

VISITING DULWICH CEMETERY

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-venture can easily be used with almost any town or city.

CREDITS

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CONTENTS

Credits.....	1
Contents.....	1
Using this Mini-Adventure?	1
Dulwich Cemetery	2
Dulwich Cemetery By Day.....	2
Dulwich Cemetery 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-ADVENTURE?

A mini-venture is akin to a normal adventure, but does not (normally) feature violence or physical challenges. Instead, a mini-venture focuses on the use of social skills and role-play to resolve the challenges, or events, therein. Most mini-ventures take place in an urban locale. Mini-ventures 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-venture 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-venture using the tables herein to facilitate play.



DULWICH CEMETERY

Dulwich Cemetery is part of location 10 on the Dulwich map.

The Dulwich cemetery lies (appropriately) adjacent to the Lawgiver's Hall (location 2). 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 an 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 mad dwarf cleric, Orkus Drakar, has made a section of the ancient, benighted ruins his home.

DULWICH CEMETERY BY DAY

Except during a burial service, the cemetery is rarely busy. Normally, a few townsfolk are here to pay their respects to their dearly (or not so dearly) departed friends and relatives. Other visitors—illicit lovers, those engaged in secret negotiations, and so on—come here because the mostly empty cemetery is a good place for a private colloquy.

DULWICH CEMETERY BY NIGHT

At night, deep shadows fill the cemetery, and few people visit the place. Those that do are almost universally up to no good. However, even such ne'er-do-wells have begun to shun the cemetery—finding somewhere else to meet; reports of animate dead wandering the place, a strange half-glimpsed capering, gibbering figure and several missing folk conspire to keep them out of Dulwich Cemetery.

NOTABLE FOLK

Some folk are often encountered at the cemetery.

- **Orkus Drakar** (CE male dwarf **priest** [Braal]) went mad during an adventure deep in Gloamhold's benighted depths. Consequently, Orkus turned to Braal's worship. Thoroughly insane, he enjoys animating the corpses in the cemetery and letting them shamle amok. To him, it's harmless fun and a diversion while he waits for further, and more destructive, visions from his god.
- **Jaakkima Aikio** (N old male human **commoner**) serves as the cemetery's senior caretaker. Still spritely for his advanced age, Jaakkima has worked at the cemetery for decades. He has seen much in his time—grave robbers, want-to-be necromancers and more—but the recent reports of undead wandering the cemetery have shaken him.

FOLK OUT & ABOUT

While the characters are at the cemetery, they may encounter one or more folk of interest.

1. **Issu Kaivas** (LN male human **veteran**) serves as a bodyguard to a rich merchant, Martti Leino. The merchant has come to pay his respects to his dead wife, and Issu waits outside while Martti prays in the family mausoleum. Issu is bored and happy to chat with the characters—but keeps an alert eye out for danger.
2. **Jaakko Ikuturso** (CE male human **spy**) plans to break into one of the mausoleums and relieve the occupants of the jewellery and other finery they no longer need. Perceptive characters may sense this trim, well-dressed man is up to no good. Jaakko spins a good tale and lies freely to deflect the characters' suspicions. He's heard about the undead sometimes encountered at night in the cemetery and uses this story to his advantage; he knows it is bound to pique the adventurers' interest.
3. **Tuulitar Kallas** (LG female human **acolyte** [Darlen]) visits the cemetery out of a vague sense of unease. She is from Languard and is on a tour of the duchy. Last night she had a strange dream wherein she saw a distinctive mausoleum squatting under an ominous black cloud. She is trying to find the mausoleum as she believes the dream was a warning from her divine patron. She is prim, proper, energetic and full of the desire to do good.
4. **Saara Nousia** (NG female human **commoner**) searches for her friend, Ulla Päivö, who has been missing for a couple of days. Ulla liked to come to the cemetery for some peace and quiet, and Saara has looked everywhere else for her. Saara is plain-looking and plainly spoken and believes in the intrinsic goodness of folk; she asks the characters for help.
5. **Pekka Kurikka** (CE male human **mage**) searches for a particular mausoleum which he believes contains the remains of a powerful wizard of old. In truth, he cares little about the wizard's remains; he wants the items said to be buried with him. Pekka apes the appearance and demeanour of a minor merchant. If pressed, his story is that he is planning to build a mausoleum of his own, and he's just looking around.
6. **Saphiella Bistaroron** (CG female elf **knight**) visits the cemetery because the way humans bury their dead is so different to her people's practises. Saphiella is entranced by the architecture and gloomy feel of the place. She's keen to visit the catacombs as well but thus far has not secured permission—the clergy at the Lawgiver's Hall take a dim view of folk wandering about down there for no apparent good reason. She is talkative and friendly and fascinated by other people's cultures.

WHAT'S GOING ON?

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

1. **Mourner:** The characters spy a mourner standing in front of a mausoleum. (Roll on "Folk Out & About"). The person is drinking from a small bottle of brandy and could be just exploring the cemetery, toasting a deceased loved one or doing something else entirely.
2. **Mausoleum Maintenance:** Two stonemasons are repairing a mausoleum; recently, some of the structure's decorations have been vandalised, and the family wish them restored to their former glory.
3. **Illicit Lovers:** Two young lovers have met to escape their families' prying eyes. They have found a secluded spot to spend some time together. They are oblivious to anything but each other.
4. **Jaakkima Works:** Jaakkima Aikio (see "Notable Folk") is pruning a tree whose branches have grown too close to a mausoleum. He is happy to stop and chat; he's not as young as he used to be, and the work is hard.
5. **Reading the Old Map:** Pekka Kurikka (see "Folk Out & About") is consulting a scroll and is oblivious to the characters' presence. A perceptive character spots the scroll is an old map of the cemetery before Pekka notices them and puts it away. For a few moments, he is flustered before he slips into his persona as a merchant and remembers his cover story.
6. **Elegy for the Dead:** A professional mourner, Sikke Vasara (N female human **commoner**), dressed in funerary robes, stands before a mausoleum earning her wage. She is reciting a lengthy elegy from a scroll. Once she has finished, she is happy to chat with the characters. Sikke is at the cemetery several times a week—but never after dark—and is aware of the various rumours circulating about the place.

OPPORTUNITIES & COMPLICATIONS

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

1. **Funeral Service:** Someone rich has died, and the family are interring them in the ancestral vault. A score of people are present—and could serve as witnesses if the characters are engaged in questionable behaviour.
2. **Concerned High Priestess:** High priestess Vuokko Laiten (location 2) is concerned about the odd happenings at the cemetery and could hire trustworthy adventurers to investigate. If the characters seem to be such folk, she approaches them.
3. **Zombie!** A shuffling sound and moaning coming from behind a mausoleum herald the arrival of a **zombie**. The zombie wears the clothes of a rich person who has not long been interred.

4. **Cemetery Empty:** The characters are the only people in this part of the cemetery; there are no witnesses to anything they might get up to.
5. **Odd Sounds:** Strange, muffled sounds emanate from within an old ornate mausoleum surrounded by a low stone wall. The ground around the mausoleum is overgrown with sickly weeds and small, strangely coloured wildflowers.
6. **Cemetery Busy:** Through happenstance, the cemetery is relatively busy with mourners and the like. If the characters seek rumours or gossip, they can easily find them here. Unfortunately, this also means there are many potential witnesses to whatever they are planning to do.

WHISPERS & RUMOURS

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

1. **Something's Going On:** Strange sounds and smells have sometimes been reported in the cemetery. Something is going on, but no one important seems to care—or are they covering something up?
2. **The Shambling Dead:** Something is stirring in the cemetery. Visitors sometimes report being attacked by the animate dead! Almost no one now voluntarily goes there after dark.
3. **Infested Catacombs:** Occasionally, the town pays for adventurers to clear out certain areas of the catacombs and ancient ruins below them. Only trusted adventurers are asked to perform such tasks. The catacombs are normally accessed from the Lawgiver's Hall (location 2), but rumours speak of other hidden entrances.
4. **High Priestess Doubted:** Vuokko Laiten (LN female human **priest** [Conn]; location 2) is the new, young high priestess of Conn in Dulwich. Many people don't believe she is wise and experienced enough to navigate the town's tricky political landscape.
5. **Thieves' War:** Dulwich has no single thieves' guild. Rather, several small gangs vie for supremacy. This "shadow struggle" normally plays out quietly in Dulwich's alleyways at night, but signs are that the conflict is intensifying. Soon, perhaps, a winner will emerge. In the meantime, the common folk would be well advised to keep out of the way.
6. **Dangers Abound:** Many dangers press in on Dulwich and its folk. Rumours speak of bandits in the southern woods, unrest and potential for war at the village of Longbridge and other darker things stirring in the otherworldly Forest of Gray Spires. And, to cap it all, the merchant class is getting restless and seeking more power—something Dulwich's lord, Wido Gall, is certain to stamp out at some point. Dulwich's common folk needs stout adventurers of good heart to keep them safe!

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