

SHOPPING AT ERONEN'S SAFE TRAVELS

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.



ERONEN'S SAFE TRAVELS

Eronen's Safe Travels is location 8 on the Dulwich map.

This long two-storey stone and wood building looks out over the street, a sign depicting a pair of booted feet over its stout wooden door. The former adventurer, Henni Eronen, runs this general supply store catering to travellers. In addition to basic adventuring supplies, Henni keeps a few specialist items behind the counter. Henni also supplies local guides specialising in travel through the Salt Mire and the Forest of Gray Spires.

Eronen's Safe Travels has a good reputation throughout Dulwich; Henni is mostly thought of as fair and honest. However, rumours have begun to grow that she is in some way connected with the bandits lurking in the nearby woodlands. Certainly, a good proportion of her customers report encounters with bandits, but then again, they are travellers, and such is to be expected.

ERONEN'S SAFE TRAVELS BY DAY

Eronen's Safe Travels is open most days. The shop opens early—many travellers want to make the most of a day—and closes before dusk. The shop is quieter in the winter when fewer travellers plan major trips into the interior but does a roaring trade in the spring and summer.

ERONEN'S SAFE TRAVELS BY NIGHT

Eronen's Safe Travels is closed at night except for valued customers who may be able to get Eronen to stay open late. For an hour or so after dusk, Henni and her staff tidy up, restock shelves and so on.

NOTABLE FOLK

Some folk are often encountered at Eronen's Safe Travels.

- **Henni Eronen** (CG female human **scout**) enthusiastically greets customers to her "humble establishment". Previously, some customers have misinterpreted her friendliness as a romantic interest, which baffles her. With pale blue eyes and mousy blond hair, however, Henni is an attractive woman. She needs no partner, though, even though she has lost her left arm, enjoys living on her own, and resents any suggestion that she might need help.
- **Elsa Nousia** (NG female human **commoner**) works with Henni and enjoys meeting the eclectic bunch of people visiting the shop. She is friendly and supremely knowledgeable about gear. If anything, she is chatty and being served by Elsa can take a surprisingly long time.
- **Reiju Miela** (N male human **commoner**) deals with all the boring mundanities of the business and is a stickler for detail. He does everything Henni can't be bothered to do. He doesn't interact with customers much—he's

normally in the back—and is not wildly keen on adventurers. He thinks they are coarse, loud folk with little regard for the proper way—his way—of doing things. In the main, he is right.

FOLK OUT & ABOUT

While the characters are at Eronen's Safe Travels, they may encounter one or more folk of interest.

1. **Tapani Arpia** (LN male human **commoner**) visits Eronen's Safe Travels before every trip. Eronen is a roving merchant who goes where business takes him. With his wagon and small team of assistants, servants and guards, he is a familiar sight throughout Ashlar. Tapani is worried about the reports of increasing bandit activity in Dulwich's environs. Tapani is friendly and happy to share the road with heavily-armed adventurers of good reputation.
2. **Pentti Kontio** (NE male human **bandit captain**) stops in once a month to see Eronen and to shoot the breeze. Pentti presents himself as a local guide eager for new customers. However, he is actually a spy for a bandit gang lurking nearby. Sometimes he actually guides groups—normally those too numerous or well-armed for his friends—while other times, he leads his charges into traps. He avoids guiding adventurers at all costs.
3. **Rieti Kurikka** (N middle-aged male human **acolyte** [Behron]) visits the shop to learn about the conditions on the local roads. He is a good friend of Henni's, and the two often share a drink or two. Rieti has a good store of news and knows Ashlar's roads and trails well. This bearded, middle-aged man makes an excellent travelling companion. He is a fine cook, knows many songs and is a friendly, talkative sort.
4. **Ilta Rautia** (NG female human **scout**) hangs around the shop waiting for customers. She works as a guide and knows the southern woods well. She is a good archer and a dependable guide. Ilta is friendly but does not speak much. Her gear is plain and serviceable, and she has the look of the wilderness about her.
5. **Martta Otava** (CG female human **spy**) gears up for her first adventure. She's got a hankering to explore the southern woods and has a romantic ideal of adventuring far divorced from the reality of the life. She waxes lyrical about her plans and dreams to anyone who will listen; she attempts to attach herself to the characters' group.
6. **Tiera Vartia** (LG male human **scout**) visits the shop every week or so to see if Henni knows of any work for him. Tiera is the most skilled and highly regarded guide in Dulwich when it comes to exploring the southern woods and the Gray Spires. He is honourable and dependable. He is brave and does all he can to keep his charges safe.

WHAT'S GOING ON?

While the characters are at Eronen's Safe Travels, one or more things from the list below may occur.

1. **Busy:** Several other groups of travellers are at the shop stocking up on provisions and gear. The shop is busy, and the characters must wait to be served.
2. **Wagons Outside:** A merchant has stopped in to provision their caravan, and two wagons watched over by four bored guards stand outside the shop. The merchant is inside—and spending well!
3. **Tiera Available: Tiera Vartia** (see “Folk Out & About”) is in the shop to chat with Henni. If he overhears the characters discussing a trip into the southern woods, he introduces himself and offers his services. If the characters seem unsure about employing him, Henni provides him with a glowing recommendation.
4. **Delivery:** Henni is overseeing a large delivery of stock from Languard. Workers sweat as they unload many boxes, barrels and crates from a pair of wagons.
5. **Aimless Browsing:** Several customers listlessly browse the shop as the characters arrive. (They could be nothing more than normal customers, or they could be thieves, lone adventurers and so on).
6. **Thief:** A thief has just grabbed several items and dashed out of the door. In fact, a character may have spotted the running thief as they approached the shop. This could be nothing more than a random occurrence or could lead the characters into conflict with one of the town's many criminal gangs.

OPPORTUNITIES & COMPLICATIONS

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

1. **Mercenary Guards:** Henri is always willing to give fellow adventurers a bit of advice or help them get jobs guarding caravans or serving as wilderness guides. She has many contacts with Dulwich's merchants and can arrange a meeting between one such person and the characters if they seem honest and reliable.
2. **Henni, Befriended:** If befriended, Henni tells the story of how she lost her arm to an ice-wreathed skeleton in the deep crypts below Valentin's Folly. She shudders at the memory of it and tries to dissuade the characters from exploring the place. She knows the keep's precise location, though, and can be convinced to give the characters directions.
3. **Map For Sale (25 gp):** Henni sometimes copies some of her old travel maps out and offers them for sale. This map shows all of Ashlar's towns and villages and shows all the major back trails and paths between them. The map is not exactly beautiful, but it is accurate.
4. **Sipri Needs Money:** Sipri Uro (NG male human **veteran**) needs to raise money for his next expedition.

He is here trying to swap a +1 *dagger* for all the supplies he and his companions need. If the characters express an interest in the weapon, he is more than happy to sell it to them at only three-quarters of normal market value.

5. **Loitering Thief:** Lotta Valta (CN female human **spy**) has just slipped something small into her pouch while she casually browses the shop. A perceptive character spots what she is doing; she steals several more items before sauntering out.
6. **Wagon for Sale:** Henni has an old wagon for sale (for 20 gp), sold to her by a retiring merchant. Unbeknownst to her, the wagon has a secret storage compartment—the previous owner was a smuggler. About a week after the characters buy the wagon, the old smuggler remembers they left something in the hidden compartment and starts to track down the new owners.

WHISPERS & RUMOURS

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

1. **Bandits:** Increasing numbers of bandits have been seen upon the fringes of the southern woods, and wise merchants are recruiting extra guards to protect their caravans. Opportunities abound for those skilled with a blade or magic.
2. **Longbridge in Crisis:** The political turmoil in Longbridge shows no signs of subsiding. The village has no lord, and several powerful folk are making moves—it seems—in becoming its lord.
3. **Easy Work:** If you are looking for easy work, Henni at Eronen's Safe Travels always seems to know of merchants looking for reliable guards.
4. **Eronen Works With Bandits:** Eronen works with the bandits lurking in the southern woods and feeds them details about travelling merchants and the like. While she seems like a good person, this one-armed shopkeeper is not a retired adventurer as she claims but rather a bandit forced into semi-honest work by her crippling injury!
5. **Magic Items for Sale:** If you want to buy or sell magic items in Dulwich, the best place to go is Badger's. Bernhard “Badger” Ilmatoivia has contacts throughout the town and duchy and can generally find a buyer for any enchanted item. Those seeking a specific item can also engage the retired warrior to find it on their behalf.
6. **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. If you seek to head south, you can always find a guide at Eronen's Safe Travels.

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