

# VISITING THE LUMBERYARD

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

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

## CREDITS

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## CONTENTS

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

## USING THIS MINI-EVENTURE?

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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 Lumberyard and Guild Hall. Mini-eventures are an excellent change of pace and can be used as filler between adventures or as situations in which characters who have invested in social skills can shine. They are also perfect for players who enjoy role-playing.

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

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



## THE LUMBERYARD AND GUILD HALL

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

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

### THE YARD AND GUILD HALL BY DAY

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

### THE YARD AND GUILD HALL BY NIGHT

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

### NOTABLE FOLK

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

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

## FOLK OUT & ABOUT

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

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

## WHAT'S GOING ON?

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

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

## OPPORTUNITIES & COMPLICATIONS

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

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

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

## WHISPERS & RUMOURS

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

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

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