

PRAYING AT THE BASTION OF PEACE

The Duchy of Ashlar is small and constrained. Always, the forces of evil and shadow press inwards upon its borders. If it were not for a stout few, death and darkness would have long ago overwhelmed the land. Dunstone was once Ashlar's northern bulwark. Now, it is a dangerously sleepy and insular place. Wicked humanoids yet lurk in the dark forests and deep valleys of the surrounding hills. Abandoned mines and crumbled ruins stud the surrounds, calling with their siren song to bold adventurers. To the west, lies the time-worn, oft-cursed ruin of the ancient Nameless Monastery.

Not all dangers lurk without. Folk—both fair and foul—have plans for Dunstone. Change is coming, to the Town on the Borderlands.

Designed specifically for you, the busy GM, this supplement enables you to effortlessly bring your characters' next urban adventure to life. Designed for use with the town of Dunstone, this mini-eventure can easily be used with almost any town or city.

CREDITS

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USING THIS MINI-EVENTURE?

A mini-eventure is akin to a normal adventure, but does not (normally) feature violence or physical challenges. Instead, a mini-eventure focuses on the use of social skills and role-play to resolve the challenges, or events, therein. Most mini-eventures take place in an urban locale. Mini-eventures are an excellent change of pace and can be used as filler between adventures or as situations in which characters who have invested in social skills can shine. They are also perfect for players who enjoy role-playing.

Use the lists herein to add depth and flavour to the characters' exploration of Dunstone. Use the entries as nothing more than local colour or as springboards to encounters, side quests or even full adventures. You can use this mini-eventure repeatedly, as long as you keep track of which entries you have previously used. Of course, some of the listed NPCs and locales could become staples of your campaign. Be sure to note the location of locales on your GM's city map and develop any your characters seem particularly interested in visiting again.

You can either plan events ahead of time or just "wing" the whole mini-eventure using the tables herein to facilitate play.



OSR

PRAYING AT THE BASTION OF PEACE

The Bastion of Peace is location 3 on the Dunstone map.

Conn's temple in Dunstone, the Bastion of Peace, features an elaborate domed roof and high windows to admit the morning sun. It is a stupendous building and is one of Dunstone's finest.

Here, High Priestess Marjo Oiva tends to Conn's faithful in Dunstone, who number in the hundreds. As an important and influential community leader, Marjo Oiva regularly meets with Aavo Oksanen (location 1) to discuss Dunstone's future and helps make introductions among Dunstone's prominent merchants and guild leaders.

Rumours abound of an old love triangle between Marjo, Joonas Mattila (location 2) and Benjam Oksanen (location 1). Marjo gets along well with Father Mattila, but lately, she has noticed something is amiss with him and that he's spending more and more time at the tower. Marjo also feels uncomfortable around Jyrki Klemetti (location 5) the few times she has met the man. If she had the time, she would investigate both issues and may be willing to employ those who could do the job without raising suspicion.

THE BASTION OF PEACE BY DAY

The Bastion of Peace is a busy place during the day. Worship of Conn is the pre-eminent religion in Dunstone and folk come here to worship, meet friends or seek the advice and help of the clergy.

THE BASTION OF PEACE BY NIGHT

By night, the Bastion of Peace is quiet and mostly deserted. Its doors are not locked, however, and at least one minor priest tends the high altar during the dark of the night. When it is cold or wet, a couple of beggars can often be found here sheltering from the elements.

NOTABLE FOLK

Some folk are often encountered at the Bastion of Peace.

- **High Priestess Marjo Oiva** (NG old female human cleric [Conn] 4) works with Aavo to increase her flock's prosperity and wellbeing. She understands more trade will bring both to the town but worries that northward expansion in the Mottled Spire could awake things best left slumbering. She does not often leave the temple these days but sometimes visits Dunstone Keep (location 1) or the Tower of the Sword (location 2).
- **Ambro Ihalempi** (NG male human cleric [Conn] 1) loves Marjo as his mother and is devoted to her. He knows of her concerns about Jyrki Klemetti and wants to help her uncover the truth. Ambro is young, enthusiastic and naive about life's challenges.

- **Serafia Kupias** (LN female human cleric [Conn] 3) plots to become the faith's next high priest in Dunstone. She dreams of ushering in a new chapter in Conn's worship in the town and an aggressive expansion plan for the temple. She is ambitious and single-minded.

OTHER VISITORS

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

1. **Immo Kokko** (LN male human fighter 2) tarries awhile in the Bastion. He has nothing else to do and likes the quiet here. He is friendly but not interested in joining an adventuring party. He is, however, interested in hearing of the party's exploits—perhaps at a nearby tavern.
2. **Elsa Miehö** (N female human thief 3) planned to rob the Bastion but has had a change of heart. A street denizen who has dragged herself up through hard (illegal) work, Elsa has realised the clergy do much good in the community. Stealing from them would be stealing from those who have virtually nothing—and that does not work for her. If a thief is among the party, they might recognise her and wonder what she is doing here...
3. **Hannu Lempinen** (LN middle-aged male human cleric [Conn] 3) visits the Bastion of Peace from far-off Languard. Hannu is full of news from the capital; he is an incorrigible gossip and loves sharing and hearing news. When the characters arrive, he is pontificating at length on recent events in Gloamhold's cursed, benighted depths. Hannu is corpulent and enjoys the good things in life. Characters supplying him with high-quality food and drink can learn much of import.
4. **Iisak Lempi** (CN male human fighter 2) recently arrived from plague-riddled Ashford, Iisak looks and feels decidedly unwell. He suspects he has the plague, and he is right. With pale, clammy skin and red-rimmed eyes, he is obviously ill. He is at the temple to get magical healing but has almost no money.
5. **Aatami Lempi** (LN male human) seeks help from the clergy. He lives on Selka Street and has recently been working on expanding his cellar. While enlarging a side room he broke through into a natural cave. This discovery has scared him, and he wants a priest to come and bless the cave. Anyone seeing Aatami can tell he is supremely nervous and has not recently slept.
6. **Kaleva Vilja** (LN male human fighter 6) leads a mercenary company of a dozen soldiers and is trying to sell his services to the clergy. Temples, after all, need guarding, and he and his followers are reliable and trustworthy. Kaleva is a stout middle-aged man who has seen a lot in his 40-odd years. While he seeks employment with the church, he is open to other offers. He makes it abundantly clear, however, he and his men are not adventurers.

WHAT'S GOING ON?

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

1. **Worship:** The characters arrive while a service is in progress. Depending on the time, this could be a normal service or marriage, funeral or the like. They must wait for the service to finish. To interrupt it, except in the direst of circumstances, is unforgivable. If the characters are lucky, the service only has a half-hour or so to go.
2. **Injured Child:** Just after the characters have entered the church and introduced themselves to the clergy, a local man bursts in. Shouting for help, he breathlessly explains that a wagon has run over a child outside. Any priests present dash outside to help.
3. **All Quiet:** The chapel is quiet. A few worshippers silently pray while a priest dusts the high altar. Unless the characters are quiet, everyone notices their arrival.
4. **Masons:** A master mason and two apprentices are erecting wooden scaffolding to get a better look at a section of crumbling wall. A wagon full of more scaffolding stands outside the temple.
5. **Funeral:** A funeral is just finishing. The deceased's coffin is carried through the door leading to the catacombs below the temple as the characters arrive. Mourners—some inconsolable with grief—stand about.
6. **Theology in Discussion:** Two priests discuss a theological matter. They have wildly opposed opinions. They turn to a character to get the view of a "simple man of the people". The character might find their attitude patronising and irritating.

OPPORTUNITIES & COMPLICATIONS

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

1. **Guards! Guards!:** Marji seeks to sponsor warriors to guard merchant caravans travelling to and from Dunstone in the hopes of increasing trade. The characters arrive as she discusses the matter with a prominent local merchant.
2. **What's Wrong with Jyrki?** Marji's concerns about Jyrki Klemetti (location 5) have been growing lately, and she has decided to do something about it. She sends acolytes to watch over the Gilded Swan but quickly realises they stand out like sore thumbs. If the characters are members of the faith, have proved themselves honourable folk, or need her favour, she asks them to investigate the inn on her behalf.
3. **Where is Ambro?** Three days ago, Ambro Ihalempi (see "Notable Folk") decided to investigate the Gilded Swan (location 5). He has not been seen since. Having found his diary, in which he explains his intentions, Marji is frantic with worry. Will the characters look into his disappearance for her?

4. **Unwell Isak:** Isak Lempo (see "Folk Out & About") spots the characters and staggers over to them to see if they can help him. Only after a few minutes of conversation does he mention he might have the plague and that he can't afford magical healing.
5. **What's in the Cellar:** A character overhears Aatami Lempi (see #5 "Other Visitors") speaking loudly with a priest. As they do so, the priest locks eyes with the character and realises he could hive off this task to a group of brave adventurers.
6. **Fire:** Just as the characters arrive, the cry of, "Fire!" fills the air. A clumsy and unobservant worshipper has just knocked over a large candle that caught in the fold of an ornate tapestry hanging on the wall. The worshipper did not notice what they had done until the smell of smoke filled the air.

WHISPERS & RUMOURS

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

1. **Old Love Triangle:** Decades ago, Mario Oiva, Joonas Mattila and Benjam Oksanen were trapped in a complicated love triangle. The three never confirmed the rumours and wags still discuss it.
2. **Ageing Priestess:** High Priestess Marjo Oiva grows old, and the intrigues to replace her have already started. Whoever replaces her will be one of the most powerful and influential people in Dunstone.
3. **The Catacombs are Full:** The catacombs below the Bastion of Peace are almost full. Either they must be expanded or a new burial site outside town must be found. This is a subject of much debate among the clergy and worshippers. Both options are likely to be expensive and time-consuming.
4. **Change is Afoot:** Change is afoot in Dunstone, and Aavo Oksanen will—depending on whom you ask—either be good for the town or awaken things in the wilds that are best left well alone.
5. **Opportunities Abound:** Many ambitious folk have come to Dunstone intent on making their fortunes. Those seeking employment with such personages should try the Gilded Swan (location 5) or the Dwarf's Folly (location 12).
6. **Thievery on the Rise:** Compared to Languard, Dunstone is—or rather was—a quiet place little troubled by serious crime. However, there has been a steady increase in robberies, muggings, and even murders in the last year or so. This bothers the clergy at the Bastion as a lawful and ordered society is a happy, peaceful society. Anyone getting to the root of the problem would undoubtedly earn their gratitude.

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