

VISITING  
—— THE ——  
FATHER'S HALL

A RAGING SWAN PRESS MINI-EVENTURE





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# VISITING THE FATHER'S HALL

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*The Father's Hall is an immense structure—perhaps the largest in all Ashlar—and the most impressive of Languard's many landmarks. Within, scores of clergy worship the Lawgiver and carry on his works. The cathedral is also home to powerful healers, and its high priestess is rumoured to be able return the dead to life! These facts ensure the cathedral sees a steady stream of visiting adventurers come to beseech the clergy for aid.*

*Even the smallest town has more locations than all but the most diligent and time-rich GM could ever hope to detail and design. To make matters even worse, when an adventuring party gets to a town or city, the characters often have the irritating habit of going off exploring. What's a GM to do? Designed specifically for you, the busy GM, this urban locale is designed to help you bring depth and flavour to your characters' next urban adventure. This Urban Locale is designed for use with City Backdrop: Languard, but is designed to be easily inserted into virtually any town or city.*

## CREDITS

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## WHAT'S A MINI-EVENTURE?

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A mini-eventure is akin to a normal encounter, 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.

## USING THIS MINI-EVENTURE

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This supplement provides everything you need to run a short, flavoursome eventure. As well as presenting an in-depth look at a locale this supplement also present several tables for use during play. Roll on any or all of them as often as desired to create interesting, engaging situations.

You can either plan events ahead of time or just "wing" the whole mini-eventure using the tables herein to facilitate play. (These tables could form the basis of repeated visits to the featured location as long as you keep track of what results the characters have already experienced).

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## VISITING THE FATHER'S HALL

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The Father's Hall is location T2 on the City of Languard map.

The most impressive of Languard's landmarks, the Father's Hall is an immense structure—perhaps the largest in all Ashlar. Standing 70-foot tall the cathedral dwarfs the finely appointed townhouses of the wealthy and the various other places of worship scattered throughout the city.

Dedicated to Conn (LN god of community, family and rulership) the cathedral serves not only as a place of worship but also as a law court. Here, the Lawgiver's priests sit in judgement upon those accused of both major and minor transgressions against the duchy's laws.

With an impressive stepped entrance dominated by carved statues of Conn in his various guises, the cathedral comprises four separate law courts arrayed around a central, cavernous hall of worship. It stands in the middle of a walled compound containing an almshouse, a prison for those awaiting trial, housing for its priests, staff and visiting pilgrims, and so on. Beneath it, extensive catacombs pierce the earth. Their full extent is unknown to all but the priests who tend them but is nevertheless a matter of conjecture—not least among Languard's thieves who idly wonder what burial goods may lie interred within.

### NOTABLE FOLK

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Hundreds of folk live, work at and visit the Father's Hall, on a daily basis. Most are nothing more than ordinary folk—townsfolk, labourers and so on. Scores of minor priests also dwell within. Some folk, however, are particularly noteworthy:

- **High Priestess Hannele Auvuenen** (LN middle-aged female human cleric 9) leads Ashlar's faithful. The ultimate arbiter of Conn's wisdom throughout Ashlar, Hannele is arguably the second most powerful individual in the duchy. She is reputed to be able to recall the worthy from Death's domain.
- **Nuluani Sehiateir** (LN female half-elf cleric 6) has seen much and believes she would make an excellent replacement for Hannele when the time comes. To this end, she has forged a network of alliances within the clergy and is politically influential both in the cathedral and the surrounding city. A skilled communicator and orator she is one of the most well-known of the Hall's clergy. Approaching middle-age, she has dwelled in the Father's Hall for almost 40 years.



- **Teuvo Eskola** (LN middle-aged male human cleric 6) obsesses over the rule of law as proscribed in *Law and Duty*. One of Conn's Arbiters, Teuvo is a stern, rigid fellow. A traditionalist, he often clashes with the more liberal Nuluani Sehiater over punishments for wrongdoers.

### OTHER VISITORS

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When the characters arrive, they will not be the only visitors present at the Father's Hall. Roll as many times as desired on this list to determine who else is present:

1. **Eeva Rahikka** (CN female human rogue 2) wanders the cathedral with an eye out for easily portable, unattended goods. She's also not above a spot of light pick pocketing, if an easy opportunity presents itself. Dressed as an ordinary townswoman Eeva tries to blend in as much as possible.
2. **Martti Kainu** (NE male human fighter 4) hates Nuluani Sehiateir because she refused to heal his friend's disease without payment or contribution to the church. His friend subsequently died, and Martti is out for revenge; first, he plans to ruin Nuluani's reputation before kidnapping and murdering her. With this in mind, he approaches the party and tells outrageous lies about the priestess.
3. **Saara Aikio** (LN female human commoner 1) grieves for her dead two-year-old son. She sobs and loudly beseeches Conn to tell her why her son had to die. A once ardent follower of Conn her faith has been shaken to its core. As the characters draw near she breaks down in tears and begs for answers from a nearby priest—who can only mutter platitudes.
4. **Risto Himottu** (N male human commoner 1) desires to serve Conn as one of his clerics, but is too lazy to really apply himself to the task. He wants an easy life, but without the necessary study, devotion and hard work. Risto has a nasally, whining voice and latches onto a character. Does the hero need a servant or seneschal to watch over their property while they are away on adventures?

### CONN

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LN greater god of community, family and rulership

**Epithets:** The Father, the Lawgiver

**Symbol:** Two hands clasped in a handshake

**Raiment:** White robes with two clasped hands sigil

**Worshippers:** Nobles and peasants

**Teachings:** Order brings prosperity, safety and happiness. The family is the most important unit of society; its protection is the most sacred duty.

Conn is the god of law and order. His teachings bind the people of Ashlar together and his clergy are the most powerful in the duchy. Conn's clergy serve as judges who oversee Ashlar's law courts, and, thus, they are widely reviled by naer-do-wells, thieves and assassins alike.

## WHAT'S GOING ON?

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Use this list, to determine what is going on when the characters arrive. Remember, the characters' actions may render some of the entries moot.

1. **Worship:** The characters arrive during service; the cathedral is packed, and no priests of note are available to speak with the party. The heroes must be patient and wait for an hour before the service concludes.
2. **Funeral:** A funeral is in progress. Mourners gather around the altar where a priest is eulogising the deceased. Inappropriate intrusions will not be looked on kindly. After the ceremony, the body is carried to the catacombs; characters wishing to explore the tunnels could attach themselves to the mourners.
3. **Court is in Session:** Nuluani Sehiateir is overseeing court proceedings for a score or so of criminals. The proceedings are long and boring; most of the criminals are found guilty. (Alternatively, one of the prisoners attempts to escape; if the characters intervene, they might make a good impression with Nuluani).
4. **Empty:** Only a few worshippers engaged in private prayer or quiet conversion are present in the cathedral. Several priests hover nearby to answer questions or accept donations. Meanwhile, a mad man—dressed as a beggar—stands on the cathedral steps ranting about “the demon in the water” and Languard’s imminent doom. A priest tries to shut him up, but this just encourages the man to keep screaming his dire (and colourful) predictions.

## NOTABLE THINGS FOR SALE

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Roll on this list, to determine what notable items or services are available for sale at the Father's Hall:

1. **Law and Duty (100 gp):** This heavy and oversized copy of the Lawgiver’s holy book features beautiful illuminations on the inner pages and a blessing from Hannele Auvuinen on the inside cover. The book weighs 20 lbs., and would make an excellent gift for a believer, sage or other learned person.
2. **Clasped Hands Symbol (150 gp):** This symbol wrought of white gold has a prayer to Conn etched on its rear in beautiful, flowing script. The symbol hangs on a silver chain. On command, the symbol glows with a soft unwavering radiance equal to that of a candle. This effect is equivalent to a 1st-level spell.

## RUNNING THIS EVENTURE

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*Visiting the Father's Hall* can be nothing more than an interlude between adventures, the venue for the characters to find a skilled healer, wise priest or even the unlikely place to meet a patron or new party member. The characters may also come to the temple in hopes of returning a fallen comrade to life as High Priestess Hannele Auvuinen is one of the few priests in Ashlar powerful enough to perform such a feat.

3. **Wand of Detect Magic (375 gp):** This slender oak wand is sized for a human-sized wielder. Tipped with silver and decorated with esoteric script the wand has been newly crafted by a member of the clergy.
4. **Ruby and Emerald Ring (500 gp):** Although it is nonmagical, this boxy ring is so beautifully made and its materials so perfect and free of flaws it could be enchanted by an appropriately powerful spellcaster.

## OPPORTUNITIES & COMPLICATIONS

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Canny adventurers can find opportunities almost anywhere. Unlucky adventurers can find complications almost anywhere. Roll once on this list, to determine which the characters find:

1. **The High Priestess Abroad:** A middle-aged woman—Hannele Auvuinen—walks slowly through the cathedral. Three officious acolytes flank the high priestess to keep penitents—such as pesky adventurers—at bay.
2. **Fallen Warrior:** A burly warrior bursts into the cathedral bearing the body of a fallen companion. The man—Kauko Miemo (NG male human fighter 5)—loudly demands to see Hannele Auvuinen, and disrupts whatever event is going on.
3. **An Argument Break Out:** Two priests—Tuevo Eskola and a rival—stand on the cathedral steps loudly arguing about a dense and confused legal precedent laid down in *Law and Duty*. For the uninitiated the discussion might as well be in a foreign language.
4. **Hard-up Adventurer:** Aapro Vaino (LG male human fighter 6) needs funds to remove an embarrassing curse afflicting his nether region. He offers to sell a character his +1 *longsword* for 2,200 gp.

## WHISPERS & RUMOURS

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Characters chatting with folk at the Father's Hall may learn some or all of the rumours (which may or may not be true) below:

1. High Priestess Hannele Auvuinen is so powerful she can return the dead to life! She finds few worthy of this honour, though, and an adventurer must be extremely persuasive, rich or influential to secure such a miracle for a fallen friend.
2. Rumours of smashed caskets and of missing grave goods in the catacombs below the cathedral are hotly denied by the clergy. Irrespective of their protestations many folk fear a fell influence has fallen over the Father's Hall.
3. Nuluani Sehiateir is popular with her fellow clergy and with Conn's adherents in the city. Many expect her to replace High Priestess Hannele Auvuinen when she dies. As a half-elf, she could hold the position for a century or more!
4. Not all the Lawgiver's clergy are righteous. If you make the right overtures you can secure a lighter sentence for a loved one accused of a crime or even get a private tour of the catacombs beneath the cathedral.

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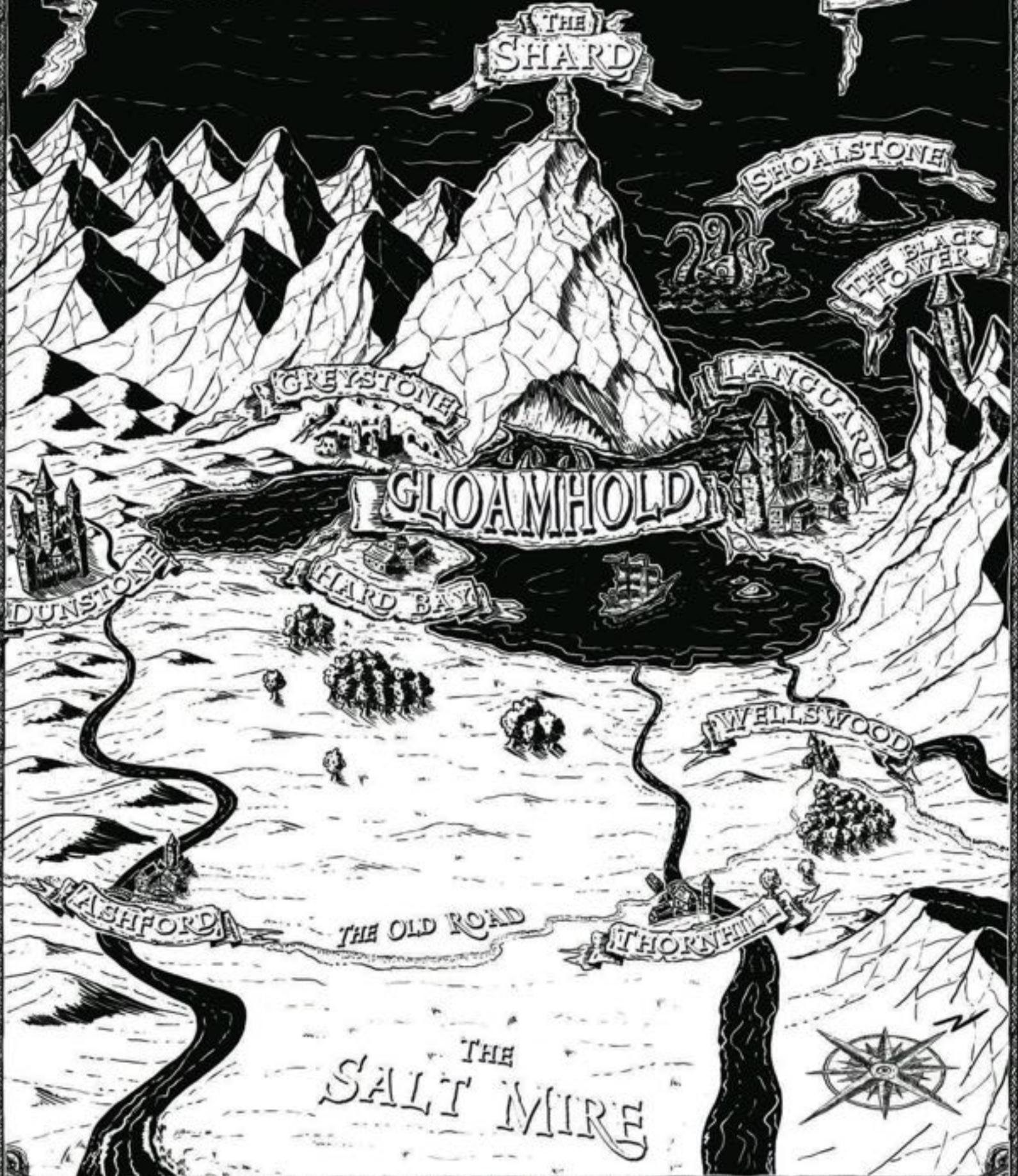
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