

SHADOWED KEEP
ON THE BORDERLANDS

LATE 2023 EDITION



5E

THE DREAD THINGONOMICON



A SYSTEM NEUTRAL CAMPAIGN DRESSING RESOURCE FOR BUSY GMS

RAGINGSWANPRESS/DREAD-THINGONOMICON

SHADOWED KEEP

ON THE BORDERLANDS

LATE 2023 EDITION



5E

Hidden deep in the borderland forest, bandits lurk in the ruined castle of a long-dead border lord. Their incessant raids draw a band of neophyte heroes to the derelict keep. There they discover fouler, more odious dangers lurk below the ruins.

Dare you brave the terrors of the Shadowed Keep to crush that which lurks within, or will darkness shroud the surrounding lands?

Shadowed Keep on the Borderlands is an adventure for 1st-level characters compatible with the 5th edition of the world's most popular roleplaying game. Although designed for the Duchy of Ashlar campaign setting, the adventure can be easily inserted into a GM's home campaign.

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*Through encroaching trees brave souls creep,
To the walls of the Ironwolf's tumbling keep,
Much blood has been spilled o'er this hidden fortress,
Whose once-fine halls echo with death's caress.*

*They say tormented souls still haunt the place,
Hearts to be broken by a child's tear-stained face,
And amid the debris, all things rotten and old,
Lost treasures await the brave and the bold.*

*But what factions and powers now hold sway,
When the ruin's great lord has had his day?
What sneaking evil guards the stout tower?
And what makes the donjon's prisoners cower?*

*They tell of a struggle day and night,
The Blood Moon are rising, growing their might,
But cutthroats and bandits yet hold their ground,
Against a tribe skulking beneath the ground.*

*Could the donjon yield up its secrets to your clever band?
Or will its dangers and villains prompt their final stand?
And could the keys to a lost kingdom soon be at hand,
'Neath the Shadowed Keep On The Borderland..?*

FOREWORD

Shadowed Keep on the Borderlands is my love letter to the adventures of my youth—chiefly *Keep on the Borderlands* and the *Village of Homlet*, both by Gary Gygax. No doubt, if you are a gamer of a “certain age” (or perhaps even older), you’ll recognise old-school themes and design choices in the ensuing pages. You might even spot some Easter eggs, as well. If you do, I hope they bring a smile to your face.

The first edition of *Shadowed Keep on the Borderland* was released in 2012 for Pathfinder 1st edition. Since then, I’ve learnt a

ton about adventure design and publishing and have played many different games and editions involving dungeons and sometimes dragons.

Frankly, I’m surprised revising the adventure took me this long. But it’s not just me. The adventure is festooned—even laden—with gorgeous new maps by mapping supremo Tommi Salama and epic new artwork by artist extraordinaire Matt Morrow. I love both their styles—the adventure is far better for their contributions.

Since I wrote the original version of this adventure, I’ve run it for multiple groups. Every game has been different, and I have many fond memories of the keep (particularly of Goblin “Stabby Stabby” Yar) and one group’s “cunning” (and ill-advised) plan to use the gelatinous cube lurking in location M6 as a crash mat. I hope your exploration of the *Shadowed Keep* spawns similar happy memories for you and your group.

LATE 2023 EDITION

This is the Late 2023 edition of *Shadowed Keep on the Borderlands*. This edition is the culmination of multiple playtests, additions, suggestions, revisions and corrections spanning over a decade of play and development.

But we aren’t done with the *Shadowed Keep*. It can get better. It will get better.

Subsequent editions of the adventure will build on what lurks within these pages. In future updates, we’ll add more detail to Dulwich, increase the size (and depth) of the caverns beneath the *Shadowed Keep*, include side-trek adventure sites and more.

This edition is the “base edition” from which all other editions of the adventure will flow. It benefits from extensive but minor revisions and typo fixes.

For you, these updates are free. Once you’ve purchased *Shadowed Keep on the Borderlands*, you unlock all future digital editions of the adventure (for your chosen edition or game).

JOIN US!

If you’ve enjoyed this adventure, please join Raging Swan Press on Patreon. Not only will you get our books before they go on general release, you’ll also get them at a discount. (And you’ll be helping us pay our freelancers a decent rate of pay!) You can join at patreon.com/ragingswanpress.

Thank you for including Raging Swan Press in your games,



creighton@ragingswan.com

October 2023,
Torquay



Shadowed Keep on the Borderlands is designed for a group of 1st-level characters. The adventure is set in the Duchy of Ashlar, which is part of the Gloamhold campaign setting but can easily be inserted into your own campaign world. The keep's location—a bluff surrounded by dense woodland—is generic enough to fit any but the most atypical campaign. Similarly, the one-time ruler of the fortress is nothing but an adventurer made good and not the scion of some noble house.

The *Shadowed Keep on the Borderlands* is a sandbox adventure—the characters can explore the various zones of the keep in almost any order. Thus the characters will find some areas easier than others, and they may never even discover other portions of the complex (particularly locations D14 - D16). Similarly, there is no time pressure during this adventure—the characters can explore the Shadowed Keep at their leisure. If you would rather a faster-paced adventure, consider placing a rival group of (black-hearted) adventurers in the area also intent on exploring the ruins. This gives the characters an impetus to explore swiftly and potentially sets up a climactic fight with the rival adventurers somewhere in the ruins!

Once the party has cleared the keep, the characters can move on to their next adventure, or they can claim the fortress as their own. In this way, the keep can become the focus of an entire campaign as the characters battle to clear the surrounding woodland of enemies (or explore the deeper caverns below the keep) while repairing the shattered fortress. The obstacles to successfully completing such a task are legion. (Refer to “Further Adventures” for more details.)

Characters completely exploring the keep and defeating all its challenges should reach 4th-level by the end of the adventure.

To run *Shadowed Keep on the Borderlands*, you need copies of the 5e core rulebooks.

CHARACTER ADVANCEMENT

Although *Shadowed Keep on the Borderland* is a sandbox adventure, various parts of the dungeon are designed for different level characters. As is traditional in old-school dungeon design, the deeper the characters get into the dungeon, the harder the challenge becomes.

ADVENTURE ZONE	CHARACTER LEVEL
The Ruined Donjon	1st
Watchtower of the Bandit Queen	2nd
Realm of the Blood Moon	2nd - 3rd
Lost Treasures of the Ironwolves*	2nd - 3rd
The Undercrypt	3rd - 4th

*Locations D14, D15 and D16 of the Ruined Donjon.

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STAT BLOCKS LISTING

All the stat blocks you need to run *Shadowed Keep on the Borderland* appear in Appendices 1-5:

- Appendix 1: Denizens of Dulwich
- Appendix 2: Donjon Denizens
- Appendix 3: Watchtower Denizens
- Appendix 4: Blood Moon Denizens
- Appendix 5: Undercrypt Denizens

The various characters and *Shadowed Keep* denizens are categorised by type below.

BEAST

Fang
Giant Rat
Giant Spider
Viper, Baby
Viper

CONSTRUCT

Animate Statue
Necrophidius

ELEMENTAL

Fire Elemental Lesser Guardian

GIANT

Razogen
Ruknar

HUMANOID (DULWICH)

Braalite Cultist
Braalite Fanatic
Braalite Priest
Saini Alanen

HUMANOID (DUNGEON)

Bareli
Blood Moon Bruiser
Blood Moon Concubine
Blood Moon Noncombatant
Blood Moon Sniper
Blood Moon Warrior
Brigand
Brigand Veteran
Cullen Asikka
Firean Maiethyl
Grinning Skull Bugbear
Jorma Lempiä
Kerkko Salme
Orc Mercenary
Reithic Yurgirn
Sar
Unto Tapio
Yar

OOZE

Gelatinous Cube

UNDEAD

Einar Ironwolf
Gravechill Skeleton
Shadow
Zombie

The table below presents a handy list of all the included stat blocks broken down by challenge and appendix.

STAT BLOCK	CHALLENGE	APPENDIX
Blood Moon Noncombatant	1/8	4
Braalite Cultist	1/8	1
Brigand	1/8	3
Fang	1/8	3
Giant Rat	1/8	2
Jorma Lempiä	1/8	4
Unto Tapio	1/8	4
Viper, Baby	1/8	2
Yar	1/8	3
Blood Moon Bruiser	1/4	4
Blood Moon Sniper	1/4	4
Blood Moon Warrior	1/4	4
Zombie	1/4	5
Bareli	1/2	3
Brigand Veteran	1/2	3
Gravechill Skeleton	1/2	5
Orc Mercenary	1/2	4
Sar, Blood Moon Shaman	1/2	4
Shadow	1/2	5
Blood Moon Concubine	1/8	4
Cullen Asikka	1	3
Giant Spider	1	2
Grinning Skull Bugbear	1	4
Kerkko Salme	1	4
Saini Alanen	1	1
Viper	1	2
Braalite Fanatic	2	1
Braalite Priest	2	1
Firean Maiethyl	2	3
Gelatinous Cube	2	4
Animate Statue	3	5
Einar Ironwolf	3	2
Fire Elemental Lesser Guardian	3	2
Razogen	3	4
Reithic Yurgirn	3	3
Necrophidius	4	2
Ruknar	4	4

THE ADVENTURE BEGINS

Sample file

ADVENTURE BACKGROUND

Forty years ago, the famed adventurer Valentin Ironwolf sought a place to make his home. Retirement was not in Valentin's heart, but the wanderlust of his youth had long since died; he now sought a corner of the world to call his own. Along with his wife, Kaarina, his young son, Einar, and his faithful retainers, he claimed the site upon which now stands the Shadowed Keep.

For the next five years, he built his home, slowly turning it into a strongly fortified position from which to dominate the surrounding woodlands. As his builders and masons laboured to build his fortress, Valentin and his wife sallied forth into the surrounding forest. Carrying sword and spell against the warring humanoids that incessantly fought over the place, they strove to push back the savage humanoids. So successful were the pair that they exterminated the Kobolds of the Ebon Scales and defeated the Orcs of the Severed Hand and the Goblins of the Blood Moon in battle.

However, looting the corpses of the fallen failed to provide enough coin for Valentin's needs. As the fighting wore on Valentin discovered he lacked the funds to both finish his home and to crush the last of his enemies. With work stalled on his fortress, Valentin sunk into a great depression and began to drink heavily. Slowly many of his servants and retainers drifted away until only his most loyal followers remained. By then, Valentin lacked the will or might to continue campaigning against his enemies. His enemies, however, had not forgotten the woes he had visited upon them, and slowly they gathered their strength and waited. Entering into a short but ultimately bloody pact, the Goblins of the Blood Moon and the Orcs of the Severed Hand united to destroy Valentin and his followers.

On a moonless night, when Valentin sat deep in his cups surrounded by his dwindling band of retainers, goblin scouts scaled the keep's once well-guarded walls. Soundlessly slaying Valentin's few remaining guards, they opened the gates to admit the Severed Hand's blood-crazed berserkers. Bloody slaughter engulfed the keep. Surprised and hopelessly outnumbered, most of the defenders died before they realised their enemies were within the walls. A few gathered in the Great Hall about their liege to make their final stand, but once the tide of violence receded, all lay stark amid the blood and gore of Valentin's shattered dream.

With their mutual enemy slain, the orcs and goblins swiftly fell to arguing among themselves. Violence quickly (and inevitably) ensued. Where man had struggled against goblin and orc, now

goblin fought orc. When this new fresh wave of violence subsided, the Goblins of the Blood Moon stood triumphant over the hacked and bloody corpses of their enemies. But the goblins' victory was a hollow one; with most of their warriors slain, their power in the region was broken. Hounded by other enemies a few months later, the Blood Moon's survivors retreated to the now-ruined keep to hide and rebuild their shattered strength.

Abandoned by humanity, Ironwolf Keep has thus stood abandoned for decades. Twenty years ago, a minor earthquake struck the area, creating a tenuous link with a network of caves deep below the keep and allowing a necrotic taint to ooze slowly into the undercrypts.

Now and then, adventurers came to poke about the ruins in search of lost treasures. Most did not return, and the keep gained a sinister aspect. Named now variously as the Shadowed Keep or Valentin's Folly, only the old and learned still refer to the ruin as Ironwolf Keep.

In the last six months or so, an increase in raids on those using the nearby roads and woodland trails has begun to affect trade between the nearby villages and towns. Folk mutter about something terrible claiming the ruins, while others blame bandits.

Whatever the truth of the matter, the locals demand action...



TIMELINE OF EVENTS

Major events involving the Shadowed Keep include:

YEAR	EVENT
-40	Valentin Ironwolf claims the location of his new home and sets about construction. He exterminates the Kobold of the Ebon Scales and defeats the Orcs of the Severed Hand and the Goblins of the Blood Moon in battle.
-35	Valentin Ironwolf runs low on funds and work on his home stalls. His followers begin to drift away.
-32	The Orcs of the Severed Hand and the Goblins of the Blood Moon attack and sack Ironwolf Keep. Valentin, his family and remaining retainers are slain.
-20	A minor earthquake opens up connections with a natural cave system below the keep.
-6 months	The so-called Bandit Queen Firean Maiethil brings her gang to the keep and uses its watchtower as a base from which to raid Ashlar's South Road.

GETTING THE PARTY STARTED

The adventure likely begins with the characters in the town of Dulwich in southern Ashlar. If you are setting this adventure in your own campaign world, consider having the adventurers start in a sizeable settlement close to the ruins. The characters will likely visit the ruins several times during this adventure, and having a nearby town they can retreat to for rest, healing, and replenishment is an important facet of the adventure.

Adventurers exploring Dulwich will inevitably discover one or more reasons to visit the Shadowed Keep. (Refer to "Starting Adventure Hooks" for more information.)

If the party is weak or inexperienced, consider running them through *Shunned Valley of the Three Tombs* before progressing to the Shadowed Keep.

BUYING EQUIPMENT

Dulwich is a decent-sized town situated on a busy trade route. Thus, all normal mundane equipment is available for purchase at normal prices. Unless detailed in the text, magic items are not usually for sale in Dulwich.

STARTING ADVENTURE HOOKS

Before the characters set forth to explore the Shadowed Keep, determine why they seek to investigate the ruins. You can use one or more of the hooks below or design your own.

WANTED BANDITS

The characters have heard of the bandit raids apparently emanating from the Shadowed Keep. As neophyte adventurers, they resolve to end the threat and claim the reward offered by Wido Gall.

Wanted posters (Player Handout 1 and 2) nailed to Dulwich Keep's gates (Dulwich location 1) and around town provide details of two particularly odious bandits. The two bandits are:

- **The Half-Orc Deserter Bareli:** Wanted for slaying her sergeant and deserting the Dulwich garrison Bareli has a bounty of 25 gp on her head.
- **The "Bandit Queen" Firean Maiethil:** Wanted for a diverse range of crimes including (but not limited to) theft, assault, murder and arson, the so-called Bandit Queen is known throughout Ashlar. She has a bounty of 150 gp on her head.

Both of the rewards are contingent on the wanted person being returned alive to Dulwich Keep. In this way, they can be tried and publicly executed as a warning to others thinking of taking up a life of banditry.

Reward

*25 Gold Crowns for the capture of the deserter Bareli
Last seen in the borderlands beyond Dulwich*



Wanted Alive

For reward: Tuula Tenbunen, captain of Dulwich

Reward

*150 Gold Crowns for the capture of Firean Maiethil
Last seen in the borderlands beyond Dulwich*



Wanted Alive

For reward: Tuula Tenbunen, captain of Dulwich

THE LOST MAPS

Saini Alanen (Dulwich location 9; NG female human; Appendix 1) believes Valentin Ironwolf owned a pair of maps showing the location of the lost dwarven hold of Vongyth. She greatly desires the maps and offers the characters 100 gp each to retrieve them from the ruined keep. She offers each character an advance of 20 gp to purchase equipment and supplies for their adventure.

Learning About Vongyth: A character making an Intelligence (History) check may know something about Vongyth. A dwarf native to Ashlar automatically knows the information revealed by a DC 15 check and gains advantage on any checks made to recall further information. A successful check reveals all information gained by a lesser check.

- **DC 10:** Vongyth was a dwarven hold known for its deep mines and industrious folk. Two centuries ago, a pair of dragons and their kobold minions slaughter or drove out the dwarves. Forty years later, the Crimson Swords—a famous adventuring band—slew the dragons and brought forth a great treasure from the ruined hold.
- **DC 15:** Adventurers sometimes go south to find and explore Vongyth in hopes of recovering lost treasures. Few return and it is assumed they never found the hold or that something terrible yet lurks in the dwarves' fallen home.
- **DC 20:** Before his death Valentin Ironwolf—enticed by the stories of the dwarves' treasure—was said to have been planning an expedition to Vongyth. Some say, he'd even found an old map or two of the place.

Saini Alanen knows all the above facts. The maps she seeks are in locations W7 and M13. More about Vongyth appears on page 32.

PERSONAL HOOKS

A character could also have a personal reason for wanting to explore the ruin. Such reasons could include:

- **Glory & Wealth:** The characters know of Valentin Ironwolf and have heard rumours of his fabulous, lost wealth.
- **The Bandits Must Pay:** Bandits have wrought some great wrong on the character. Perhaps the character's family were attacked and robbed (or even killed) by bandits. Whatever wrong has been wrought, the character desires revenge.
- **Related to Valentin:** The character is distantly related to Valentin Ironwolf. (The Ironwolf family has sired many famed adventurers over the years). Having heard of their famous relative's supposed fate, they decide to investigate the keep. Such folk may covet items displaying the Ironwolf family crest. Such treasures include a fine longsword and shield hidden in Valentin's lost treasure vault (location D16).
- **A Miasma of Evil:** Lawful good clerics, paladins and those of a similar ilk could have been troubled by a dream of a singular sinister feel. In the dream, they looked down upon a ruined borderland keep. Their gaze seemed to be able to pierce the keep and the hill upon which it stood to reveal a gathering cloud of roiling, malign darkness. Such a dream is clearly a vision from their god and may warn of a great evil

gathering in the borderlands. Discovering the ruin they dreamt of was the so-called Shadowed Keep, the character has come to Dulwich to investigate. This dream relates to the Chasm of Ebon Depths (location U6) and the sinister peril lurking far beneath.

SHADOWED KEEP LORE

A character making an Intelligence or Intelligence (History) check may know something about the Shadowed Keep. A successful check reveals all information gained by a lesser check.

- **DC 10:** Originally named Ironwolf Keep, the abandoned fortress is now known as the Shadowed Keep on the Borderland or Valentin's Folly.
- **DC 15:** Valentin Ironwolf was a skilled warrior-adventurer who built the place forty years ago. Valentin's enemies—the goblins and orcs of the surrounding woodlands—slew him, his family and retainers at the climax of a years-long, savage conflict.
- **DC 20:** Valentin was a successful adventurer and was rumoured to have hidden his treasure at the keep.

WHISPERS & RUMOURS

The characters will likely want to learn as much about the Shadowed Keep as possible. A character spending 1d4 hours (and 2d6 sp on drinks and bribes) asking around in taverns and markets may learn something about the Shadowed Keep. Such a character making a DC 10 Charisma check learns one rumour and one additional rumour for every 5 points by which their check exceeds DC 10. If the character spends 2 gp or more on drinks and bribes, they gain advantage on their Charisma check.

D20 RUMOUR

1 ^{PF}	Valentin Ironwolf was fantastically wealthy and hid much of his loot in a secret treasure vault below the keep.
2-3 ^F	Kaarina Ironwolf owned a magnificent necklace of gold and pearls that disappeared with the fall of the fortress.
4-6 ^{PF}	Wolves lurk in the woodlands surrounding the keep; some have preternatural powers of stealth.
7-9	Bandits lurk in the ruins; led by a vicious she-devil they rob and murder those using the nearby roads. Ex-soldiers and thieves make up their ranks.
10-14	Goblins lurk in the ruins, claiming the cellars below the place as their realm. Not as numerous as they once were, the goblins still pose a threat to travellers and adventurers alike.
15-17	Two levels of cellars lie below the keep. The sole survivor of a previous expedition also spoke of an even deeper network of natural caverns.
18-19	A chapel lies below the keep; undead and other guardians may lurk within.
20	A ghost lurks in the donjon—the pitiful remnant of one of those who died during the keep's fall.

PF = Partially false rumour; F = False rumour

DULWICH

Sample file

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 is 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 have begun to 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 environs. 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 vulnerable.
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 the nearby villages often come to Dulwich to trade. Dulwich is an important centre of commerce in the duchy. If Wido Gall succeeds in taking control of 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 judging 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 incense.
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 straying.
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' necks.
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 merchant with offal.

NOTABLE LOCATIONS IN BRIEF

Most of Dulwich comprises peasant 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 particularly 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 the most renowned jeweller in Dulwich. She dwells in the top floor of this three-storey building. She might not always 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 and well-to-do. The Black Cats—a gang of skilled burglars—have infiltrated the place 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 of this building 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:** The town graveyard; recently, rumours of strange goings-on have begun to cluster about the catacombs and surrounding 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 visitors to Dulwich and locals. 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 cult dedicated to Braal.
15. **Badger's:** Guarded by loyal mercenaries, this crenellated manor is a bank, moneychangers and private 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 DULWICHIAN 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 house'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 the mask she wears.
- 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.

DULWICH



50 100 250 FEET

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 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—the guild's operations 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 settles 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 city, Languard, Dulwich does not have a single, 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 a proportion of their take to 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 halfling burglar Almina Mastonen (CN female halfling **spy**) leads the Black Cats gang. Popular with the peasantfolk, as the gang is generous with their ill-gotten gains, the Black Cats maintain several safe houses about the town. Almina works at the exclusive 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 Vilmzair'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 their adventures, the characters are likely to spend some time exploring 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 12)
Squalid	1 sp	Dulwich Poorhouse (location 12)
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, it is possible to sell and buy such items in the town. The best place to do either is Badger's (location 15), as its owner, Bernhard "Badger" Ilmatovia, often sells magic items for clients.

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 uncovered:

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 whose ostlers are more than happy to take the characters' 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 (page 12) or the Shadowed Keep Whispers & Rumours table (page 10) as you deem appropriate. They may also discover other adventure hooks.

CAROUSING WITH THE LOWER CLASS

Carousing at the Golden Skull costs 10 gp per week and introduces the character to Dulwich's lower class. While carousing with the lower class, the character may hear the following adventuring hooks:

D20	HOOK	LOCATION
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. While carousing with the middle class, the character may hear the following adventuring hooks:

D20	Hook	LOCATION
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. While carousing with the upper class, the character may hear the following adventuring hooks:

D20	Hook	LOCATION
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 other serious injuries in Dulwich between adventures. The character can do this at their lodgings (perhaps at the Dancing Bear or the Three Bells) or can 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 things:

- End one effect preventing 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 Alanan'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. There are ample opportunities to do so in Dulwich. Characters can pay for a modest lifestyle while working.

MERCENARY WORK

Mercenaries are always in demand in Dulwich. Whether needed to guard a merchant train or protect the lumber guild's workers as they cut and dress wood from 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 either their employer or another mercenary guard—who may be useful in the future. Characters making a Charisma check of DC 5 or less instead 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.

NOTABLE LOCATIONS

1: DULWICH KEEP

Completed a few decades ago, this small squat keep sits on a man-made hill surrounded by a dry moat. A stone wall, 25 ft. 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.

NOTABLE FOLK

- **Tuula Tenhunen** (LN female half-orc **knight**) leads the town guard within 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 the 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.

ADVENTURE HOOK

- **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.

2: THE LAWGIVER'S HALL

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.

NOTABLE FOLK

- **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 she must soon choose a side.

ADVENTURE HOOK

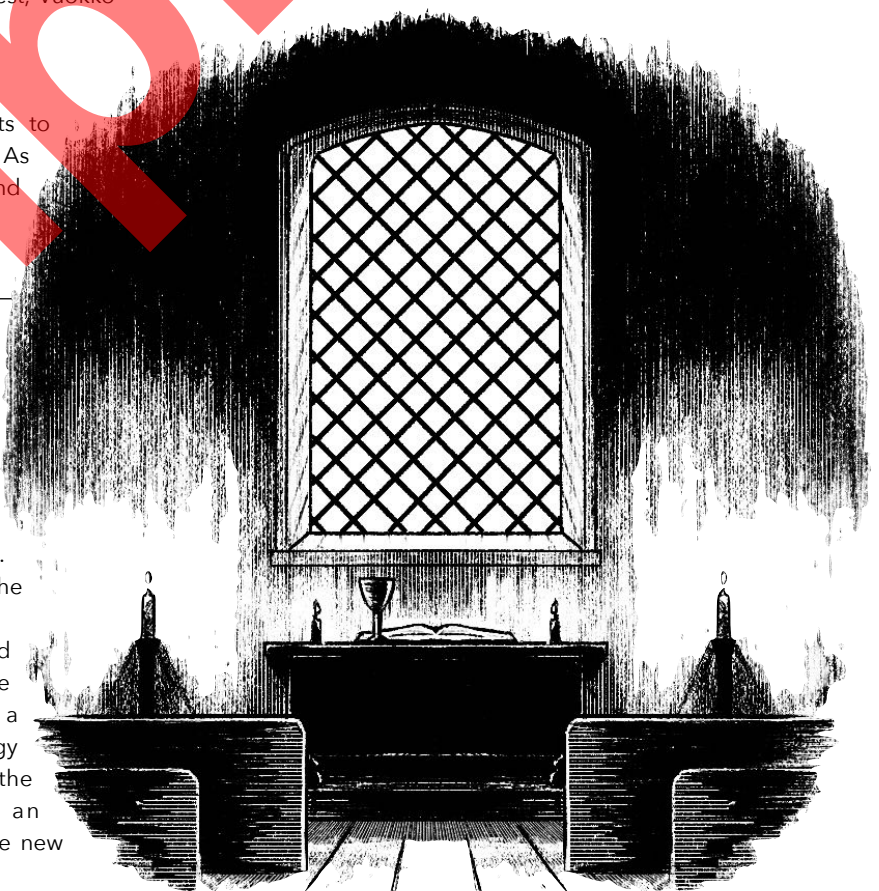
- **Grave Matters:** The odd happenings at Dulwich Cemetery (location 10) concern Vuokko Laiten and she wishes she knew trustworthy folk to investigate the matter.

3: LUMBERYARD AND GUILD HALL

Such is the rich lumber guild's influence that a small gate pierces the town wall near the lumber yard. Within these large buildings, trees are processed into lumber 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 guilds in an effort to form an alliance.

NOTABLE FOLK

- **Ossi Karppanen** (LN male human **commoner**) is a shrewd man with an eye towards politics. As profits increase (and thus taxes imposed by the nobility), Ossi desires more and more to



replace the ruling noble class with a council of merchants. He believes a merchant council will lead to greater riches and expansion of Dulwich. To this end, Ossi has spies everywhere, even manipulating temple politics and using the Shadow Spiders for intimidation.

ADVENTURE HOOK

- **Spies:** Ossi is always open to hiring spies as well as mercenaries to protect the woodcutters who risk life and limb venturing anywhere near the Forest of Gray Spires.

4: THE DANCING BEAR

A 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 mementos 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 5 sp a night. The room is large and well—if plainly—furnished.
- **Lifestyle:** Characters staying at the Dancing Bear can enjoy a modest (1 gp/day) or comfortable (2 gp/day) lifestyle.

If the characters have gemstones for sale, Nurlon sends them to his sister, Nalthra (location 5).

NOTABLE FOLK

- **Nurlon Rekunen** (LG middle-aged male half-elf **veteran**) Nurlon 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.

ADVENTURE HOOK

- **Other Places:** 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.

5: NALTHRA'S JEWELLERY

This opulent three-storey tower shop is owned and operated by Nalthra Rekunen. The first floor comprises a large showroom of exquisitely hand-crafted jewellery, while the second floor serves as a workshop. Nalthra lives on the third floor.

Lately, 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 and makes it well-known she is willing to buy gemstones. She might not always offer them the fairest price, but she is consistent and can handle large purchases.

NOTABLE FOLK

- **Nalthra Rekunen** (N middle-aged female half-elf **commoner**) is the most renowned jeweller in Dulwich, which is not surprising considering she has over a century of experience. Unlike her brother, Nalthra embraces her elven heritage and the mystery it bestows.

ADVENTURE HOOK

- **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 to the north. Nalthra could hire the characters to transport a finished piece to a customer at the Black Tower.

6: THE EAST GATE INN

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.

NOTABLE FOLK

- **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 pick her marks easily.
- **Holg Torntusk** (NG male half-orc **guard**) loves working at the East Gate. The inequity of the inn's customers' wealth 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 Inn 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.

THE BLACK CATS

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.

ADVENTURE HOOK

- **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 practises and then laments that no one has thus far been able to shut down their base of operations—the Golden Skull (location 7).

7: THE GOLDEN SKULL

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' guild, 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 can be found here, cheering on their 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.
- **Lifestyle:** Characters staying at the Dancing Bear can enjoy a poor (2 sp/day) or modest (1 gp/day) lifestyle.

NOTABLE FOLK

- **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.

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.

ADVENTURE HOOK

- **New Spiders:** Voitto 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.

8: ERONEN'S SAFE TRAVELS

This long stone and wood two-storey building looks out over the street, a sign depicting a pair of booted feet over its stout wooden door. 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.

NOTABLE FOLK

- **Henni Eronen** (CG female human **scout**) enthusiastically greets customers to her "humble establishment". Previously, some customers have misinterpreted her friendliness as romantic interest, which baffles her. With pale blue eyes and mousy blond hair, however, Henni is an attractive woman accepting her missing left arm. She needs no partner, though, enjoys living on her own, and resents any suggestion that she might need help.

ADVENTURE HOOK

- **Mercenary Guards:** Henri is always willing to give fellow adventurers some advice or help them get jobs guarding caravans or serving as wilderness guides.
- **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 making the same mistake she made.

9: SAINI ALANEN'S HOUSE

This stone, towered, three-storey house is home to the town'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, studying local ancient history.

NOTABLE FOLK

- **Saini Alanen** (NG female human; Appendix 1) 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 the town. She wears modest robes of red velvet and is always neatly turned out—as befits her role as Dulwich's librarian.

ADVENTURE HOOKS

- **Fallen Vongyth:** Saini has recently become fascinated with the stories of fallen Vongyth—a dwarven hold that lay somewhere to the south, and would love to learn more about it. She offers to buy from the party any maps, journals or artefacts to do with the place.

- **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.
- **Bring Me Lost Lore:** Saini occasionally hires adventurers to poke about forgotten places for lost lore.

10: CEMETERY AND CATACOMBS

The Dulwich cemetery lies (appropriately) adjacent to the Lawgiver's Hall. 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 a former 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 dwarf cleric, Orkus Drakar, has made a section of the ancient, benighted ruins his home.

NOTABLE FOLK

- **Orkus Drakar** (CE male dwarf **priest** [Braal]) went mad during an adventure deep in Gloamhold's benighted depths. Consequently, Orkus turned to worshipping Braal. Thoroughly insane, Orkus enjoys animating the corpses in the Dulwich Cemetery and letting them run amok. To him, it's harmless fun and a diversion while he waits for further, more destructive, visions from his god.

ADVENTURE HOOK

- Occasionally, the town pays for adventurers to clear out certain areas of the catacombs and ruins.
- High priestess Vuokko Laiten (location 2) is concerned about the odd happenings at the cemetery and could hire trustworthy adventurers to investigate.

11: DULWICH MARKETPLACE

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.

NOTABLE FOLK

- **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.

ADVENTURE HOOK

- 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.

12: DULWICH POORHOUSE

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 in exchange for work or a poor lifestyle 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 in some way.

NOTABLE FOLK

- **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.

ADVENTURE HOOKS

- **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 the place to better his lot. He is a coward, however, and is useless when danger appears.

13: VILIMZAIR'S ARMS

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 supposed 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 drink 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).

NOTABLE FOLK

- **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.

ADVENTURE HOOK

- **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.

14: THE CROOKED HOUSE

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—plunges deep below the three-storey house.

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 a subject of some 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.

FOR SALE

The Crooked House offers most normal 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.

NOTABLE FOLK

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

THE CULT

The small Braalite cult centred on the Crooked House comprises the Ilmarinen family and several of their servants (**Braalite cultist**; Appendix 1). They meet on the first day of every month to venerate their vile patron in the house's deepest, mould-ridden cellar. Sometimes, they kidnap a homeless person, vagrant or lone traveller. Such unfortunates invariably die horrible, soul-wrenching deaths.

ADVENTURE HOOK

- **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.

15: BADGER'S

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

Bernhard offers a range of discreet storage options for his clients as well as 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.

NOTABLE FOLK

- **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 nobility.

ADVENTURE HOOKS

- **Auction:** Bernhard will soon host an exclusive auction at Badger's. He is acting on behalf of an anonymous seller with several magic items for sale. Rumours swirl about town as to exactly what items will be put up for auction. Several adventurers from Languard and elsewhere in the duchy come to Dulwich in preparation for the auction. Such folk are an excellent source of news and rumour.
- **Safe Storage:** The party have retrieved something too valuable to sell immediately and too heavy to be easily portable. Several helpful folk suggest they store the item at Badgers.

16: THE THREE BELLS

A stone's throw from Lawgiver's Hall (location 2), the Three Bells is popular with Conn's faithful. The inn is also a favoured destination of pilgrims come to worship at the church and is often full of such transient folk. Several of the 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 minted lamb a stew; 3 sp), mug of ale (4 cp), pitcher of good wine (2 sp).
- **Accommodation:** A standard room costs 5 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 Lawgivers 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 an outwardly welcoming inn, the Three Bells is a place of horror and death. Its landlord, Valto Ilakka, is a 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.

NOTABLE FOLK

- **Ostler Valto Ilakka** (NE middle-aged male human **assassin**) runs the Three Bells, as did his father and his father before him. Outwardly cheerful and possessing 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 landlord.

ADVENTURE HOOKS

- **Stolen Relic:** A holy relic has been stolen from the Lawgiver's House. The chief suspect, Inga Kare, stayed at the Three Bells, and speculation runs rampant that she used the old tunnel to perpetrate her crime. She has now disappeared, however.

Vuokko Laiten, high priestess of Conn, demands the truth of the ancient tunnel be ascertained—perhaps Inga yet hides within? In reality, Inga has already fallen prey to Valto's depredations.

- **Missing Pilgrim:** A pilgrim, Aino Helliikki, went missing during her visit to Dulwich. Her sister, Martta (LN female human **commoner**), comes to 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.





THE SURROUNDS

Sample file

THE SURROUNDING WOODLANDS

The Shadowed Keep stands at the end of an overgrown trail upon a wooded bluff overlooking a steep-sided valley. A small pack of wolves dwells in the wood as does a black bear. Characters wandering the woods may also encounter small hunting parties of bandits and goblins skulking in the gloom.

Beyond the Shadowed Keep, several other locations of interest lie in the woodland to the south of Dulwich. While this adventure cannot provide comprehensive detail of all these locales, some of the more prominent and interesting are detailed below to enable further design and development.

TRACKS & TRAILS

A network of tracks and trails honeycomb the woodlands to the south of Dulwich. Dulwich itself stands on the South Road, which skirts the southern edge of the Salt Mire and links the western and eastern portions of the duchy. This road—a vital artery for commerce in Ashlar—is well-travelled and heavily patrolled by Wido Gall's loyal troops. Still, banditry is a constant menace.

RANDOM ENCOUNTERS

Characters exploring the area around the keep may encounter some of the denizens lairing nearby. Alternatively, they may encounter some of the creatures dwelling in the keep. Every hour the characters are in the area surrounding the ruin, they have a 1 in 20 chance of encountering something. Roll on the table below to determine what the characters encounter.

D20 ENCOUNTER, EVENT OR DISCOVERY

- | | |
|---|---|
| 1 | Tracks: The characters discover bandit tracks. A DC 15 Wisdom (Survival) check identifies the tracks as those of four humans. They lead toward the keep. |
| 2 | Crossbow Bolt: A crossbow bolt sticks in a tree. Judging by the moss growing on the tree's trunk and the bolt's shaft it has been here for some time. |
| 3 | Bandits: This group comprises one brigand veteran and three brigands ; they are only interested in attacking defenceless travellers. If the characters have previously attacked the Shadowed Keep's watchtower, the bandits unleash a volley of crossbow bolts before fleeing. This encounter does not occur at night. |
| 4 | Wolves: Searching for food, two wolves attack the party, and focus their attention on the smallest character. A wolf reduced to half hit points, flees. |
| 5 | Campsite: The characters discover a recently used campsite. A DC 15 Wisdom (Survival) check reveals the campsite was used two days ago by a small group of man-sized humanoids. |
| 6 | Goblins: Three Blood Moon warriors sneak through the wood searching for victims. They only attack small or weak groups; otherwise they retreat to warn their master of intruders. |

- | | |
|----|---|
| 7 | Goblins: Six Blood Moon warriors search for bandits to kill and loot. Emboldened by their numbers, they attack from ambush, if they get the chance. |
| 8 | Black Bear: The bear shambles out of a deep thicket. It is initially indifferent to the characters and attacks only if provoked. It dwells in a small, dry cave nearby. |
| 9 | Discarded Sack: A small sack lies in the undergrowth (DC 15 Wisdom [Perception] spots); it holds four day's worth of trail rations, a waterskin and a pouch containing 15 sp. |
| 10 | Ruined Cottage: Perhaps once the home of a charcoal burner or hunter this cabin was abandoned years ago. Its roof has collapsed and its small root cellar is all but filled with leaves and other wind-blown detritus. (The cellar could make a good wolfs' den). |
| 11 | Heavy Rain: Heavy rain pummels the woodland. Characters not seeking shelter quickly get soaked (and miserable). The rain lasts for several hours. |
| 12 | Quiet Woods: One of the characters notices the woods have gone unnaturally quiet, all of a sudden. Is something creeping up on them or are they about to make an unwholesome and distasteful discovery? |
| 13 | Deep Thicket: The trees grow tall and close together, here. Gloom blankets the forest floor and going is slow. Treat the area as difficult terrain. |
| 14 | Meadow: A huge fallen tree has created a break in the forest canopy. In the sunlight, a wide swath of wild flowers and small bushes have taken hold. |
| 15 | Deer: Rustling nearby presages the appearance of two deer. The pair bolt, if the characters make sudden movements or attack them. |
| 16 | Webs: Thick webs festoon the branches of a dense stand of trees filling a small hollow. The hollow is gloomy and cold. Herein dwell four wolf spiders . |
| 17 | Burial Cairn: An old burial cairn of tumbled stone stands atop a low rise. The remains of a black flag bearing a rampant stag hangs listlessly above the cairn. |
| 18 | Dead Goblin: A decomposing goblin corpse lies sprawled under a bush. A crossbow bolt protrudes from its back. The body has been comprehensibly looted. |
| 19 | Unicorn: A unicorn grazes on the grass in a small clearing. If the characters are goodly, the unicorn, Vilimza, may speak with them or even heal the party's injuries. This is a good random encounter to run if the characters are lost or need critical information. Vilimza does not join the party. |
| 20 | Double Trouble: Two encounters occur at the same time. Roll twice more on this table to determine what happens; re-roll any subsequent result of 20. |