

VISITING THE LUMBERYARD

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 2023.

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
The Lumberyard and Guild Hall.....	2
The Yard and Guild Hall By Day.....	2
The Yard and Guild Hall 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-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 Lumberyard and Guild Hall. 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 LUMBERYARD AND GUILD HALL

The Lumberyard and Guild Hall is location 3 on the Dulwich town map.

Such is the rich lumber guild's influence that a small gate pierces the town wall near the lumber yard. Trees are processed into lumber within these large buildings and shipped throughout the Duchy of Ashlar and beyond. The guild employs hundreds of citizens, either in the warehouses or as loggers on the fringes of the Forest of Gray Spires. Overseeing this massive operation is Ossi Karppanen. Ossi regularly meets with the other guild leaders in an effort to form an alliance against Wido Gall.

THE YARD AND GUILD HALL BY DAY

By day, almost no matter the weather, the yard is a hubbub of activity and industry. Tree trunks are dragged into the yard, where they are split and worked. Many workers, guards and visitors can be encountered here. In the guild hall, Ossi Karppanen conducts his business and holds court.

THE YARD AND GUILD HALL BY NIGHT

By night, the yard and guild hall are quiet and all but empty. Several guards patrol the yard to keep thieves and the spies of rivals away. Sometimes, Ossi Karppanen holds late-night meetings or banquets at the guild hall; on such occasions, there are many more folk about the yard.

NOTABLE FOLK

Some folk are often encountered at the Lumberyard and Guild Hall.

- **Ossi Karppanen** (LN male human) is a shrewd man with an eye towards politics. As profits increase (and thus taxes owed increase), Ossi desires more and more to replace the ruling noble class with a council of merchants. He believes a merchant council would lead to greater riches and the expansion of Dulwich. To this end, Ossi has spies everywhere, even manipulating temple politics and using the Shadow Spiders gang (The Golden Skull, location 7) for intimidation.
- **Klaus Ampuja** (N male human thief 4) serves as the guild's fixer. He is dedicated to his job only because the pay is good and Ossi treats him well. Klaus couldn't care less about the state of the woodlands or the fate of those living within. He enjoys the cut and thrust of politics and takes great delight in bending folk to his will. He is not shy about using violence to achieve his goals but sees such distasteful methods as a last resort.

FOLK OUT & ABOUT

While the characters are at the Lumberyard and Guild Hall, they may encounter one or more folk of interest.

1. **Jegor Ihamuoto** (NG male human ranger 2) visits the guild hall to see if there is any work for a skilled forester. A resolute but taciturn man, Jegor needs gold and has heard the guild is hiring warriors and the like to protect their workers in the southern woods. He is a good man and may balk at some of the guild's activities. He has several friends among the woodland's peaceful denizens and may eventually begin to work against the guild.
2. **Jyrki Ahti** (N old male human) sits outside the yard with a begging bowl. Jyrki is a skilled woodworker but lost an arm in a near-fatal accident several years ago. Unable to work, he resorts to begging to keep life and soul together. He sees much of what goes on here—and keeps a particular eye on the comings and goings of merchants, guild members and the like. He is happy to sell this information to anyone who will pay for it.
3. **Ilma Kaivas** (N middle-aged male human) works as a carpenter and is at the lumberyard to inspect the wood. He is exceptionally skilled and is looking for just the right pieces of wood to craft a unique puzzle chest for a local wizard. Ilma loves his work and could talk about wood and joinery for hours. He is quite boring, but his work is in high demand.
4. **Inga Tornia** (LN female human druid 2) visits the lumberyard to remonstrate with Ossi Karppanen and other key officials. She is concerned that the guild's workers are taking too much from the forest without planting new trees. Some of the groups are getting dangerously close to certain sacred areas. This mousy and slender fur-clad woman is nearly vibrating with anger. If the guild does not listen to her concerns, trouble will almost certainly lie ahead.
5. **Willithar Pyloninn** (CG female elf fighter 2) finds the lumberyard a sad place. She has come here to pay her respects to the many trees needlessly and disrespectfully—as she sees it—cut down by the humans. Slender even for an elf, it looks like a strong breeze could break her, but Willithar has a steel core. She is an excellent archer who can move with great silence through the woods. She is not a Dulwich native and will not stay long in town unless given a good reason.
6. **Eeva Janakka** (N middle-aged female human) stands outside the lumberyard, alternatively shouting and crying. Her husband, Eeva, did not return from a guild expedition into the southern forests; no one will tell her what happened. She doesn't even know if he is alive. She demands answers. If she notices the characters, she begs them to investigate for her—but she can't afford to pay them.

WHAT'S GOING ON?

While the characters are at the Lumberyard and Guild Hall, one or more things from the list below may occur.

1. **Busy:** The lumberyard is a hive of noise activity; logs are brought into the yard, where the workers split the wood to produce planks, lengths of timber and a tremendous amount of sawdust.
2. **Filling a Wagon:** Workers are busy around a wagon, which they are filling with planks and staves. The wagon is nearly full—someone is planning a large project.
3. **Smoke:** Wisps of smoke rise from a shed filled with sawdust and off-cuts of wood. A worker notices the smoke and cries of "Fire!" fill the air.
4. **Delivery:** Four heavily laden wagons trundle into the yard. Each slowly moving wagon holds cut tree trunks to be processed.
5. **Argument:** Snatches of shouting emanate from inside the guild hall. At least three individuals seem engaged in a blazing row.
6. **Quiet:** The lumberyard is quiet—only a few workers are visible; the others rest after hours of hard work. In the guildhall, Ossi Karppanen (see "Notable Folk") is unavailable—he is meeting with one of his peers.

OPPORTUNITIES & COMPLICATIONS

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

1. **Mercenary Guards:** Ossi Karppanen (see "Notable Folk") is always open to hiring mercenaries to protect the woodcutters who risk life and limb venturing anywhere near the Forest of Gray Spires.
2. **Spies and Scouts:** Ossi Karppanen (see "Notable Folk") has heard rumours of colossal trees growing deep in the forest. Their wood would make excellent masts for ocean-going ships and so on. He wants to hire skilled "scouts" to plunge into the wilderness to locate the trees and ensure the environs are safe for his workers.
3. **Ossi Inspects:** Ossi Karppanen (see "Notable Folk") is inspecting a recent delivery of freshly cut trunks. From his demeanour and body language, he seems to be in a good mood.
4. **Fire:** Someone has snuck into the lumberyard and doused a pile of sawdust and off-cuts with oil. The pile leans against the wall of one of the workshops. When the pile bursts into flames, the fire spreads quickly unless someone acts swiftly and decisively. If the characters help extinguish the flames, Ossi Karppanen (see "Notable Folk") is grateful and invites them to join him for a drink. He uses the opportunity to learn more about them and determine if they may be useful allies or pawns in his schemes.

5. **Injured Worker:** Moments before the characters arrived, a wood pile collapsed onto a worker, trapping them. The characters arrive to see a scene of chaos—workers are trying to free the trapped man while others look on. If the characters help, they gain the guild's thanks. The accident provides an excellent diversion if they are here for nefarious reasons.
6. **New Tax:** A town cryer—sent by Wido Gall—stands without the lumberyard, loudly announcing a new tax on finished wooden goods. Nearby, a soldier nails a copy of the proclamation to the gate. Several robed figures, Ossi Karppanen (see "Notable Folk") among them, stand outside the guild hall listening to the proclamation. They are not happy and are in no mood to receive guests.

WHISPERS & RUMOURS

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

1. **Rise of the Merchants:** Dulwich's various guilds are gaining more power and influence every year. Wido Gall, ruler of Dulwich, seeks to stymie their ascension with ever more restrictive tariffs, taxes and laws. It is only a matter of time before serious trouble ensues as the two factions struggle for dominance.
2. **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.
3. **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. Some of the forest's trees are said to be ancient and immense—such specimens represent a great natural treasure and resource for the lumber guild.
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. **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.
6. **Cover Up:** The lumber guild often covers up their activities because their workers die with alarming regularity. Some groups don't return from the forest at all—that's why the guild is always looking for reliable guards. The guild's master, Ossi Karppanen (see "Notable Folk"), is not to be trusted.

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.

Visiting the Lumberyard. ©Raging Swan Press 2023; 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 *Visiting the Lumberyard* 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.

