

SHOPPING AT DULWICH MARKETPLACE

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.

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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 Dulwich Marketplace. 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.



THE DULWICH MARKETPLACE

Dulwich Marketplace is location 11 on the Dulwich map.

Dulwich hosts an open market in the north-western section of town. Numerous small stalls and booths sell everything from produce, cloth and even a selection of weapons and armour. Various guilds have small stalls set up as well to sell their most sought-after wares. Use this table to determine what a stall sells:

| D20 | STALL SELLS | D20 | STALL SELLS |
|-----|----------------------|-----|----------------------|
| 1 | Bric-a-brac | 11 | Pots, pans and so on |
| 2 | Fruit and vegetables | 12 | Belts, boots & shoes |
| 3 | Bread | 13 | Jewellery |
| 4 | Ale and beer | 14 | Furniture, woodwork |
| 5 | Clothes, mundane | 15 | Simple weapons |
| 6 | Clothes, woollen | 16 | Pets |
| 7 | Iron ware goods | 17 | Clothes, woollen |
| 8 | Small livestock | 18 | Meat |
| 9 | Simple toys | 19 | Fortune telling |
| 10 | Candles | 20 | Bric-a-Brac |

In addition, street performers compete for shoppers' attention (and coin). The most famous of these is the mysterious Zado (see "Notable Folk").

DULWICH MARKETPLACE BY DAY

By day, Dulwich Marketplace is a busy place. Some local artificers and trade folk have permanent stalls while others are taken by visiting merchants, folk visiting from nearby villages, and others just trying to sell their junk and tat. Villagers and visitors to the town come here to buy that which they cannot get at home.

DULWICH MARKETPLACE BY NIGHT

At night, the marketplace is quiet—but far from empty. Some stallholders employ folk to watch their merchandise overnight so they don't have to pack it all away and keep it safe from the roaming beggars, thieves and drunks that infest the place after dark. A few stalls—fortunetellers and the like—stay open late, while others use the unoccupied tents and stalls as places for their trysts or secret colloquies.

NOTABLE FOLK

Some folk are often encountered at Dulwich Marketplace.

- **Zado** (N male human unknown) is a strange individual dressed in black who wears various feathered masks

while juggling and doing magical tricks. Zado hears and sees more than he lets on, information he sells to both nobles and merchants. Little happens without Zado somehow knowing it. Some suspect there might be multiple "Zados" throughout town working together.

FOLK OUT & ABOUT

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

1. **Saku Koira** (CN middle-aged male human **spy**) stalks the market looking for easy marks. Saku is a master pickpocket. He views the market as his private domain and keeps an eye out for other pickpockets—he sometimes even intervenes so the other thief is spotted and arrested.
2. **Liekko Tornia** (NG female human **veteran**) browses the market; she has some spare money in her pocket, and she seeks to spend the day relaxing after her last adventure. This stout, ruddy-faced woman is an excellent rider and a good shot with a shortbow. She likes a drink and is happy to meet new people.
3. **Hannu Tapo** (CN young male human **commoner**) hangs about in search of opportunities. He's got the gift of the gab and exudes confidence. A scrawny fellow, he is quick and locally knowledgeable and would make a good guide for adventurers new in town. He's streetwise and knows the places best to avoid.
4. **Jegor Vaino** (N middle-aged male human **commoner**) works as a crier—hired to wander the market calling out his clients' offers. He has a deep baritone voice that travels far and is a charismatic man. Jegor knows much of what goes on in and around the market. He's hard to miss—he wears a garish imitation of a noble's outfit.
5. **Conza Shadowprancer** (NG female halfling **spy**) finds the market endlessly fascinating and has been exploring it for the last few days. She is new to Dulwich and plans to make the town her home for a while. She's a friendly sort and happy to chat with other travellers and the like. She's not interested in dirty and dangerous wilderness adventures, but she could be enticed to have some "fun" in town.
6. **Kaija Ilakka** (N middle-aged female human **commoner**) stalks the market looking for her husband. She thinks he is having an affair and is on the warpath—the characters had better get out of her way.

WHAT'S GOING ON?

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

1. **Children Playing:** A pack of children loudly and exuberantly play a game of chase throughout the market. They rush about, hide behind stalls, bump into shoppers and so on.

2. **Dark Clouds Gather:** Dark clouds gather over the town, and stallholders begin to cover up or pack away their merchandise before it gets drenched.
3. **Busy:** The market is busy, and crowds throng the place; the characters have to squeeze through the throng, and it takes time to get anywhere. Opportunities for pickpocketing are rife.
4. **Patrolling Watch:** Four watchmen make their way through the market. Perceptive characters notice several swarthy thugs watching the patrol.
5. **Argument:** Two stallholders argue over a customer; as they shout at each other, the customer gives up and wanders off.
6. **Quiet:** The market is quiet, and the stallholders are desperate to make money; many of them call out to the obviously wealthy adventurers as they pass by, offering free samples, special prices and more.

OPPORTUNITIES & COMPLICATIONS

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

1. **Thugs About:** A perceptive character notices two thugs accepting small payments from several stallholders. Clearly, many of those paying up are not happy with the situation. The thugs belong to the Shadow Spiders and are collecting protection money. The stallholders are scared, and only a persuasive and diplomatic character can get them to explain exactly what is going on.
2. **Gang Children Playing:** A group of children are playing loudly nearby to act as a distraction for a robbery. The children also act as a screen to slow down meddling adventurers, the town guard and so on.
3. **Juggling Zado:** Zado (see "Notable Folk") approaches the characters while effortlessly juggling six knives. He introduces himself and wants to know all about the party. A small crowd gathers to watch him perform.
4. **Thieving Child:** A child runs past the party clutching a string of sausages. Cries of "thief" ring out behind them.
5. **Thugs:** Four thugs push through the crowd. People get out of their way, and the thugs approach the party. The thugs aren't interested in the party, but they expect the characters to give way. An altercation could ensue if neither party is willing to back down and lose face.
6. **Rumours Abound:** A merchant, Isto Kalamies (LN male human **commoner**), who sells simple weapons, has a sideline as a rumourmonger. If he can lure the characters to his stall, he offers to exchange recent news for silver.

WHISPERS & RUMOURS

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

1. **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.

2. **Political Problems:** The village of Longbridge, which lies between Dulwich and Languard, is strategically important for trade in the duchy. It also does not currently have a lord—a situation Wido Gall, ruler of Dulwich—is keen to remedy.
3. **Selling Your Loot:** If you have gems, jewellery or even precious scrap metal to sell, Nalthra's Jewellery is a good place to go. Nalthra is fair and honest.
4. **Bandits on the Borderlands:** Bandits again haunt the southern woodlands. Their raids are affecting trade. Several different groups are said to be in the vicinity; one such group is thought to lair in the so-called Shadowed Keep on the Borderlands.
5. **Doings in the Mire:** Strange encounters with some of the lizardfolk of the Salt Mire have been reported by travellers and hunters. It seems some of the lizardfolk are suffering from a disease which makes them either listless or homicidally violent.
6. **Doings in Dunstone:** The northern town of Dunstone has been quiet for decades, but a new vigour seems to be creeping over the town. Opportunities for adventure in the northern hills abound!

WHAT'S FOR SALE?

Some or all of the items below are for sale at the market.

1. **Scented Candles (1 sp each):** These specially treated candles give off a heady scent that repels the numberless flying insects lurking in the Salt Mire.
2. **Old Map (5 gp):** This map depicts the Salt Mire and shows the routes of several allegedly dry(ish) trails wending their way through the morass. (The map is old, and some of these paths and trails may have moved or no longer exist.)
3. **Signal Arrows (1 gp each):** These arrows have many small angled holes bored through their shaft. When an arrow is loosed, it makes a screeching sound.
4. **Waterproof Cloaks (5 gp):** Of beaver skin, these cloaks are guaranteed waterproof. Each comes with a cunningly crafted cowl and has several internal pockets for keeping critical items, such as maps, dry.
5. **Old Travelogue (5 gp):** This old, frayed book is bound in calfskin and written in a crabby, untidy hand. It details the travels of Iisakki Aikio through the Forest of Gray Spires. The book tells of encountering one-eyed giants, a race of evil elves and other diverse experiences.
6. **Guard Dog (275 gp):** This well-trained mastiff, Kror, stands waist-high to a tall human and is powerfully muscled. The dog understands a wide range of commands, and the purchase price includes a custom set of studded leather barding.

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