

PRAYING AT THE LAWGIVER'S HALL

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

Design: John Bennett and Creighton Broadhurst

Development: Creighton Broadhurst

Art: William McAusland. Some artwork copyright William McAusland, used with permission.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2022.

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit patreon.com/ragingswanpress

CONTENTS

Credits.....	1
Contents.....	1
Using this Mini-Eventure?	1
Praying at the Lawgiver's Hall.....	2
The Lawgiver's Hall By Day.....	2
The Lawgiver's Hall By Night.....	2
Notable Folk.....	2
Folk Out & About.....	2
What's Going On?	3
Opportunities & Complications.....	3
Whispers & Rumours	3
What's For Sale	3
OGL V1.0A.....	4

USING THIS MINI-EVENTURE?

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

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

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



OSR

PRAYING AT THE LAWGIVER'S HALL

The Lawgiver's Hall is location 2 on the Dulwich map.

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.

THE LAWGIVER'S HALL BY DAY

The Lawgiver's Hall is busy during the day. Folk come here to worship, get advice or meet fellow worshippers. Additionally, workmen are often in attendance repairing stonework, fixing furniture and so on.

THE LAWGIVER'S HALL BY NIGHT

After the last service of the day, the cathedral is quiet; a few worshippers linger for private prayer or reflection. A priest is in attendance all night to aid visitors, but the private areas of the cathedral are locked up. The clergy are not stupid; they know the faith is perceived as wealthy, and they do not make themselves easy marks for thieves.

NOTABLE FOLK

Some folk are often encountered at the Lawgiver's Hall.

- **Vuokko Laiten** (LN female human cleric [Conn] 3) 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 that she must soon choose a side.
- **Mikael Tuntia** (LN male human cleric [Conn] 2) serves as Vuokko's lieutenant and deputy in all things. He is more than in a little love with Vuokko and gladly does anything she asks. Mikael is stout, has a horrendous haircut and is terrible at concealing his feelings.
- **Maija Vartia** (LN female human fighter 3) oversees the cathedral guard—a 14-strong group of warriors who protect the hall and watch over its priests when they are abroad in the town or the wider duchy. She is strict, disciplined and well-respected.

FOLK OUT & ABOUT

While the characters are at the Lawgiver's Hall, they may encounter one or more folk of interest.

1. **Lempe Toivettu** (LN male human cleric [Conn] 1) serves Wido Gall and reports on all events of importance occurring at the hall. This stick-thin middle-aged man appears friendly, but perceptive characters get the feeling he is pumping them for information when they speak with him. He serves Gall through a mix of fear and avarice—Dulwich's lord pays him well but has also hinted at the awesome magical powers he could unleash on those who displease him.
2. **Heta Tiera** (LN middle-aged female human) owns a small carting business and has come here to seek the clergy's advice on expanding to Longbridge. She seeks Vuokko's (see "Notable Folk") blessing and support. If she perceives the characters are adventurers, she tries to hire them as guards. She is comparatively wealthy but does not pay well. She's also quite acidic in her dealings with people she perceives as beneath her.
3. **Frans Koira** (N male human fighter 3) wants magical healing. Two thieves set upon him last night and wounded him before he near-beat them to death. He is evasive about the cause of the wounds, which could be seen as suspicious. Frans is in Dulwich as a spy, and he tries to keep a low profile. He is clever, handsome and personable. If the characters have dealings with important Dulwichian folk, he tries to join their group.
4. **Ahti Asikka** (N male human) wants influence in the town and isn't afraid to pay for it. He has come here to make a large donation to the faith's coffer, and he wants people to notice. Ahti is loud, slightly obnoxious and full of a sense of his own grandeur. He is also overweight, finely dressed and accompanied by a small crowd of hangers-on.
5. **Lotta Otra** (N female human thief 2) plans to lift some of the church's finer, more portable decorations. She's hanging around in the shadows pretending to be deep in prayer. She is casing the church; she knows it is quieter at night but is here to get a feel for the place and its staff. If the characters pique the interest of this plain-looking and nondescript quiet woman, she follows them to see if they might be easier marks. She carries only a dagger and the tools of her trade; she immediately flees if challenged.
6. **Maarit Kurikka** (LN female human cleric [Conn] 1) hails from Languard and has come to Dulwich to serve at the cathedral for a year. She will not say what brought her here—perceptive characters get the impression she is ashamed of something—but she knows much of Languard's recent events. She is desperate to make new friends and willingly shares what she knows.

WHAT'S GOING ON?

While the characters are at the Lawgiver's Hall, one or more things from the list below may occur.

1. **Busy:** The hubbub of conversation spills over the characters as they enter the hall. Many folk are here, and no priest is immediately available to speak with them.
2. **Quiet:** The characters have arrived at the hall during a rare peaceful moment. If they seek the attention of a priest, they can quickly secure such.
3. **Atypical Service:** The characters arrive while an atypical service—perhaps a wedding or funeral—is in progress. They must wait until it is over to get the attention of a priest. If they are not patient and respectful, they are politely asked to leave.
4. **Injured Believer:** A member of the congregation has been badly injured. As the characters arrive, two commoners push past them, carrying their friend on a makeshift stretcher. The injured commoner has just been run over by a cart and is near death.
5. **Heavy Rain:** Rain hammers Dulwich, and the cathedral roof begins to leak in a few places. Acolytes bring out buckets to catch the leaks. Clearly, the clergy need more donations to fix the roof; they aren't shy at making this point obvious to everyone present.
6. **Workmen:** Workers are preparing to repair a piece of masonry by erecting a wooden scaffold against a wall. They are loud, and the sound of their work fills the air.

OPPORTUNITIES & COMPLICATIONS

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

1. **Grave Matters:** The odd happenings at Dulwich Cemetery (location 10) concern Vuokko Laiten (see "Notable Folk"), and she seeks trustworthy folk to investigate. If she has had prior agreeable dealings with the characters, she approaches them about the matter.
2. **Merchants-at-Arms:** Two merchants are arguing violently over who gets the honour of supplying the clergy with ale and wine. The two are close to blows and decide trial by combat is the best way to resolve the problem; they both immediately try to hire a character as their champion.
3. **Favour for a Favour:** If the characters seek a favour from the clergy—perhaps magical healing or advice—Vuokko Laiten (see "Notable Folk") waives the fee in return for the characters investigating the odd doings at the Dulwich Cemetery (location 10).
4. **Who Are You?** Maija Vartia (see "Notable Folk") takes an interest in the characters. She strikes up a conversation to learn more about them. This could be good or bad for them, depending on how they answer.
5. **Fire:** Someone accidentally knocks over a candle which sets fire to a tapestry; minor panic ensues.

6. **Perching Owl:** A white owl has flown into the cathedral and started nesting high up in the rafters. Some of the clergy want it gone, while others see it as a good omen.

WHISPERS & RUMOURS

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

1. **Murder Most Foul:** Taistro Rintala—the hall's previous high priest—was murdered! Dulwich's politics is fractious at the moment, and many powerful folk had reason to install their puppet as high priestess.
2. **Intrigues and Donations:** The cathedral has recently received several large donations. Various wealthy worshippers seek to sway the priesthood into their camp—for what purposes, it is hard to say.
3. **Reluctant Leader:** Vuokko Laiten (see "Notable Folk") didn't want to be high priestess; she was the compromise between the various factions jockeying for power. Everyone thinks they can influence her.
4. **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.
5. **Inept Leader:** Vuokko Laiten (see "Notable Folk") is too young and inexperienced to be the high priestess. She should be replaced by someone older with more presence in the community.
6. **Sickness Stalks the Land:** Sickness lurks in the Salt Mire. The village of Ashford is beset with plague, and now rumours tell of the Salt Mire's lizardfolk falling ill.

WHAT'S FOR SALE

Some of these items may be for sale at the Lawgiver's Hall.

1. **Holier Water (4; 75 gp a vial):** These small silver vials hold concentrated holy water, which is twice as effective as normal holy water.
2. **Silver Mace (300 gp):** Intended as a ceremonial item, this beautiful two-handed mace could also serve as a potent weapon against vampires and the like. It is superbly forged and well-balanced.
3. **Law and Duty (150 gp):** This thick, ornately illuminated book sets out Conn's teachings in great detail. It is the bedrock of the faith and the perfect gift or bribe for a believer or priest.
4. **Statuette of the Father (200 gp):** This ivory statuette shows Conn dispensing justice. Conn is depicted holding a mace in one hand and a big book in the other.
5. **Magic Healing Potion (800 gp):** This plain iron vial holds a *potion of extra-healing*.
6. **History of Dulwich:** This treatise on Dulwich is a copy of the original, which is held in the church's vault. Some details have been changed in the text to strengthen Wido Gall's claim to the village of Longbridge.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Gloamhold Campaign Guide. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

Town Backdrop: Dulwich. ©Raging Swan Press 2017; Author: John Bennett.

City Backdrop: Languard. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

Praying at the Lawgiver's Hall. ©Raging Swan Press 2022; Author: John Bennett and Creighton Broadhurst.

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Praying at the Lawgiver's Hall* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of John Bennett and Creighton Broadhurst to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.

