

CONSULTING WITH SAINI ALANEN

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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USING THIS MINI-EVENTURE?

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

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

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



SAINI ALANEN'S HOUSE

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

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

SAINI ALANEN'S HOUSE BY DAY

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

SAINI ALANEN'S HOUSE BY NIGHT

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

NOTABLE FOLK

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

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

FOLK OUT & ABOUT

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

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

WHAT'S GOING ON?

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

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

OPPORTUNITIES & COMPLICATIONS

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

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

WHISPERS & RUMOURS

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

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

THINGS FOR SALE

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

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

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