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ALLEYWAYS



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URBAN DRESSING: ALLEYWAYS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Brian Liberge

Tired of your towns and cities being boring, bland places in which your PCs show little or no interest? Want to bring your towns and cities alive with cool, interesting minor features of note?

Then Urban Dressing is for you! Each instalment in the line focuses on a different common urban fixture such as shops, stalls, thieves and so on and gives the harried GM the tools to bring such features to life with interesting and noteworthy features.

This instalment of Urban Dressing presents loads of great features to add to the market stalls in your campaign. Designed to be used both during preparation or actual play, *Urban Dressing: Alleyways* is an invaluable addition to any GM's armoury!



CREDITS

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Thank you for purchasing *Urban Dressing: Alleyways*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Urban Dressing: Alleyways* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Brian Liberge is a father of one, living in Boston, MA. Introduced to AD&D at an early age, he's continued to update with the editions and dives into new systems. He loves home-brewed ideas, is honest to a fault, and thinks mechanics should absolutely be shared between systems. Check out his previous work with StufferShack.com, the [RPG Circus Podcast](#), [The Gamer Assembly](#) and [Kobold Press](#).

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FOREWORD

In the first two instalments of *Urban Dressing*, Brian dealt with places of business – namely market stalls and the shops and workplaces of traders and craftsmen. In *Urban Dressing: Alleyways*, he steps away from such locales to tread the shadowy back alleys that so often hold danger and adventure.



Being adventurers, your PCs no doubt spend a fair amount of time in such locales. Perhaps they are chasing the members of an evil cult, searching for the local thieves' guild's lair or simply trying a new shortcut. The possibilities for adventure in the dark, dingy back streets of almost any urban area are legion. Here the

arm of the law rarely reaches and thieves, pickpockets and bravados rule. The PCs must be on their guard.

You can use the information in this book to make such locales interesting and exciting by quickly creating flavoursome and memorable alleyways. Brian's even included details of the kind of folk the PCs may encounter in such places as well as a dozen sample encounters and plot hooks to really bring your urban adventure alive!

In my own *Borderland of Adventure* campaign, we rarely venture into large urban areas – the PCs are too busy hacking orcs and goblins to death in vast numbers. However, several times they have braved towns and I wish I'd had a resource like this at the time; it would have made certain murder mystery/investigative modules much more memorable (and easy to prepare)!

In any event, I hope you find this instalment of *Urban Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com. Alternatively, if you've got a good idea for a subject to cover in an upcoming *Urban Dressing* please let me know at the above address.

A: ALLEYWAY APPEARANCE

Alleyways tend to be low on upkeep; used as either unofficial storage areas or handy rubbish dump for nearby buildings. It is not unlike navigating a goblin warren or an old dungeon in many ways, as you search for your footing and peer warily around each shadowy corner. The table below first presents the width, floor type and other salient terrain features before providing a brief description of 100 alleyways.

Tip: To use this chart when running a chase scene (see the *GameMastery Guide*), roll once for each card to add flavour to the obstacle.

D%	DESCRIPTIONS
1	10 ft., dirt floor, light rubble; a pile of broken wooden crates lie on one side.
2	10 ft., dirt floor, dim light; the sound of a cat mewling loudly carries into the street, though none can be seen. One side is lined with garbage bins.
3	5 ft., cobblestones in poor repair, light rubble; two men play a dice game near the far corner.
4	10 ft., cobblestone, dim light; a young girl sits as if waiting for someone.
5	10 ft., dirt floor; 3d4 youths are standing about gossiping.
6	5 ft., dirt floor; charcoal graffiti marks the walls.
7	5 ft., mud floor, light rubble; smells of cattle.
8	10 ft., cobblestones, dim light; high walls on either and a clothesline with fresh linen hangs between open windows.
9	5 ft., dirt floor, patches of dim light; walls narrow at the end to no more than 3 ft. and begin twisting around corners in a labyrinthine fashion.
10	10 ft., cobblestone; a small, metal fountain, depicting various legendary figures, rests at the back of this dead end.
11	10 ft., dirt floor, dense rubble; many empty, loose barrels are haphazardly scattered about.
12	5 ft., cobblestone, dim light; high thatched roofs allow only thin shafts of sun into the alley.
13	5 ft., cobblestone; this well maintained path leads to a small, locked (DC 20 Disable Device) iron gate. A small courtyard lies beyond.
14	10 ft., cobblestone in poor repair, light rubble; an iron lamp hangs from the back of a neighboring shop, keeping this alley lit at night.
15	5 ft., hard-packed dirt floor; remarkably empty. A DC 20 Knowledge (dungeoneering) check reveals the alley is as clean as if a gelatinous cube had moved down it.
16	10 ft., dirt floor; dozens of footprints mar the walkway, marking it as well traveled for an alley.
17	10 ft., dirt floor; a few women have gathered at one of its intersections to socialize and mend clothes.
18	5 ft., dirt floor; dried blood marks the walls in savage spray patterns.

19	5 ft., cobblestone; bits of the walls have begun to peel and flake off onto the ground, producing a chalky mist when walked through.
20	10 ft., dirt floor; several ropes hang tied from one of the neighboring rooftops.
21	5 ft., cobblestone; an arch wrapped in ivy covers the entrance to this alley.
22	10 ft., dirt floor, dim light; vagrants huddle closely together, trying to make themselves insignificant as people pass.
23	10 ft., cobblestone; a number of the cobblestones have been carved to resemble faces in profile.
24	5 ft., dirt floor; quotes from legend have been painted along one wall. The other is bare.
25	10 ft., cobblestone; a merchant has left his wagon parked here unattended; there is just enough room to squeeze by.
26	5 ft., dirt floor; grass is struggling to grow in small patches down this alley.
27	5 ft., dirt floor; a bull's-eye has been painted on the far wall of this dead end. Different sized holes indicate people have not just been throwing darts.
28	5 ft., dirt floor, dim light; stagnant water has pooled in this alley.
29	10 ft., dirt road, light rubble; a heap of rotting produce attracts flies and other pests.
30	5 ft., dirt floor; new constructions jut into the alley at odd angles, forcing hard turns where the width reaches as few as one and a half feet.
31	10 ft., cobblestone street; only recently paved.
32	5 ft., dirt floor, dense rubble, dim light; filled with garbage piled four feet high from the neighboring buildings.
33	5 ft., cobblestone, light rubble. One of the walls has a two-foot wide hole covered by a stretched hide. Loose stone still litter the ground nearby.
34	10 ft., cobblestone, dim light; high walls block most of the sun.
35	5 ft., dirt floor; eerie pipe music echoes from around the next bend.
36	10 ft., dirt floor; opens into a small, unofficial square where several alleys meet.
37	5 ft., dirt floor; a large mastiff sleeps at the back entrance of an adjacent shop.
38	5 ft., dirt floor, light rubble; a pile of ragged children's clothing has been abandoned here.
39	5 ft., cobblestone, dim light; bits of bone have been worked in amongst the stones in the paving.
40	5 ft., dirt floor, light rubble; scraps of metal pipe lean against one wall.
41	5 ft., cobblestone; the stone arch at the mouth of this alley is engraved with the image of the god of magic.
42	10 ft., dirt floor; rustling sounds emerge from several barrels of refuse due to rats digging around inside.

43	10 ft., dirt floor; a small wooden gate, easily jumped, stands locked at the mouth of this alley. The lock has rusted shut.
44	5 ft., dirt floor; a long old rug of red and gold has been rolled out over half the length of this alley.
45	5 ft., dirt floor; a wind chime made of empty glass bottles hangs from an adjacent roof.
46	10 ft., dirt floor; this alley slopes slowly downward.
47	5 ft., cobblestone; this alley features a steep decline that widens at the end into an intersection.
48	5 ft., dirt floor, dim light; high walls block the direct sun. A glass prism hangs from one building corner, faintly painting the air with a rainbow of colour.
49	10 ft., cobblestone in poor repair, light rubble; a hunk of meat lies rotting in the sun.
50	10 ft., uneven dirt floor, light rubble; slight incline.
51	Variable width, dense rubble. A collapsed house has created an unofficial alley between two streets.
52	5 ft., dirt floor; wooden beams have been set into the dirt to keep it traversable after heavy rains.
53	10 ft., dirt floor, dim light; wooden boards overgrown with vines serve as a fence between two adjacent buildings.
54	5 ft., dirt floor, light rubble; a man re-thatches an adjacent roof and tosses old straw into the alley.
55	5 ft., cobblestone, dim light; heavy curtains hang as doors at each end of this alley.
56	5 ft., cobblestone; dead end with a hatch at the end that leads into the sewers.
57	10 ft., dirt floor; a silver swan is set into one of the walls. Several scrapes show where people have failed to remove it forcibly.
58	5 ft., dirt floor, dim light; high walls create a powerful wind tunnel.
59	5 ft., cobblestone; slopes under the bridge of a larger street.
60	5 ft., dirt floor; an abandoned, adjacent building has no doors and is used as a shortcut.
61	10 ft., dirt floor; birds fight over scraps of food.
62	5 ft., cobblestone; a small shrine with stained glass windows depicting prophets of flame. Several of the windows are cracked and broken.
63	5 ft., dirt floor; a steep decline, then a sharp turn and a steep incline back up to another street.
64	10 ft., cobblestone, light rubble; small pots, boxes and old tools clutter the alley.
65	10 ft., dirt floor; a string of colourful handkerchiefs, tied between buildings, swings in the breeze.
66	5 ft., dirt floor; two dwarves slowly carry a large keg of ale between them.
67	5 ft., dirt floor; "No Trespassing" is painted at the entrance in large letters.
68	2 ft., dirt floor, dim light; very close walls.
69	5 ft., cobblestone; multiple engraved arches are spread over the length of this alley.
70	5 ft., dirt floor, dim light; dark strands of hair are matted in among the dirt.

71	10 ft., cobblestone; copper pipes run down from the gutters above.
72	10 ft., dirt floor; an old cloth lies over two crates, left over from a makeshift table or sales counter.
73	10 ft., dirt floor; flower baskets hang from a nearby window, filling the air with perfume.
74	5 ft., dirt floor, light rubble; two vagrants lie sleeping, wrapped in blankets.
75	5 ft., dirt floor; the smell of spoiled milk hangs in the air.
76	10 ft., dirt floor, dense rubble; a broken cart lies in the middle of the alley, partially stripped of parts.
77	5 ft., dirt floor; two old men play a game of horseshoes and are arguing about the rules.
78	5 ft., dirt floor; a troupe of alley cats has created a pile of dead birds near one back door.
79	10 ft., dirt floor; deep treads have dug into the earth from heavy wagon traffic.
80	10 ft., dirt floor; a lilac tree thrives at one corner, giving a pleasant scent with each breeze.
81	5 ft., dirt floor with the consistency of mud, light rubble, dim light; smells of manure.
82	10 ft., dirt floor; a number of stone blocks are piled to one side, giving easy access to an adjacent roof.
83	5 ft., cobblestone; a group of youths tosses rocks at passing carriages. They scatter if approached.
84	5 ft., dirt floor; inclines to the entrance of a private home.
85	5 ft., cobblestone; a locked wooden box hangs from a wall, taking anonymous donations to help the poor.
86	10 ft., dirt floor; foreign traders selling specialty wares crowd this alley.
87	5 ft., brick laid floor; dim light; high walls.
88	10 ft., cobblestone floor painted gold and silver.
89	10 ft., dirt floor; handmade flyers poster the walls advertising various services and merchants.
90	5 ft., dirt floor; a hawk sits atop one wall, watching all who enter.
91	5 ft., dirt floor; a few men lean against one wall smoking pipes.
92	5 ft., cobblestone; a dead-end at first glance. An unlocked door is set into the far wall, leading to the other end of the alley.
93	5 ft., dirt floor, light rubble; smells of salt air and fish guts. Old nets lie abandoned at one end.
94	10 ft., dirt floor; two kids duel with wooden spoons.
95	5 ft., dirt floor; a young woman tunes a lute.
96	5 ft., dirt floor, dim light; a fractured humanoid skull lies in the dirt.
97	10 ft., dirt floor; an abandoned fire burns low toward the end of the alley.
98	5 ft. widens out to 15 ft., cobblestone; once the alley widens, rosebushes line one side.
99	10 ft., cobblestone; light blue curtains fill the windows on either side.
100	5 ft., dirt floor; smells of mint and parsley.

B: ALLEYWAY NAMES

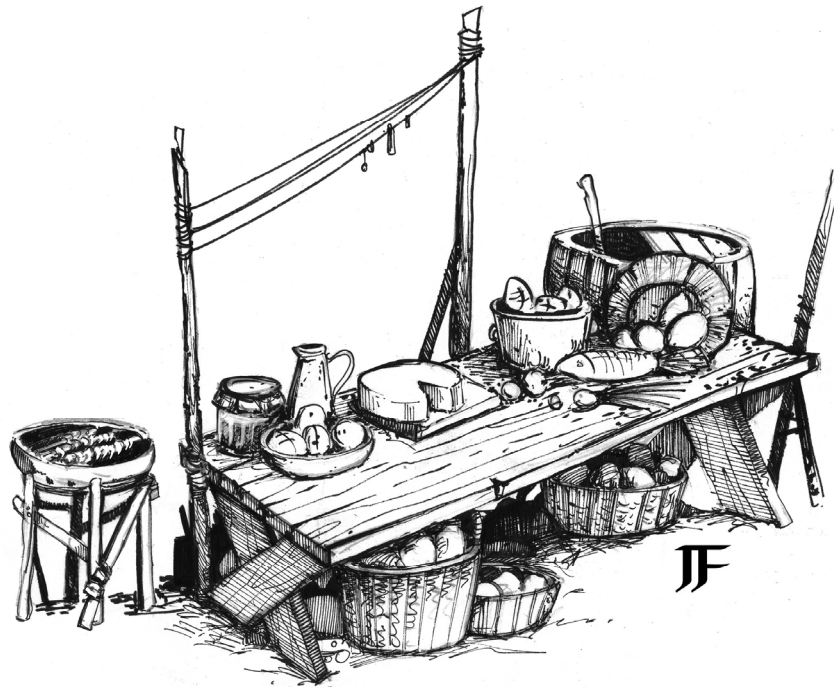
Some alleyways are so minor that they do not have an official name. Others might have more than one name – that used by the locals and the other bestowed by the town’s officials.

D% ALLEYWAY NAMES

1	Access Way
2	Adage Alley
3	Apprentice Way
4	Arrow Alley
5	Bass Alley
6	Broken Horn Alley
7	Bruiser Alley
8	Caster Way
9	Cat Path
10	Char Lane
11	Cherry Lane
12	Chill Alley
13	Courtier Alley
14	Dagger Pass
15	Dander Alley
16	Demesne Alley
17	Devil's Pass
18	Distant Pass
19	Dragon Chin Alley
20	Durgin Alley
21	Dusty Walk
22	Edgar Alley
23	Elder Alley

24	Eldritch Alley
25	Everdown Alley
26	Executioner Alley
27	Extra Alley
28	Ferry Pass
29	Fey Lane
30	Fool's Errand
31	Frogman Way
32	Ghast Alley
33	Ginger Alley
34	Goblin Ear Alley
35	God Street
36	Gorgon Alley
37	Grasping Alley
38	Green Alley
39	Gremlin Passage
40	Grifter Alley
41	Halfling's Pass
42	Hammer Alley
43	Heartache Way
44	Hidden Moon Alley
45	Homely Lane
46	Inferno Alley
47	Ivy Lane
48	Jackal Lane
49	Jacob's Alley
50	Jumping Lane
51	King's Alley
52	Knight's Pass
53	Languid Lane

54	Light's Passage
55	Lover's Quarrel
56	Lucy Lane
57	Manfried Alley
58	Manger Street
59	Mikle Alley
60	Never True Lane
61	Noman Lane
62	Nunnery Alley
63	Odd Lump Pass
64	Ogre Gullet
65	Old Head Lane
66	Once Ridge Lane
67	Outland Alley
68	Pardon Alley
69	Peddler Alley
70	Pidgin Pass
71	Pilgrim Passage
72	Poison Oak Alley
73	Porter Street
74	Pumpkin Alley
75	Quiet Alley
76	Rats Passage
77	Reckless Alley
78	Redbeard Alley
79	Righty Lane
80	Rolling Alley
81	Rumpled Alley
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83	Shamble Street
84	Shifter Street
85	Silk Way
86	Soapmaker's Lane
87	Stagnant Alley
88	Summoner's Pass
89	Swan Lane
90	Tether Alley
91	Tremble Lane
92	Turtle Walk
93	Tuttle Passway
94	Uncle Alley
95	Vapid Alley
96	Winter's Breath Alley
97	Wolf's End
98	Yester Way
99	Youngling Lane
100	Zero Alley



C: HOOKS, COMPLICATIONS & OPPORTUNITIES

Alleys are the shortcuts, backrooms and hangouts of the shady and less fortunate. Use this table to determine what opportunities or complications the PCs encounter.

D20

1	A carpentry shop is using the alley to store stock. A dirty, young boy watches over the wood.
2	A piece of parchment is tacked onto the wall near the entrance reading "Toll Road. 2 Copper". An empty clay pot sits under the sign. A thief hides nearby and tries to pickpocket those not paying.
3	Crude runes, drawn in blood cover one wall. A DC 20 Knowledge (planes) check identifies the demon lord the author praises.
4	A layer of smoke hangs in the air, filtering out from an open window. There is no fire, but a large gathering of merchants smoke cigars within and discuss the setting of prices for key goods.
5	A sinkhole has formed, pulling the corner of a building down and making passage tricky at best.
6	A pack of stray dogs has chased a young child up onto a stack of barrels.
7	A rope of knotted sheets hangs from an upper floor. A woman calls out looking for her missing child.
8	A young man sits behind an overturned crate trying to gather folks for a game of cards. He tries to raise the stakes after the first hand.
9	2d4 lepers lie at the end of the alley. A young priest stands over them praying loudly for a miracle.

10	An old woman frantically tries to sell a collection of masterwork weapons. She claims they belonged to her ex-husband and she can no longer bare the sight of them.
11	A low hanging, pale blue fog fills the alley, created when an absentminded alchemist tripped and dropped his reagents. Anyone who enters has nightmares for 1d4 weeks.
12	Several shepherds try to coax their sheep back onto the main thoroughfare.
13	Several gang members beat another on suspicion of being a snitch.
14	A young girl lies crying on the floor. She could be in genuine distress or a diversion for a lurking mugger.
15	An imposing figure calls to any who look battle ready, looking for competitors for an unlicensed boxing club.
16	A rogue tries to sell a bejeweled dagger to the PCs. The dagger is very distinctive and its previous owner wants it back.
17	The upper floor of an adjacent building collapsed during a recent storm, blocking the alley and burying at least one person below the wreckage.
18	A hooded kenku offers to buy, sell and trade secrets. The first secret is free.
19	A fortune teller offers to predict the future in exchange for the memories of a day already passed.
20	Without any warning, a slum dweller throws a bucket of night soil into the alley from an upstairs window.

D: ENCOUNTERS

Alleyways can be very dangerous places. This chart contains hard to ignore threats to add combat to your alley scene.

d12 NPC

1	A dire rat (<i>Bestiary</i>) digging through trash treats passerby as threats to its territory.
2	A wererat (<i>Bestiary</i>) monologues its plan to rise up through the underworld to a pack of 2d6 dire rats (<i>Bestiary</i>). He orders an attack on perceived spies. The rats lair in an extensive warren below the alley.
3	An assassin vine (<i>Bestiary</i>) has been transplanted here by a savage plant mage (<i>NPC Codex</i>). The mage lurks nearby to see what the assassin vine catches.
4	1d6 shadows (<i>Bestiary</i>) hide in the darkness of a rarely traveled alley, looking to snuff the light from the living.
5	A freelance thief (<i>NPC Codex</i>) looks to make money fencing magic items by getting the jump on some adventurers. He is desperate for a sale and if the PCs seem wealthy sells their details onto his fellow thieves.

6	A drunk barbarian (<i>Sundering Axe, NPC Codex</i>) looks to prove his worth through combat and challenges a PC to a fist fight. If he is defeated, he (bizarrely) makes friends with the group and is an excellent drinking companion. Sadly, trouble follows him.
7	2d6 bullying brawlers (<i>NPC Codex</i>) are looking to seek vengeance against citizens of this town after the mayor publically mocked an elder of their order.
8	2d4 (<i>NPC Codex</i>) guards are looking to increase their total arrests by the end of the week and accuse the PCs for an imagined crime.
9	A carnivorous blob (<i>Bestiary 2</i>) has emerged from the city sewers. Like always, it's hungry.
10	1d6 nuglub gremlims (<i>Bestiary 2</i>) hide in the shadow looking for something to kill.
11	A tick swarm (<i>Bestiary 2</i>) leaps off the corpse of a stray dog, seeking its next warm blooded meal.
12	A hungry fog (<i>Bestiary 3</i>) lingers, attracted by an ongoing feud between noble houses.

E: ASSOCIATED NPC

Use the NPC bios below to portray the folk encountered near the alleyway. Either determine randomly which NPC the PCs encounter or choose a suitable candidate.

D20	NPC
1	Aea
2	Namtar Elway
3	Lucky Allara
4	Leofgar Greycloak
5	Grace of Mortar
6	Cedric Bellweather
7	Siflaed Blueheart
8	Big Green Veli
9	Mara Accad
10	Lucius
11	Hilt
12	Gislin Halftall
13	Artemare Gale
14	Good Deal Gaut
15	Samanti Harborrow
16	Patza Njar
17	Emerald Green
18	Ton
19	Gin Tella
20	Enlil Westmire

A E A

CN female human bard 1/rogue 2

Appearance: Young woman with long dark hair who dresses in loose, colourful silks.

Personality: Aea plays it very cool, but internally she is calculating to the point of worry.

Mannerisms: Constantly brushes her hair back when nervous or intimidated.

Hooks: Aea is a con artist who could have retired comfortably years ago. She continues for the thrill favouring cons like “the lost princess,” “the starving peasant” and “the jilted lover.”

N A M T A R E L W A Y

NG male commoner 1

Appearance: Brown haired, dirty-faced man of decent build.

Personality: Namtar is kind with a cheerful outlook.

Mannerisms: Very energetic, he tends to stretch anxiously when not on the move.

Hooks: Namtar is a professional porter, usually delivering small items. He cuts through the back alleys to save time and can get into trouble just by rushing around a corner and stumbling into a seedy situation.

L U C K Y A L L A R A

N female dwarf rogue 1/expert 2

Appearance: Dirty blonde hair tied in braids; dressed in black leather.

Personality: Tries to be charming but has little patience.

Mannerisms: Sighs and shakes her head when frustrated.

Hooks: Allara runs back alley dice games and acts as a bookie for all kinds of bets. She recently took bets on whether or not the local lord would ever find a wife. He found out and the local militia has orders to arrest her.

L E O F G A R G R E Y C L O A K

NE male human rogue 4

Appearance: Thin face with a pointed black beard.

Personality: Leofgar is infinitely patient.

Mannerisms: He likes to keep his hand busy and is often found fingering a coin or dagger.

Hooks: Leofgar tends to lurk in alleys off mercantile streets or in the shadier parts of town. He would rather steal coin quickly and stealthily but uses violence against out-of-towners.

G R A C E O F M O R T A R

NG female halfling druid 3

Appearance: Grimy face and short-cropped hair; tightly tailored clothes.

Personality: Grace exudes a calm joy. She stoically takes in the bustle of the city.

Mannerisms: She is very concerned with how things smell, sniffing about wherever she goes.

Hooks: Grace is an urban druid paying attention to the balance of city life. She has noticed that the rats are disappearing and wants to know why.

C E D R I C B E L L W E A T H E R

LN male half-elf wizard 1

Appearance: Keeps a very clean image, with hair drawn back tightly and well kept clothes.

Personality: Cedric is curious and easily distracted.

Mannerisms: He makes chewing motions with his mouth while in thought.

Hooks: Cedric is an investigator working with the town guard. He is currently following a divination that predicted a sign of red would lead him to perpetrator behind a series of thefts.

S I F L A E D B L U E H E A R T

NG female human aristocrat 1

Appearance: Fair skin with smooth, gentle hands.

Personality: Siflaed is a kind, empathetic soul, though naive.

Mannerisms: She tends to giggle when she does not understand what is going on.

Hooks: Siflaed is the daughter of a local lord. She normally does not leave her manor without an escort. She snuck out last night to explore the city on her own, but has given away all her coin and gotten lost in the back streets.

BIG GREEN VELI

LE male half-orc barbarian 3

Appearance: A large fellow with thinning hair who wears a yellow and red kilt.

Personality: Veli looks grim and is always judging those around him.

Mannerisms: He picks his teeth when bored.

Hooks: Veli is a bruiser for a local gang. He has been seen prowling the alleys at night looking to pick a challenging fight.

MARA ACCAD

LG female human fighter 4

Appearance: Rough face with tied back brown hair and well-polished armour.

Personality: Mara is peaceful at heart, believing that in ideal circumstances everyone would be good.

Mannerisms: She leans slightly forward with a hand on her hip when at rest.

Hooks: Mara is in a position of authority in the town guard. When she can get away from her more bureaucratic responsibilities, she likes to walk the beat. Her mere presence stops most crimes. She may ask more questions about the PCs' activities than they like.

LUCIUS

CN male human expert 2

Appearance: Lucius's once fine clothes are now filthy and ragged. His beard is streaked with gray.

Personality: Very timid and unsure of himself.

Mannerisms: He stands hunched over and rarely makes eye contact.

Hooks: Lucius was once a successful merchant until he was ruined by the slander of a rival. Left with nothing he now lives off the scraps of others. He has come to believe the lies that brought him to this state and has almost no self worth.

HILT

CE female halfling rogue 4

Appearance: Keeps her hair tied back in a tight bun. She wears a long cloak to conceal all manner of weapons.

Personality: Hilt has a violent tick that she can only keep under control for a few days and only as long as there is the promise of fighting in her future. After that, she gets cranky.

Mannerisms: Often found clutching her own wrist. She has learned that playing with her weapons increases the likelihood of pre-emptive slaughter.

Hooks: Hilt kills people. She loves watching people go from breathing to not. If she can get paid for it, it's a bonus as she is better at killing people when she has had something to eat. She may be after one of the PCs, targeting someone the PCs need to protect, or just satisfying her need in a dark alley when the PCs come upon her.

GISLIN HALFTALL

NG male human cleric 1

Appearance: Short blonde hair; wears simple robes.

Personality: Gislin is very empathetic and confident of his own abilities.

Mannerisms: He looks up when in thought and utters short prayers when in trouble.

Hooks: Gislin is a kind hearted member of the local clergy. He wants to help everyone in need and does not understand the concept of limited resources. He has recently accused some high standing individuals of not caring for the poor, in a very public setting, which has upset members of his own order.

ARTEMARE GALE

N female elf wizard 1

Appearance: A youthful face with colourful robes covering a lithe frame.

Personality: Artemare is eager but easily frazzled.

Mannerisms: She drags her feet and blinks rapidly when thinking.

Hooks: Artemare is apprenticed to a greater wizard in the city. She was sent out for reagents and when she returned she realized that the newt tails were missing. She is retracing her steps through the alleyways to find them.

GOOD DEAL GAUT

CN male human expert 2

Appearance: Balding with heavily patched clothing.

Personality: Gaut is chipper and enthusiastic to the point of annoyance.

Mannerisms: He talks with his hands and speaks louder than necessary.

Hooks: Good Deal Gaut is known for offering goods at lower than average prices. To keep prices low he refuses to buy a shop or pay rent, or so he says. Instead, he sets up shop in alleyways or town squares. Other merchants would have him run out of town, considering him a troublemaker and a vagrant.

SAMANTI HARBORROW

LG female human paladin 5

Appearance: Short brown hair with light scars across her face; wears tarnished plate.

Personality: Samanti is quite grim; jaded from a lifetime of fighting evil.

Mannerisms: She cracks her knuckles and shifts her feet when at rest.

Hooks: Samanti knows far too well what kind of people lurk in alleys. She stalks them looking for trouble, acting as judge and executioner for those caught harming innocents or with ill-gotten goods in their possession.

PATZA NJAR

NG male human commoner 1

Appearance: Heavy set with rosy cheeks.

Personality: Patza is generally cheerful but gets upset when others are disrespectful.

Mannerisms: He leans his cheek against the end of his broomstick when conversing with people.

Hooks: Patza has been hired by the local guilds to make his way around town and clean up the alleyways. He makes most of his money from tips, which merchants are eager to give to earn preferred attention near their shops.

EMERALD GREEN

N female half-elf ranger 4

Appearance: Dirty face; wears hide armour.

Personality: Emerald is curious but lacks patience.

Mannerisms: She tends to pace and double checks her pouch's contents constantly.

Hooks: Emerald is a professional adventurer who went ahead of her party in order to deliver a parcel quickly. She expected the rest of her party to hit town two days ago. She is now growing restless, especially as her party has all the treasure.

TON

NE male human warrior 3

Appearance: Muscular arms; has a bit of a gut.

Personality: Ton loves drinking, gambling and hitting stuff, otherwise he's bored.

Mannerisms: Breathes heavily and rolls his shoulders.

Hooks: Ton is a simple man who is into satisfying his immediate needs. He's tough, but not so stupid to take on several town guards at once. Ton's been sent by his boss to scare an indebted thief.

GIN TELLA

LN female human commoner 2

Appearance: Getting on in years with a grey jacket in need of repair.

Personality: Gin is resigned to her position in life, and is neither sullen nor overly cheerful. She has a knowing look but holds her tongue unless spoken too.

Mannerisms: She leans on her pole as she walks and whistles to herself when it gets dark.

Hooks: Gin is employed by the city as a lamplighter. She keeps her nose clean for the most part, trying to stay out of the way of shadier characters. She may be able to give clues on local criminals, if she can be convinced to talk.

ENLIL WESTMIRE

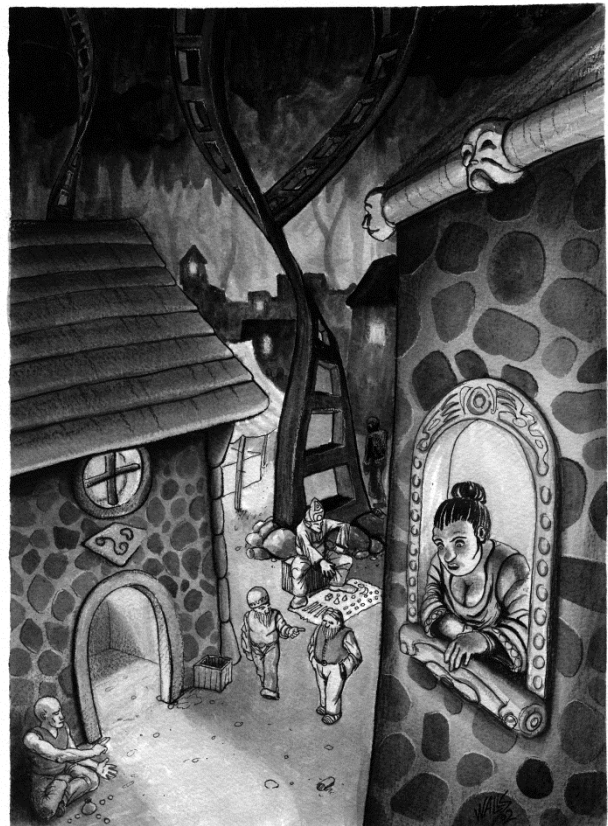
CN male human aristocrat 2

Appearance: Dressed in finery, though a bit dishevelled.

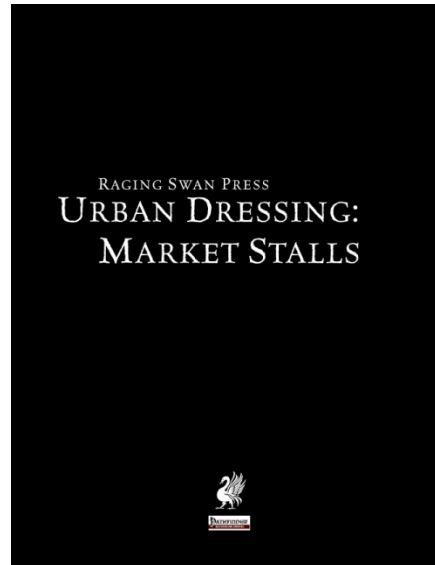
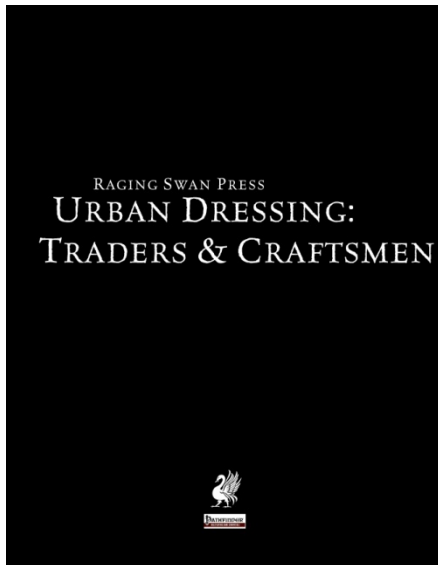
Personality: Enlil is a lover of life and lives in the moment.

Mannerisms: He is always smiling and willing to shake the hands of anyone he encounters, regardless of station.

Hooks: Enlil is the second son of a very well off local lord. He occasionally wanders the city, sharing his wealth with those in need. Last night he fell in with a group of gentlemen that were very thankful and they drank in celebration well into the night. He has not quite sobered up yet.



YOU MIGHT ALSO ENJOY



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