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TOWN BACKDROP: DULWICH



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TOWN BACKDROP: DULWICH

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 Gray Spires.

Designed for use with the 5th edition of the world's most popular roleplaying game.

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DULWICH AT A GLANCE

Ruler Wido Gall

Government Overlord

Population 4,734 (4,634 humans, 15 dwarves, 3 elves, 11 half-elves, 8 half-orcs, 63 halflings)

Alignments LG, NG, N, LN, LE, NE

Languages Common, Dwarven, Elven

Resources & Industry Lumber, pottery, wool

Dulwich stares out across the Salt Mire towards Hard Bay, the Forest of Gray Spires at its back. Just a few hundred years old, it rests on the remnants of numerous older structures, built on a strip of dry land between the swamp and forest. One of the largest settlements in the Duchy of Ashlar, Dulwich serves as a major hub for merchants and travellers. A stout, stone wall surrounds the main town, offering protection from the dangers living in the Salt Mire.

Wealth flows through the town in aplenty due to the lucrative timber industry and Dulwich's position as a trading centre. Its citizens live in well-constructed two-storey homes of stone (harvested from earlier settlements) and wood. While most of its streets remain hard-packed dirt, cobblestone paved roads have begun to appear in more affluent areas. A recently built keep lies at Dulwich's centre, built over an older, wooden fortification. Its towers barely top the tall spire of the nearby Temple of Conn, a magnificent cathedral built with contributions from the town's affluent citizens.

Many of Dulwich's citizens are craftsmen, merchants or traders of some sort with many more involved in logging. A few cater to outsiders, particularly adventuresome types. To the west and south lies the ruins of Valentin's Folly, a small castle frequently sheltering wanted bandits (and—it is rumoured—much worse things). Within the forest, a day to the south, lies the feared and legendary Shunned Valley, believed by the locals to be haunted. These are just two nearby attractions. The great doom-drenched halls of Gloamhold lie far to the north.

Dulwich still mourns the recent death of the former high priest of Conn, Taistro Rintala. His successor, the young priestess Vuokko Laiten, now heads the temple due to the support of influential merchants who seek to use her as a political pawn for power, particularly against Dulwich's ruler, Wido Gall. Wido relies on the Temple of Conn for public support. Wido was scheming with the high priest to wrest complete control of nearby Longbridge from his rival, Hilduin Lorsch, a plan now disrupted. Wido seeks to expand his power in face of the growing power of the merchant class flush with gold from the profitable lumber industry.

TOWNSFOLK

Appearance Dulwichians are typically fair-skinned with brown or sandy coloured hair and blue, hazel or brown eyes. Men prefer long moustaches without beards while women wear long hair in buns or piled up with elaborate tresses and pins for the wealthy.

Dress Fine-spun woollen tunics and breeches for the working class is the norm, dyed in the colours of the various trades or guilds the Dulwichian is assorted with.

Nomenclature *male* Einar, Jarmo, Pekka, Vesa; *female* Elena, Irja, Riita, Ulpo; *family* Eskola, Leino, Salonen, Takala.

TOWN LORE

A PC may know something about Dulwich, its history and surrounds. A PC making a DC 10 Intelligence check knows one or more pieces of information from the list below. A successful check gains all the information revealed by a lesser check.

DC 10: Dulwich lies near the so-called Shunned Valley.

DC 15: The merchant guilds seek greater political power.

DC 20: Wido Gall is carefully gathering support to takeover nearby Longbridge.

WHISPERS & RUMOURS

While in Dulwich, a PC may hear one or more rumours. A PC making a DC 10 Charisma check learns one rumour from the table below. A PC exceeding this check learns an additional rumour for each 5 points by which he exceeded DC 10.

D6	RUMOUR
1	A skeleton has been seen shuffling about the cemetery.
2*	Vuokko Laiten was the lover of the former high priest and murdered him when he was at his most vulnerable.
3	Ossi Karppanen meets regularly with the heads of the other trade and merchant guilds.
4	Valentin's lost treasure yet lie hidden in his ruined castle!
5*	The Black Cats seek an alliance with the Shadow Spiders.
6	Wido Gall has been entertaining the leaders of various mercenary companies at his castle.

*False rumour



LIFE IN DULWICH

Dulwich is a busy market town, but rising tensions between the affluent merchants, and their guilds, and Wido Gall threaten its peaceful existence.

TRADE & INDUSTRY

Dulwich is mostly known for its booming lumber industry, which employs many citizens and brings in great wealth. Though a significant source of income for the town, it is not Dulwich's only notable industry. Many citizens belong to the town's guilds, making everything from pottery to clothing and members wear their guild's colours to denote their membership. The various guilds typically occupy entire streets and are growing ever more powerful and influential. No craftsman may operate in a trade without joining the relevant guild.

Other citizens work the farms outside Dulwich, most of which are owned by the Gall family. However, their wages are lower than those who learn a proper craft or trade. Thus, as the merchants grow in power and wealth, Dulwich's society becomes increasingly stratified.

Dulwichian goods travel throughout Ashlar and merchants from the nearby villages often come to Dulwich to trade. Dulwich is an important centre of commerce in the duchy. If Wido Gall succeeds in taking control of Longbridge, he would control Kymis Run, which would bring him greater wealth and power. The merchants want to avoid this at all costs.

LAW & ORDER

A well-equipped town guard imposes order in Dulwich, led by the respected captain, Tuula Tenbaran. Lawbreakers are imprisoned in the dungeons beneath Dulwich Keep. Because Wido Gall oversees all trials of note, many of the merchant class suffer stiffer fines and penalties which compel them to scheme against their lord even further. The merchants, of course, would love to have Tuula Tenbaran in their pocket, but she remains stubbornly loyal to Wido. Several guilds have spent considerable coin both in wooing Tuula and in trying to uncover her weaknesses and vulnerabilities—thus far for little result.

A recent push by the guilds calls for the establishment of fair and impartial (or easily bribed) courts of law with stricter oversight. Vuokko Laiten finds herself in the middle of this feud as the merchants petition the Temple of Conn for support which was previously denied by the former high priest. Vuokko struggles to consolidate her own power and find a satisfactory resolution to the problem. She favours having the faithful—under her guidance—take on a larger role in adjudicating legal matters. However, both the nobles and merchants fear granting the temple too much power.

EVENTS

While the PCs are in Dulwich, one or more of the below events may occur. Choose or determine randomly:

2d8	EVENT
2	Large logs suddenly roll from the back of a wagon, causing a minor panic in the street as townfolk scramble to get out of the way.
3	A small procession of acolytes from the Lawgiver's Hall muttering prayers and blessings to passers-by file down the street, swing censers filled with incense.
4	A group of merchants pelt a passing carriage with rotting vegetables. They run off when the town guard approaches.
5	A blacksmith demonstrates the sharpness of a newly forged axe by hewing logs cleanly in half, for a potential customer.
6	A mournful funeral procession makes its way towards the cemetery where a patrol of guardsmen stand uneasily as if expecting trouble.
7	A sudden rain turns the streets to mud which seems to spatter onto everything and everyone.
8	The smell of hot mutton stew wafts from a street-side stall, attracting a group of skinny children in ratty clothing much to the cook's annoyance.
9	A small, lean shepherd, really only a child, leads a herd of woolly sheep towards Wool Street with the help of a tireless dog who keeps the sheep from straying.
10	A scrawny man in a noble's livery struggles to carry a large, ornate vase down the street. He almost crashes into several people as he totters along.
11	Townfolk pelt two men and a woman imprisoned in a stockade set up near the keep. Wooden signs proclaiming their crimes hang from the convicts' necks.
12	The town guard attempt to disperse an angry group of workers upset with a tax rise. A few of the workers begin to throw stones.
13	Two skeletons lumber out from Dulwich Cemetery, staggering towards a young couple and their child.
14	Three thugs smash pottery in front of a crying woman at her shop, telling her she needs to "wise up." Other citizens nearby pretend not to notice. The thugs are from the Shadow Spiders.
15	A young lad standing on the back of a cart shouts that Saini Alanen is seeking brave men and women for a dangerous job.
16	Six guards, led by a woman wearing a metallic mask, lead a bedraggled merchant in chains towards Dulwich Keep. A few onlookers pelt the merchant with offal.



NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Almina Mastonen (location 6; CN female halfling **spy**) Almina runs a crew of burglars calling themselves the Black Cats. She works at the East Gate.

Henni Eronen (location 8; CG female human **scout**) A former adventurer, Henni runs an outfitter's store and organizes the local guides. She is extremely knowledgeable about the surrounding area.

Nalthra Rekunen (location 5; N middle-aged female half-elf **commoner**) Nalthra is a renowned jeweller, catering to Dulwich's wealthy. She frequently seeks precious gems to work into pieces of art, but is renowned for not offering the best prices.

Nurlon Rekunen (location 4; LG middle-aged male half-elf fighter 3) A former adventurer and Nalthra's twin brother, Nurlon runs the Dancing Bear which caters to adventurers and travellers.

Orkus Darzak (location 11; CE male dwarf **priest**) Driven insane while adventuring in Gloamhold, Orkus worships Braal by animating the dead of Dulwich. He lurks in the tunnels and catacombs beneath the cemetery.

Ossi Karppanen (location 3; LN male human **commoner**) Head of the lumber guild, Ossi seeks to instate a ruling council of merchants. He is one of the richest people in Dulwich, and consequently has much power and influence.

Saini Alanen (location 9; NG female human wizard 4) Saini oversees a small, independent library where she conducts research on the local area and assists in political matters.

Tuula Tenhunen (location 1; LN female half-orc **knight**) Nicknamed the "Iron Maiden" due to her mask, Tuula leads the town guard and is fiercely loyal to Wido.

Voitto Markku (location 7; LE male human **spy**) Voitto leads the Shadow Spiders—Dulwich's infamous thieves' guild. He is an odious, dangerous fellow.

Vuokko Laiten (location 2; LN female human **priest**) Though young, Vuokko is the new high priestess of Conn.

Wido Gall (location 1; LN male human **mage**) A noble and a wizard, Wido rules over Dulwich. He seeks to extend his influence to the nearby village of Longbridge.

Zado (location 11; CN male human unknown) This enigmatic, masked street performer plies his trade in Dulwich's marketplace. However, his real trade is in secrets and information.

NOTABLE LOCATIONS IN BRIEF

Most of Dulwich comprises peasant homes and businesses of little note. A few locations, however, are of interest to adventurers:

1. **Dulwich Keep:** Seat of the Gall family, the squat Dulwich Keep lies at the heart of Wido Gall's machinations. The town guard are based here and the dungeons below the keep house lawbreakers and those who fall foul of Wido.
2. **The Lawgiver's Hall:** The lofty spire of this elaborate cathedral dominates Dulwich's skyline. Its new high priestess—Vuokko Laiten—is courted by both sides in the ongoing struggle for power in the town.
3. **Lumberyard and Guild Hall:** The lumber guild is particularly wealthy and influential; their holdings reflect their status.
4. **The Dancing Bear:** Run by the former half-elven adventurer Nurlon Reinen this is a popular drinking establishment for adventurers and off-duty guardsmen.
5. **Nalthra's Jewellery:** Nalthra is the most renowned jeweller in Dulwich. She dwells in the top floor of this three-storey building. She might not always offer the best price for gems and jewellery, but she can handle large deals.
6. **The East Gate:** This sprawling inn is popular with Dulwich's wealthy and well-to-do. The Black Cats—a gang of skilled burglars—have infiltrated the place and spy on rich marks.

7. **The Golden Skull:** This dingy, forgettable watering hole is secretly the Shadow Spider's headquarters. A fighting pit and gambling hall lies beneath the tavern in a series of ancient, dingy tunnels.
8. **Eronen's Safe Travels:** This large general store is run by the retired, one-armed adventurer Henni Eronen. He stocks any mundane equipment a prospective adventurer might need for a wilderness trek.
9. **Saini Alanen's House:** Home to Dulwich's most renowned sage, the ground floor of this building also serves as a public library. The wizardess dwells on the top floor and is available to hire for private research projects.
10. **Dulwich Marketplace:** This bustling daily market hosts numerous stalls and booths. Street performers are rife here as are wandering merchants and pick pockets. Anything for sale in Dulwich can be had here. Many of the more affluent merchants maintain shops or businesses elsewhere.
11. **Cemetery and Catacombs:** The town graveyard; recently rumours of strange goings-on have begun to cluster about the catacombs and surrounding mausoleums.

NOTABLE LOCATIONS

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1: DULWICH KEEP

Completed a few decades ago, this small, squat keep sits on a man-made hill surrounded by a dry moat. A stone wall, 25 ft. high surrounds the inner keep, a rectangular stone building with a tower on its east and west sides. Cramped with narrow passages, the keep seems to suck in the wet, humid air of the Salt Mire, making the walls constantly damp. Torches thick with more smoke than heat further clog the air.

It's worse in the dungeons below, where lawbreakers are kept in cells that never see the light of day. Tuula Tenhunen (LN female half-orc **knight**) stations the town guard within the keep. She wears an iron mask to conceal her heritage (which is hardly noticeable) and serves Wido gladly, hoping he will use his magic to "correct" what she believes as a defect. Wido Gall (LN male human **mage**) resides in the eastern tower with his family. A noble of middle years, Wido finds himself growing concerned with the rising power of the merchant class, particularly the lumber guild. For financial gain, he seeks to seize control of nearby Longbridge from his rival, Hilduin Lorsch. He convinced the former high priest of Conn to back his plan and generate public support, but with his death, things have gone awry as the new priest, Vuokko Laiten, does not support his goals. Wido now seeks more agents to investigate and spy on his enemies at Longbridge.

2: THE LAWGIVER'S HALL

One of the first structures built in Dulwich, the Temple of Conn (LN god of community, family and rulership) is undergoing another bout of renovation and expansion thanks to generous donations from its increasing rich followers. The tall, elaborate stone cathedral dominates the town; from its magnificent bell tower rings a new, silver bell. Another recent contribution paid for elaborate stained glass windows.

A well-tended grove separates the main cathedral from the well-appointed houses used by the clergy.

Less than a year ago, the beloved and respected high priest, Taistro Rintala, died unexpectedly, some believe because of foul play or by a sickness from the Salt Mires. A schism in the clergy between Wido Gall's supporters and those of the merchant guilds resulted in Vuokko Laiten (LN female human **priest**), a priestess in her twenties, becoming the new high priestess. While proficient and capable, Vuokko suffers from being the pawn between two opposing political parties—the nobles and merchants. Vuokko seeks some way to unite the two but it's fast

becoming apparent she must soon choose a side. Additionally, the odd happenings at the Dulwich Cemetery have her distracted and she wishes she knew trustworthy folk to investigate the matter.

3: LUMBERYARD AND GUILD HALL

Such is the rich lumber guild's influence that a small gate in the town wall opens near the lumber yard and surrounding guild halls. Within large buildings, trees are processed into lumber 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 (LN male human **commoner**), a shrewd merchant with an eye towards politics. As profits increase (and thus taxes imposed by the nobility), Ossi desires more and more to replace the ruling noble class with a council of merchants. He believes a merchant council will lead to greater riches and expansion of Dulwich. To this end, Ossi has spies everywhere, even manipulating temple politics and using the Shadow Spiders for intimidation. Ossi regularly meets with the other guilds in the efforts to form an alliance. Ossi is always open to hiring spies as well as mercenaries to protect the woodcutters who risk life and limb venturing anywhere near the Forest of Gray Spires.

4: THE DANCING BEAR

A ridiculous image of a dancing frocked bear adorns the outside of this rambling three-storey inn and tavern. Stuffed heads, showing their age, of wild beasts and even a few monsters adorn the cavernous common room's walls. These are the mementos of the inn's proprietor, the retired adventurer, Nurlon Rekunen (LG middle-aged male half-elf fighter 3). Nurlon bought the inn well over a hundred years ago and is something of a local legend. The bearded Nurlon and his twin sister (Nalthra Rekunen; N female half-elf **commoner**) were raised by their human mother and her family. Generations of his brothers' and sisters' descendants have since lived and died and Nurlon is a bit morose when in his cups. However, if he takes a shine to someone, he tells stories of his adventures in the southern forests. He sends adventurers with gemstones to sell to his sister, Nalthra (location 5).

- **Food & Drink** meal (omelette with nuts and vegetables or leek and chestnut stew) 3 sp, ale 4 cp, wine (pitcher) 2 sp.
- **Accommodation** A standard room costs 5 sp a night. The room is large and well—if plainly—furnished.

5: NALTHRA'S JEWELLERY

This opulent three-storey tower shaped shop is owned and operated by a middle-aged half-elf woman, Nalthra Rekunen (N middle-aged female half-elf **commoner**). The first floor comprises a large show room of exquisitely hand crafted jewellery while the second floor serves as a workshop. Nalthra lives on the third floor. Nalthra is the most renowned jeweller in Dulwich, which is not surprising considering she has over a century of experience. Unlike her brother, Nalthra embraces her elven heritage and the mystery it bestows.

Lately, lumber boss Ossi Karppanen (location 3) is the latest person to be utterly smitten by her, a fact she is pondering how to use to her advantage. She promotes her business through her brother's inn and makes it well known she is willing to buy gemstones. She might not always offer them the fairest price, but she is consistent and can handle large purchases.

6: THE EAST GATE

The sprawling East Gate Inn caters to Dulwich's wealthy and well-to-do foreigners. Nobles and merchants trade barbs while scheming against one another. Between the rich clientele and the dealings going on, it is the perfect place of employment for Almina Mastonen (CN female halfling **spy**) tavern maid and head of the infamous gang of burglars, the Black Cats. Almina often knows who will be where and when, allowing her to easily pick her marks. She's aided in her information gathering endeavours by her best friend, the half-orc dishwasher, Holg Torntusk (NG male half-orc **guard**), who lets her ride around on his shoulders. The Black Cats keep several safe houses around Dulwich, thanks to their practise of sharing their ill-gotten wealth with the poorer classes. Unfortunately, the Black Cats are being pressured by the more ruthless and violent Shadow Spiders into giving them a cut of their profit. Currently, Almina has a few jobs lined up to steal important documents from rich merchants if she can get the right crew together.

- **Food & Drink** meal (mutton stew or steak and mushroom pie) 5 sp, ale 1 sp, wine (pitcher) 3 sp.
- **Accommodation** A standard room costs 2 gp a night. The room is richly appointed and features a stout, lockable door and shuttered windows.

7: THE GOLDEN SKULL

The Golden Skull appears just like any other dingy, forgettable watering hole lining the street. Yet, at the rear, a concealed stair way winds down to a secret basement carved out of the ancient ruins below Dulwich. Here, the town's largest and most ruthless thieves' guild, the Shadow Spiders, led by Voitto Markku (LE male human **spy**), runs a gambling den and fighting pit. Once frequented by both nobles and merchants, Ossi's money has

bought the Shadow Spiders to his side. In addition to gambling, they also fence illegal goods and assassination. Most of the smaller gangs offer the Shadow Spiders a cut of their profits. Voitto is always open to new recruits and seeks individuals to subdue dangerous wild beasts for his fighting pit.

- **Food & Drink** meal (parsnip and acorn stew or turnip pie) 1 sp, ale 4 cp, wine (pitcher) 1 sp.
- **Accommodation** A standard room costs 2 sp a night. The room is draughty, and has an easily defeated lock on the door.

8: ERONEN'S SAFE TRAVELS

This long stone and wood two-storey building looks out over the street, a sign depicting a pair of booted feet over its stout wooden door. Former adventurer, Henni Eronen (CG female human **scout**), 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 specializing in travel through the Salt Mire and the Forest of Gray Spires. 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. Henri is always willing to give fellow adventurers with a bit of advice or help them get jobs guarding caravans or serving as guides.

9: SAINI ALANEN'S HOUSE

This stone towered, three-storey house is home to the town's renowned sage, Saini Alanen (NG female human wizard 4). Saini receives money from the town by making the large library on the first floor open to the public. The tower is where she spends most of her time in private research, studying local ancient history. Saini is eager to hear tales from explorers venturing into the local ruins and she pays a handsome sum for well-detailed maps. Saini occasionally hires adventurers to poke about the forgotten places of the Duchy of Ashlar for lost lore.

10: DULWICH MARKETPLACE

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.

In addition, street performers compete for shoppers' attention (and coin). The most famous is the mysterious Zado (N male human unknown), 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.

II: CEMETERY AND CATACOMBS

Near the Temple of Conn lies the Dulwich cemetery and catacombs. Large mausoleums belonging to the nobility dot the cemetery while the remains of common citizens are interred below in the catacombs, built upon the ruins of a former settlement. The Temple of Conn only maintains one section of the catacombs; numerous tunnels branch out like a hive, leading even deeper into the ancient ruins below. People exploring these tunnels often disappear.

As of late, the dwarf cleric, Orkus Drakar (CE male dwarf priest [Braal]), has made a section of the ruins his home. Driven insane during an adventure deep in Gloamhold's depths, Orkus turned to worshipping Braal. Thoroughly insane, Orkus enjoys animating the corpses in the Dulwich Cemetery and letting them run amok. To him, it's harmless fun and a diversion while he waits for further, and more destructive, visions from his god. Occasionally, the town pays for adventurers to clear out certain areas of the catacombs and ruins.

STREET NAMES

Listed here are some of Dulwich's more famous streets.

- **Amri Road:** Playwrights and poets live a bohemian lifestyle in the old buildings lining this street. The atmosphere is lively and a little debauched.
- **Briar Park Row:** A small park rests along the street. Believed to be the remains of a former druid's grove, the park features a large oak tree with a life-like face etched into its trunk.
- **Broad Street:** Well-appointed homes of relatively prosperous merchants line a wide tree-lined avenue often filled with children at play. Many guild meetings take place here in secret.
- **Dyer's Court:** Dulwich's wool dyers make their home on this street. Brightly coloured cloth hangs from the buildings and serves as a canopy over the street.
- **Forger's Avenue:** The clanging of hammers accompanies bellows of thick smoke pouring from the chimneys of Dulwich's blacksmiths.
- **Foundation Way:** Built upon the ruins of a former settlement, the homes here feature deep cellars. Many are rumoured to connect to the ancient tunnels below Dulwich, making the homes useful fronts for various gangs and those wishing to move about undetected.
- **Hargen's Court:** Also known as "Black Court," this unassuming small street serves as the lair to a thriving black market hidden in the tunnels below the cramped homes above.
- **High Road:** Many rich manses lie on this street, not named for its position in Dulwich but for the wealthy folk living here.
- **Hope's Alley:** An ancient, deep (and now defunct) well lies at the end of a cramped and crooked alley. A common superstition claims throwing coins down the well will help avert tragedy or heal a sick loved one.
- **Irkko Street:** An almost eerie silence hangs over this street where an ancient and weathered statue, its features indistinguishable, stands in a small courtyard. Legend claims

it's a statue of an ancient goddess or hero from the time before Dulwich's founding.

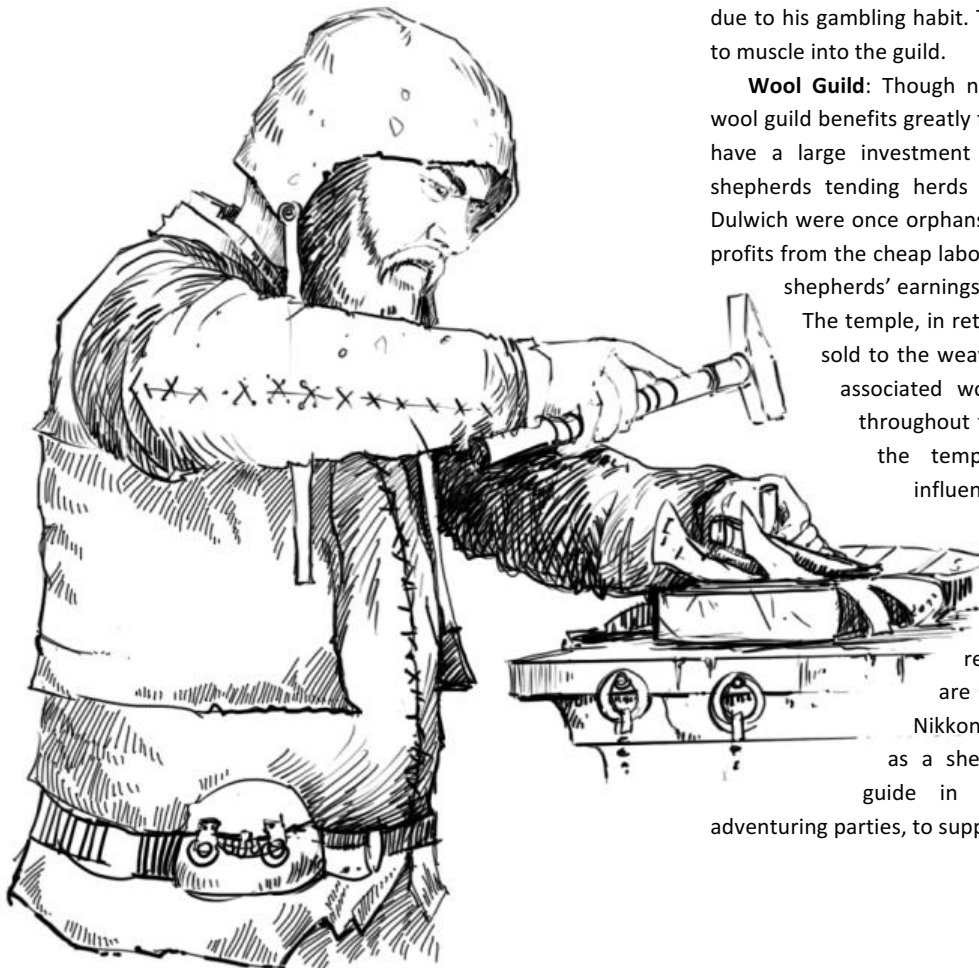
- **Jaska Alley:** This narrow street lives in the shadow of the buildings closing in on either side. Here, small shops sell strange herbs and other unusual curios.
- **Korpela Street:** This long, twisted street features squat wooden buildings housing Dulwich's poorest citizens. Priests from Lawgiver's Hall frequently come here to help the impoverished citizens who are often preyed upon by thieves and unscrupulous traders alike.
- **Leather Street:** Dulwich's leatherworking guild operates along this narrow, well-maintained street.
- **Ojanen Street:** Most of the homes here feature newer construction due to a fire that claimed many buildings and lives years ago. A small shrine to Conn in commemoration of the tragedy rests at the end of the street.
- **Potter Street:** Dulwich's many potters and their guild house lie on this street. Beautiful flowers displayed in elaborate vases welcome visitors to stroll and browse.
- **Purho Street:** The first priest of the Temple of Conn is celebrated on this street with numerous small shrines and stalls selling religious objects and symbols.
- **Rekunen Row:** Many prominent tailors and vintners conduct their business here. Well-tended flowerbeds—a matter of great pride to their owners—line both sides of the street.
- **Steel Street:** Most of Dulwich's armourers and weaponsmiths operate out of the forgeries located here.
- **Varala Way:** Named after a famous hero who defended Dulwich long ago, this street features a weather-worn statue of the hero.
- **Wool Street:** Located near the temple, the wool guild shears the sheep here and sells it to merchants.

GUILDS OF DULWICH

The guilds form the backbone of Dulwich, not just as a source of trade and income but also as a way of life.

Blacksmith Guild: The blacksmith guild incorporates Dulwich's few armourers and weaponsmiths as well as the regular blacksmiths, making them one of Dulwich's largest and most important guilds. Guild members regularly cooperate with one another, especially in the training and housing of apprentices. Unlike the potters, guild members have few familial ties with one another. Skilled blacksmiths pass down their secrets to favoured apprentices.

Lately, friction between the blacksmiths and the armourers and weaponsmiths threatens to split the guild. The latter two get most of their business from the nobility and the town guard. Since their allegiance lies with the nobility, they are seeking to create their own guild separate from the blacksmiths. The blacksmiths hope to keep the armourers and weaponsmiths in their ranks to bolster their power. Hannu Aalto (LN male old human **commoner**) produces the finest swords in Dulwich and is said to be working exclusively for Wido Gall to supply weapons for certain mercenary groups in the noble's employment.



Potter Guild: Several close-knit families comprise the potter guild. As Dulwich expands, the guild's profits increase. Heads of the potter families actively lobby for higher taxes on imports while they use their size to bully their way into the smaller markets of the nearby villages. Their main rivals are merchants from the duchy's capital, Languard. Both the Gall family and the coalition of Dulwich's guilds actively court the potter guild with promises to help expand their reach and increase profits. The potter guild often swings in its allegiance toward whoever can benefit it at that time.

The pottery trade is passed down through the individual families though it is not uncommon for a family to actively recruit apprentices from the outside (especially those who show unusual talent). Though rivalries often occur between gifted potters, the families tend towards specialization of particular pieces and are well known for their unique styles. The guild quickly puts to rest disputes between the families for the good of the guild, which always comes first. Jani Keto (LN male human **commoner**), one of the guild's most promising potters has recently found himself deeply in debt with the Shadow Spiders due to his gambling habit. The Shadow Spiders hope to use Jani to muscle into the guild.

Wool Guild: Though not the largest guild in Dulwich, the wool guild benefits greatly from its ties with Lawgiver's Hall who have a large investment in the guild. Many of the young shepherds tending herds of sheep on the low hills outside Dulwich were once orphans living at the temple. The wool guild profits from the cheap labour (and the temple takes most of the shepherds' earnings to reinvest back into the wool guild).

The temple, in return, gets a cut of the profits on wool sold to the weaver's and dyer's guilds as well as the associated wool merchants carrying the fleeces throughout the duchy. Because of their ties with the temple, the wool guild holds more influence than their size and profits would suggest.

The guild sided with the other guilds early on to oppose the ruling nobility. When taxes go up, the wool guild frequently reminds the temple their own profits are being adversely affected. Lalla Nikkonen (NG female human **druid**) works as a shepherdess and frequently acts as a guide in the surrounding countryside for adventuring parties, to supplement her income.

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