

SEEKING AUDIENCE AT DULWICH KEEP

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

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

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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.



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

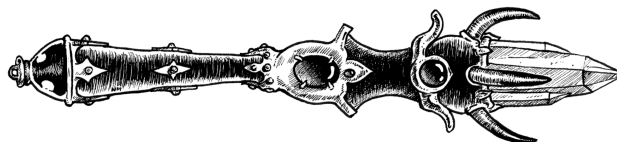
outer wall. If the figure reaches the ground, they dash across the moat and try to disappear into the town. The characters can ignore the figure, catch them to get a reward and earn influence with Tuula Tenhunen (see "Notable Folk") or help the prisoner escape.

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.



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