

PRAYING  
— AT THE —  
TOWER OF THE SWORD

A RAGING SWAN PRESS MINI-EVENTURE





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# PRAYING AT THE TOWER OF THE SWORD

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*La The Duchy of Ashlar is small and constrained. Always, the forces of evil and shadow press inwards upon its borders. If it were not for a stout few, death and darkness would have long ago overwhelmed the land. Dunstone was once Ashlar's northern bulwark. Now, it is a dangerously sleepy and insular place. Wicked humanoids yet lurk in the dark forests and deep valleys of the surrounding hills. Abandoned mines and crumbled ruins stud the surrounds, calling with their siren song to bold adventurers. To the west, lies the time-worn, oft-cursed ruin of the ancient Nameless Monastery.*

*Not all dangers lurk without. Folk—both fair and foul—have plans for Dunstone. Change is coming, to the Town on the Borderlands.*

*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 Dunstone, this mini-eventure can easily be used with almost any town or city.*

## CREDITS

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## 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 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.



## PRAYING AT THE TOWER OF THE SWORD

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The Tower of the Sword, a three-storey granite tower with attached buildings, serves as both a place of worship for Darlen's faithful and a garrison for a contingent of the Knights of the Eternal Watch.

Father Joonas Mattila serves as high priest and commander of the knights (who are mostly bored, miscreant scions of the duchy's elite families and crusty, old men living in the past). The knights patrol the countryside, rounding up stray cattle and sheep while avoiding their real purpose for being in Dunstone—defending the town from the foul humanoids lurking in the Mottled Spire. (This attitude is something Aavo Oksanen wishes to change, but thus far he has found the order tremendously entrenched in its ways).

When the Tower was built, the Darlenites were entrusted with guarding a sacred relic of their faith, the longsword *Heaven's Vengeance*. The weapon was wielded by an old hero of the faith and has great symbolic meaning to the temple's clergy and worshippers. Father Joonas recently discovered the weapon missing—he presumes stolen—but so far has not told anyone as he desperately seeks the thief.

### THE TOWER OF THE SWORD BY DAY

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By day, the tower is open to all visitors. Plate-clad guards flank the tower's entrance, and at least one acolyte is always on hand in the Hall of Worship. The morning service—held at daybreak—is the busiest time of the day.

### THE TOWER OF THE SWORD BY NIGHT

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At night, the tower is considerably quieter than during the day. After Dusk Song, most of the worshippers depart, the collection plate is emptied and the clergy retire to rest, perform personal projects and otherwise relax. The temple doors are not locked at night, but guards stand vigil throughout the dark hours.

### NOTABLE FOLK

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Some folk are often encountered at the Tower of the Sword.

- **Father Joonas Mattila** (LG old male human **priest** [Darlen]) desperately seeks *Heaven's Vengeance*. Worry over the relic's fate has aged the already old cleric. While still vigorous, for an old man, he is far past his peak and knows he cannot hope to retrieve the weapon without aid. Joonas is a good man, but his leadership of the knights has been lacklustre at best.
- **Lusia Paasia** (LG female human **knight** [Darlen]) knows something is wrong with, or bothering, Father Joonas. She is an inquisitive woman prone to assuming the worst and so has been watching Joonas carefully these past months. Lusia has a reputation as a strict orthodox believer. She does not suffer unbelievers gladly and preaches to all such folk she encounters.

## OTHER VISITORS

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While the characters are at the Tower of the Sword they may encounter one or more folk of interest.

1. **Iisak Meurakas** (LN male human **veteran**) visits the temple in search of healing and respite. While adventuring beyond the Selka, he was scratched by a ferocious wolf, and he has been feeling unwell ever since. With deep bags under his eyes and a spasming left hand, he does not look well. Unfortunately, Iisak lacks the requisite coin to pay for magical healing.
2. **Katri Nousia** (NG female human **veteran**) believes there is more to life than simply slaying monsters and stealing their loot. What that is, though, remains open to debate. She has come to the tower to learn more about Darlen's faith and is happy to talk philosophy and religion with anyone. She has an intensely inquisitive mind and has the aptitude to join the priesthood.
3. **Kaarle Ehtaro** (LG male human **acolyte** [Darlen]) prays devoutly before the tower's altar. Newly arrived in Dunstone, Kaarle greatly desires to battle the forces of evil he is certain lurk beyond the Selka. He is forthright, decisive and seeks a suitable band of heroes to join. He is—sadly—inflexible on matters of the faith, and has been marked as a troublemaker by some of his fellow priests. Thus, if anyone enquires about “adventuring clerics” Kaarle's name is at the top of that list.
4. **Magdaleena Janakka** (N young female **commoner**) hangs around the temple in the hopes of securing coin from the worshippers. She's not a beggar as such but has realised worshippers here can be a good source of easy money. She is knowledgeable about Dunstone, its ways and citizens, and she would make an excellent guide and assistant for an adventurer new in town.
5. **Serafia Ikuturso** (LG female human **knight** [Darlen]) believes the defenders and folk of Dunstone have largely lost their way. She has recently received a vision—she believes from Darlen himself—which troubles her greatly. In it, she saw a gleaming silver sword lying in a dark cave. By the sword's soft glow she could make out something huge, red and scaly moving in the shadows. Thus far, few have given any credence to her vision.
6. **Heikki Kaleva** (NE male human **spy**) plots to burgle the temple's vault for he believes (correctly) the clergy are far richer than they let on. The tricky matters of the temple's defenders, and perhaps magical guardians and traps, vex him. If only, some kind of distraction could be arranged. Heikki prefers to work alone. He has heard the rumours of a nascent thieves' guild in the town but doesn't want to share his loot with anyone. Heikki is a master of disguise and is currently masquerading as a simple farmer—who has lots of questions about the temple, its folk and so on.

## WHAT'S GOING ON?

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While the characters are at the Tower of the Sword, one or more things from the list below may occur.

1. **In Prayer:** The clergy are leading the faithful in prayer. The service—a special one convened to pray for a member of the congregation lost in the lands beyond the Selka—cannot be interrupted.
2. **Argument:** Two members of the clergy are engaged in a fierce theological debate. There is no danger of violence, but the two's positions seem almost diametrically opposed.
3. **Empty:** But for an acolyte tending the temple's candles, the Hall of Worship is empty. The characters experience a rare moment of calm amid Dunstone's bustle.
4. **Sobbing Worshipper:** A priest sits at the back of the temple whispering quietly to a man who sobs uncontrollably. This could be Heikki Kaleva (see "Other Visitors" #6) or a genuinely upset visitor.
5. **Barking Dog:** A stray dog noses around outside the tower, and takes a dislike to one of the guards. The dog starts barking and will not stop.
6. **Dark Clouds:** Dark clouds shroud the tower in deep shadow. Perceptive characters note the shadows around the tower seem deeper than those in the surrounds. Is this a fell omen?

## NOTABLE THINGS FOR SALE

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Roll on this list, to determine what notable items or services are available for sale at the Tower of the Sword:

1. **Silvered Holy Water (6; 40 gp each):** These vials of holy water have been treated with extra powdered silver to increase their efficacy against the undead. Unlike normal holy water, they deal 4d6 damage on a hit.
2. **The Blazing Shield (280 gp):** Darlen's symbol—the rising sun—emblazons the front of this heavy steel shield and its matching thick canvas cover. The shield's symbol has been treated with a *continual flame* which blazes forth when the shield's cover is removed.
3. **Scripture of Law (100 gp):** This vast tome details teachings, stories and lessons from some of the earliest priests and believers of the faith. The large book is beautifully illuminated and has a blazing sun embossed on its front cover.
4. **Silvered Longsword (500 gp):** This gleaming, wickedly sharp longsword is a silvered weapon. Sun sigils decorate its blade and haft.
5. **Magic Scroll (350 gp):** This scroll holds four *cure wounds* (three 1st-level and one 3rd-level) spells.
6. **Symbol of St. Miina (1,250 gp):** This beautifully wrought gold and silver holy symbol contains a sliver of one of St. Miina's rib bones. Small amethysts and rubies stud this overly large and heavy symbol.

## OPPORTUNITIES & COMPLICATIONS

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

1. **Where is Heaven's Vengeance?** Father Joonas is desperate to find *Heaven's Vengeance*. He's considering enlisting outsiders to investigate the matter as Dunstonians are too prone to gossip to trust. Are the characters people he can trust?
2. **Arrogant Knights:** The party encounter a patrol of the Eternal Watch. The knights are returning from a patrol of the countryside, are tired and in a hurry to return to the temple for rest and recuperation. They expect the party to stand aside—are the knights not honoured defenders of the town—and do not react well to truculent peasants. Violence will not ensue, but the party could make enemies of one or more of the knights.
3. **Join the Knights:** An agent of Aavo Oksanen approaches a suitable character—a lawful good cleric, fighter or paladin. Would the character serve as Aavo's eyes and ears in the Knights of the Eternal Watch?
4. **Wounded Adventurer:** Two warriors clad in battered chain armour carry a third man on a stretcher. A bloody bandage is wrapped around the third man's head. The badly injured man moans in pain, and one of his companions urgently calls for aid.
5. **Lusia Paasia:** Lusia Paasia (see "Notable Folk") takes an interest in the party, and questions them about their faith, past deeds and so on.
6. **Scuffle:** Five drunk mercenaries disrespect the guards standing vigil outside the tower; a brawl ensues.

## 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. **Something Is Wrong:** Something is wrong, at the Tower of the Sword. Several people have noted how old and distracted its high priest, Father Joonas Mattila, is of late.
2. **Sacred Relic:** The Tower of the Sword is so named because the faithful guard a holy relic of the faith—the longsword *Heaven's Vengeance*. It was wielded by a great hero of the faith and it is said to have impressive magical powers.
3. **Wealthy:** The clergy at the Tower of the Sword store great wealth in the crypts below the temple.
4. **The Mad Dwarf:** The so-called "Mad Dwarf", Kildrak, has been seen near the tower. What deranged crime does the homicidal maniac plan?
5. **Knights in Schism:** The Knights of the Eternal Watch are in schism. Some like the status quo while a smaller group want to take a more active role in defending the town.
6. **Sanctuary:** If you need sanctuary, the Tower of the Sword is the place to go. The clergy turn no one away.

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