—perhaps Inga yet hides within and plans more thefts? (Inga has already fallen prey to Valto's terrible depredations, and he has hidden the relic in a deep cellar until he can decide what to do with it.)
2. **Missing Pilgrim:** A pilgrim, Aino Hellikki, went missing during her visit to Dulwich. Her sister, Martta (LN female human **commoner**), is in town, intent on tracking her down. She questions the party before falling into Valto's clutches. If the characters then hear she has also gone missing, they may become suspicious and investigate.
3. **Hard-Up Warrior:** Elisa Jurva (see "Folk Out & About") approaches the party to see if they have the need for

another warrior in the group. Even if they do not, she is content to chat for hours—she has little else to do.

4. **Faint Smell of Death:** As a character exits the inn to go about their business, they detect a faint smell in the air. If they are perceptive, they recognise the smell as that of rot and death.
5. **Belligerent Clergy:** A quartet of the more militant, firebrand members of Conn's clergy believe Valto Ilakka (see "Notable Folk") must have been in on the recent theft of a holy relic (Opportunities & Complications #1). Determined to get to the bottom of things, the four burst into the common room and demand to search the inn. This is—obviously—disastrous news for the ostler who makes strenuous efforts to stymie their demands. He even calls for the watch to eject the clerics.
6. **Many Pilgrims:** As the characters take their ease in the taproom, the inn quickly fills with pilgrims. A large group of worshippers has just arrived from Dunstone, and all seek board and lodge. The staff are rushed off their feet. The characters may spot Aune Hirvi taking the opportunity to skulk about.

WHISPERS & RUMOURS

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

1. **Old Tunnel:** An old tunnel links the Three Bells to the nearby Lawgiver's Hall. The tunnel intersects the catacombs beneath the cathedral, but knowledge of its entrances was lost decades ago.
2. **Transient Workers:** The ostler at the Three Bells is always seeking new staff; for some reason, few people work there for long.
3. **Family Business:** The Three Bells is a family business; the Ilakkas have owned it for almost a century. The clergy at the Lawgiver's Hall try to buy the inn every decade or so, but they are always rebuffed.
4. **Unbelieving Ostler:** Valto Ilakka makes much money from the Lawgiver's Hall but is never seen worshipping there; many of the faithful resent that the innkeeper makes so much money from their brethren (without putting some of it back on the collection plate).
5. **Breached Catacombs:** There must be an entrance to the catacombs somewhere in the vicinity of the Lawgiver's Hall. Sometimes, strange smells hang in the wind, and some folk have reported hearing odd sounds; perhaps not all the catacomb's residents rest easily.
6. **Southern Doings:** Loggers and tree-fellers report a strange, unnerving atmosphere in the deep southern woods. Wildlife seems subdued, and even the colours seem subtly wrong. Most people dismiss their talk as nothing but the drunken ramblings of simple folk. Others remember the tales of olden empires hidden deep in the Grey Spires and wonder if an ancient power is stirring.

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