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URBAN DRESSING:
ELVEN TOWN



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URBAN DRESSING: ELVEN TOWN

Tired of your towns and cities lacking verisimilitude? Want to add cool details to your creations but don't have the time? Want to make your towns and cities feel more realistic? Then Urban Dressing is for you! Each instalment focuses on a different type of urban area. Within, find 100 sights and sounds, 50 businesses, 50 NPCs and 20 adventure hooks ready for your campaign.

Designed for easy use during game prep or actual play.

CREDITS

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ELVEN TOWN: SIGHTS & SOUNDS

Use this table, to generate the sights and sounds the characters experience as they move about the town.

D%	SIGHTS & SOUNDS
01	The morning mist clings to the trees, refusing to burn off even as the day brightens.
02	A group of elven hunters silently slip into the woods, as they navigate the underbrush.
03	Elven children perched in the tree branches, silently watch the party pass below.
04	Clad in leafy garments, elven children prance around the town's central clearing.
05	An artist weaves trimmed branches together to form a beautiful basket.
06	A group of elves form a dancing circle to worship one of their gods.
07	Ethereal singing floats on the breeze, though the musicians are nowhere in sight.
08	An elven druid strolls through town, a friendly bear lumbering along beside her.
09	A character gets the distinct feeling a grove of trees is moving whenever they are not looking.
10	A peaceful river gurgles and ripples as it winds along just outside the town's precincts.
11	A band of elves light torches, preparing to burn a rotting tree.
12	Several elven elders impassively watch the party, as the heroes go about their business.
13	As night falls, softly glowing lights wink into being in the darkness beyond the town's borders.
14	A stately elf wearing a crown of thorny twigs gives the party a condescending look.
15	Peering up into the leafy canopy, the characters spot platforms and homes built among the branches.
16	A dozen archers loose arrows at targets across a field.
17	Two elves face off, testing each other's guard with slim duelling rapiers.
18	A half-elf, obviously an outsider, looks uncomfortable as she walks through town.
19	A red-bearded dwarf trails after an elf, clumsily attempting to flirt with her.
20	An elven youth chuckles as he juggles at least ten stones without fumbling a single one.
21	Enchanting birdsong trills overhead, and birds flutter through the trees.
22	The pattering rainfall hasn't let up for a minute over the past few days.
23	Elves in grey shrouds form a sombre funerary procession along the town's main street.
24	Numerous traps and snares are set in the woods around the town—rather obviously so.
25	A band of hunters return from several days in the forest with much fresh venison.
26	A town resident uses a stick to idly write elvish sayings in the dirt.
27	A slim blacksmith hefts a work hammer that stands almost as tall as him.
28	A sweet smell drifts from the town's winepress.
29	A drunk elf staggers down the road, swaying like a willow in a breeze.
30	A shabby elf squats in an alley, wearing nothing more than ragged sackcloth.
31	A blind elf uses a wooden staff to tap his way through the crowd.
32	A song of adulation emanating from a nearby home shifts into a mourning tone.
33	As if by a secret signal, every elf in town suddenly falls into unified silence.
34	The subtle grinding of blades being sharpened reaches the party's ears
35	A dwarf wanders by, openly sneering at the elven craftsmanship on display.
36	A muscular elf stomps past, muttering death threats under his breath to no one in particular.
37	An ornate statue of an elk appears to be constructed entirely out of animal bones.
38	A large network of knotted vines hangs over much of the town.
39	A well-tended kitchen garden sits outside almost every home in town.
40	A line of fat fish hangs on hooks, drying in the sun.
41	Dozens of oiled furs hang in a shop window.
42	Swatches of leather, slowly curing, are stretched on wooden racks.
43	An elf who has fine white hairs covering every inch of exposed skin seemingly glides down the street.
44	Many of the elves are wearing bear claw necklaces and black fur hides.
45	An elf warrior—missing an ear, with a rather savage scar where it used to be—strides passed the party.
46	A bunch of human lumberjacks loiter at the local inn, oblivious to the scowls aimed their way.
47	What look like earthen mounds are revealed to be underground houses, on second glance.
48	A wooden spout has been jammed into this tree; the spout drips golden sap into a bucket.
49	A trio of brooks twine together in this spot to form an odd shape that can't be natural.
50	These boulders are marked with delicate white and red chalk streaks.

51	Dozens of game paths wind out of sight into the brush.	77	Hundreds of birds flock overhead, before settling into the branches all about.
52	Out of the whole forest, this one tree stands wholly bare...not a leaf on a twig.	78	An enormous harvest moon hangs above the trees like a god's lidless golden eye.
53	A charred shunt of wood is all that's left of this tree, after lightning struck.	79	The evening starlight is unnaturally dazzling, bathing the town in a white glow.
54	Several large, brightly coloured, mushroom rings grow from the soft, moist earth.	80	The air is abuzz with swarms of winged insects flitting about the party's heads.
55	A stink of mildew floats about, heightened after the recent rain.	81	A pack of wild cats prowl through town, though nobody appears alarmed.
56	This toppled tree has a flight of stone stairs under where the roots once burrowed deeply.	82	An arrow zips past a character's ear and embeds itself in a tree trunk just a few paces away.
57	A character thought it was the wind, but now they are sure those are voices whispering just beyond comprehension. No one else hears the voices.	83	A group of elves stand in a sunny clearing, arms raised as they bask in the warm light.
58	A curious rustling comes from nearby bushes.	84	Many townsfolk have gathered for a communal meal in the town centre. They invite the characters to join their simple feast.
59	The party discover themselves in a thick grove somehow hidden in the middle of town.	85	The sharp scent of spiced meat being roasted teases the party's nostrils.
60	The trees on this side of town are all fruit-bearing; townsfolk come here to pick the tree's bounty.	86	A newly betrothed elven couple have eyes only for one another as they stroll through town.
61	Numerous wooden and stone animal dens stand around town.	87	Everyone is going about with dozens of wildflowers in their hair.
62	A majestic centaur stands at the town's border, watching the residents with blatant curiosity.	88	An elf's vibrant cape is made up of hundreds of leaves sewn together.
63	A dryad slips out from her tree trunk and dashes off into the deeper woods.	89	Clad in silvery armour, an elven warrior strides around town, looking troubled.
64	The town's leader stalks passed, wearing a headdress formed of deer antlers.	90	Elves laugh and play as they bathe in the nearby meltwater-fed lake.
65	Elven children wear feathered garments, flapping their arms and making bird calls as they play.	91	A lone stone cairn stands just outside town.
66	Flagons of fine elven wine are set out for sampling and sale at this open-air market.	92	All the building's roofs look to be covered in layers of mud and moss.
67	Harvesters haul baskets of berries into town, their fingers and lips stained with dark juices.	93	A bucket splashes down into the depths of the town's main well.
68	Dozens of paper lanterns hang in the trees.	94	A mirror-calm pond sits in the exact middle of town; homes cluster close about its fringes.
69	A spring bubbles up on the outskirts of town, providing fresh water for everyone.	95	The wood used to build these houses appears to still be growing.
70	Elves are clipping away at the thick, thorny bushes growing around town.	96	The streets of this town are demarked on either side by rows of colourful wildflowers.
71	A terrible stench emanates from an alchemist's shop; townsfolk avoid the area and resent the alchemist's unnatural practises.	97	No matter where the party goes, countless squirrels follow, chattering incessantly.
72	A priest marks a newborn elf with sap from the town's holy tree.	98	A shop window is crowded with beautifully intricate woodcarvings and pieces of furniture.
73	Green garlands are strung up between all the town buildings and over the streets.	99	Hooves pound in the distance, as if something has caused a herd of deer to stampede.
74	Bright crimson ribbons are tied around every tree trunk in sight. They flutter in the soft breeze.	100	The inhuman face carved into this massive tree animates and begins talking to the party.
75	A human stands stripped to the waist and locked in stocks in the centre of town.		
76	An elf walks by wearing a pair of wooden shackles around her slim wrists.		

ELVEN TOWN: BUSINESSES

Use this table, to generate the basic details of businesses the characters come across as they explore the town.

D%	BUSINESS
01-02	Notched (fletcher) crafts bows and arrows that are remarkable in their accuracy no matter the user's skill.
03-04	Branch Dancer (treewalker) carries messages between various hidden elven communities by travelling through the forest canopy.
05-06	Hidden Eyes (scout) monitors the woods around the town, alert for violent beasts and unwanted intruders.
07-08	Gavil's Tracking (hunter) has the keenest ability to follow any path through the forest, even through the thickest underbrush.
09-10	Blessed Hides (tanner) ensures the souls of slain animals are laid to rest by praying over each hide in thanks for their sacrifice.
11-12	Claw and Fang (druid) maintains communion with the forest's beasts, ensuring their health and protection.
13-14	Misty Ways (oracle) reads omens in the wooded ways, to provide guidance for the townsfolk.
15-16	Windseer (weather witch) is run by an ancient elven woman who is said to have control over the winds and clouds themselves.
17-18	Elphia's Husbandry (insect shepherd) oversees miniature "flocks" of beetles and other insects, milking them for rare alchemical ingredients.
19-20	Vine Twinings (gardener) takes great delight in cultivating the wild forest growths into berries, fruits and root-based delicacies.
21-22	Nimble Fingers (crafting guild) fashions much of the artwork displayed around town, from the stone sculptures to the crystalline wind chimes hanging from most eaves.
23-24	Shavings & Dust (woodworker) claims they don't let a single part of a tree go to waste when using it for furniture or home construction.
25-26	The Perfect Stitch (tailor) works with feathers and leaves just as much as leather and cloth to craft beautiful cloaks and capes.
27-28	Gilded Canvas (painter) specialises in water-based paints that can be washed away without damaging the surface they're applied to.
29-30	Wirrin's Tonics (alchemist) is run by a youthful elf whose potions have been deemed by most townsfolk as "dangerously experimental."
31-32	The Loomstress (weaver) has tamed a host of spiders to assist her in weaving delicate tapestries of pure silk. Gossamer webs festoon the trees around her workshop, giving the place an ethereal look.
33-34	Root Tender (arborist) works with local dryads to protect the forest from aggressive rot and decay.
35-36	Clippings (herbalist) frequently sends forays into the forest to seek out rare herbs of all sorts.
37-38	Spark's (sorcerer) is run by a wizened elf who takes unseemly delight in conjuring faelights and dazzling, perhaps unnecessarily colourful, illusions.
39-40	Malia's Nestings (midwife) is rarely called on, due to the sporadic nature of elven births—but when needed, she's invaluable.
41-42	Felure's Fixings (mender) keeps the town's tools, armour and buildings functional for decades longer than normal.
43-44	The Archives (historian) keeps detailed records of all townsfolk, community commerce, animal migration patterns and more.
45-46	The Envoy (priest) teaches the forest itself is a manifestation of the nature goddess's divinity.
47-48	Guard Your Heart (armoury) makes the finest, most supple chainmail armour in town.
49-50	Sturdy Shelters (tentmaker) crafts hide shelters for scouts, foragers and hunters.
51-52	Laid Lines (mason) uses hand-worked stones instead of bricks to build sturdier homes around town.
53-54	Fine Goods (merchant) is a caravan that travels between elven communities, bringing fresh resources, travellers and news.
55-56	Shallop's Cutlets (butcher) turns any animals brought in by the town hunters into tender slices of well-seasoned meat.
57-58	Musings (songwriter) is the effort of a young elf who is generally considered a wastrel by most townsfolk.
59-60	Leaves in Wind (dancer) is a troupe of elven women who keep their people's history alive in the form of interpretive dance.
61-62	Trinket Trader (relic hunter) is a dwarven operation that scours the forest for supposedly hidden treasures. They are not popular with the townsfolk.
63-64	No Collars (beast tamer) "recruits" forest animal to act as beasts of burden for townsfolk, ensuring the animals are well-cared for the whole time.
65-66	Soft Edges (fine weapons) crafts blades so sharp they can cut through a whole tree trunk and still leave the tree standing.
67-68	Supple Links (smith) provides most of the metalwork around town, working alongside the armourer and weapons crafter.
69-70	Cladded Glade (fine clothes) sells luxurious dresses and gaudy raiments to wealthy residents. There is a long waiting list for their services.
71-72	Embellishments (scribe) prepares letters, contracts and other official documents.

73-74	Frozen Droplets (jeweller) crafts enchanting jewellery out of seemingly ordinary materials scrounged from the forest floor.
75-76	The Thornbriars (smugglers) brings in contraband such as drugs or illicit magics for townsfolk willing to pay their high prices. They have a network of informants throughout town.
77-78	Sentinels (guards) trains young elves to defend the town with a wide variety of weapons and ancient techniques. The clatter of weapons practise often rises from this locale.
79-80	Smile and Shake (external relations) is run by a half-elf who acts as the town representative and guide to dwarves, humans and other non-elf visitors.
81-82	Sipsup (communal dining) is an open-air dining hall where townsfolk gather for celebratory or ceremonial meals and other events.
83-84	Stone Upon Stone (archaeologist) is a group of historians and sages committed to studying recently uncovered nearby elven ruins.
85-86	Salma's House (healer) is where townsfolk go to have everything from slight scrapes to mortal wounds mended by magic or medicine.
87-88	The Pitcher (winery) harvests wild grape and turns them into fresh-pressed vintages that can turn even the stoutest dwarf tipsy. Their wines are always in high demand by townsfolk and visitors alike.
89-90	Hooded Council (court) is where any ill-doer in town winds up having their fates decided by a group of elven elders. Crimes are punishment by community-based service, or exiles for strangers and visitors. Death is reserved for only the most extreme crimes.
91-92	In Your Stead (duellist) is the operation of an elven warrior who hires out her fighting expertise to anyone who wishes to have their honour defended.
93-94	Lyria's (musical instruments) uses living wood and plant parts to craft lyres, harps and other instruments beloved by elven bards. Many bards gather here to swap stories and songs.
95-96	Wheeled Palms (pottery) is the workshop of an elven woman who transforms simple clay into elaborate pots and vases. Tables in the workshop display a bewildering array of beautiful pieces.
97-98	Spydart (news) relays current events from nearby major cities, relying on a network of forest fey who work in exchange for bowls of sugar water. Visitors tarrying overlong here run the risk of suffering numerous pranks at the hands of the mischievous fey.
99-100	Home to All (menagerie) cares for animals found near death, nursing them back to health. Many of these creatures tend to linger around the area after being released.



ELVEN TOWN: FOLK OF INTEREST

Use this table, to generate the basic details of folk the characters encounter as they explore the town.

D%	NPC
01-02	Rilsha Liagnor (CE female elf cleric 1) is rumoured to be the source of a virulent rot infecting the forest, but no one's proven this yet.
03-04	Jafela Tathel (NG female elf fighter 2) is an elven youth who seeks her first big victory in battle to prove her prowess.
05-06	Sotia Inthurin (NE male elf thief 1) is often found in possession of other people's valuable possessions.
07-08	Nortorran Rohirven (CN male elf fighter 3) is constantly pushing for town expansion efforts to avoid population stagnation.
09-10	Mioldras Varian (LG male half-elf fighter 2) serves as town constable and devotes her time to peacekeeping and crime prevention.
11-12	Lachsmi Hornult (N female dwarf) works at the town winery, particularly enjoying tromping grapes into mush in the juice barrels.
13-14	Baldel Findleson (LG male human fighter 1) is in town to purchase a sword of elven craftsmanship, but no one will deal with him.
15-16	Branna Diosk (NG female human) is a frail old woman living out her final years in the relative quiet of the forest town.
17-18	Penra Wenanor (LE female elf) has been trying to join the elder council for decades, but has always been refused as being too immature.
19-20	Nasli Tyth (CG female elf cleric 1) has made a habit of building lovely rock gardens—but in rather inconvenient places like in the middle of a street or someone's garden.
21-22	Gasha Antgol (CN female human) is a fair-haired young lady married to one of the town's respectable (but boring) elders.
23-24	Ehten Orcir (LN male elf fighter 3) is a willowy sword-for-hire who abides by any contract he signs—even to the death. Luckily, he has yet to meet his match.
25-26	Ibber Olover (LG male halfling) works for the local fletcher, carrying supplies and making deliveries while being exceedingly polite.
27-28	Odolen Thirmith (LG male elf fighter 3) has never killed an opponent, but instead incapacitates them and drags them to jail.
29-30	Nadorn Dransieve (CG female elf fighter 2) has a rare, ferocious temper for an elf that especially flares when she sees animals being abused. In such circumstances, she falls into a deep rage.
31-32	Cilembia Raenist (LG male half-elf cleric 2) settled in town to soak in the vast lore of his elven heritage. He is a talkative, inquisitive man.
33-34	Lagda Borken (NE female half-orc fighter 2) is the bodyguard of a local merchant—the only reason she hasn't been driven from town.
35-36	Levyn Enmethiel (LN male elf cleric 3) is the town banker and has underground vaults that secure a collection of priceless elven heirlooms.
37-38	Kraeser Losofen (NG male halfling fighter 2) came to town to hone his fighting skills against opponents with far longer reaches.
39-40	Plince Yelen (CE male halfling thief 1) is a black-eyed vandal who hasn't been thrown in prison or kicked out of town yet only because he's too quick and cunning to be caught.
41-42	Dalana Kurli (LG female elf cleric 1) is an architect who specialises in treehouses and hanging pathways incorporating tree branches.
43-44	Taeuil Edelon (LE female elf fighter 1) claims to be an elven princess whose family ruled this forest centuries ago, but has been unable to produce any documents proving her assertion.
45-46	Reeth Vannye (CN male half-elf fighter 1) is relatively harmless, picking fights with locals, but only doing so when he's too drunk to be a danger to anyone else but himself (and his reputation).
47-48	Dathbo Mithren (LG male elf) can identify any tree's species simply by the sound of its leaves rustling in the wind. Even druids sometimes seek out Dathbo, for advice.
49-50	Arten Pullock (CN male human) is a clothes merchant fascinated with elven fashion and studies their weaving techniques and looms.
51-52	Lonker Pugs (NE male dwarf thief 2) believes the elves are hiding an ancient treasure somewhere in town and will do anything to find it.
53-54	Ieldel Ven (LN male elf) is friends with several dryads who live in the forest and keeps a close eye on their trees and their wellbeing.
55-56	Romae Hegwil (LG male elf cleric 1) is often seen strolling among the trees, whistling to the birds as if in deep conversation.
57-58	Enshin Marrison (N male elf) is known for having one bright green eye and one bright golden eye. He has few morals, and often preys on non-elven women visiting the town.
59-60	Renfa Nelor (NG female half-elf fighter 2) is one of the few outsiders permitted to train and serve with the local guards. She is fiercely loyal to her comrades.
61-62	Weza Wingbolt (NG female dwarf fighter 2) is constantly attempting to purchase a home in the town, but so far has had all offers rebuffed.

63-64	Thanlea Raiforst (NE female elf cleric 1) is barely a decade old (practically a newborn) and loves playing dangerous pranks on her elders.
65-66	Finnel Arrouren (NG male elf cleric 2) has a knack for sensing animals nearby, even if they're completely camouflaged and still.
67-68	Samar Torler (LE male human fighter 2) is a scarred mercenary who stuck around after the rest of his old band vanished into the forest.
69-70	Opala Rensien (CN female elf ranger 3) is a bright-eyed elven youth who knows the hidden paths through the forest better than most.
71-72	Lanev Wedhel (CE male elf wizard 3) has been seen slipping out of town at night, especially when strange lights are flickering amidst the trees. He is suspected of various unsavoury crimes, but no evidence has thus far come to light.
73-74	Kilth Monin (CG male half-elf fighter 1) has one pointed and one stunted ear, which makes him the brunt of gentle jokes by pure-blood elves.
75-76	Argwin Wayan (LG female human) arrived in town to immerse herself in the study of elvish culture. She loves it here and might never leave.
77-78	Galad Rionmir (LG old male elf) is ancient-looking, even for an elf, and serves as one of the town's council elders. He is much revered by his fellows.
79-80	Zenna Legad (LE female human fighter 1) prowls the town, believing a half-elf with a bounty on his head is hiding somewhere within.
81-82	Celi Adana (NE female halfling thief 2) is missing two fingers on her right hand from her time in a nearby city's thieves' guild.
83-84	Baryn Dantane (NG male elf) searches of inner peace, after a personal tragedy.
85-86	Rondle Alladir (CN male elf cleric 1) fills the town with his musical singing, which always lifts the spirits of those who hear it.
87-88	Osirra Roddil (CE female elf fighter 3) returned from war with ragged scars across her face...and even worse scars across her soul.
89-90	Nala Kloth (LG female halfling) is a blonde-haired darling who's been adopted by an elven couple who are without children.
91-92	Finneral Saelost (CE male half-elf fighter 1) is an ageing fighter determined to kill his elven parent. He might assault an elf while the characters are present or even mistake an elven character for his parent.
93-94	Ornall Lultim (LG male elf wizard 2) handles much of the town's legal matters that don't require elder oversight, in his spare time.
95-96	Ronkle Tradisk (CN male half-orc) mostly keeps to himself, and few know why this low-browed orc kin ended up in an elven town in the first place.

97-98	Dirya Sarulis (NG female elf cleric 3) works subtle magics to keep harsh weather from pummeling the town and its surrounds.
99-100	Galta Losorious (LE female vampire elf) goes to great lengths to hide her true identity as an vampire; she is over a half-millennia old.

ELVEN TOWN: ADVENTURE HOOKS

Canny adventurers can find opportunities almost anywhere. Unlucky adventurers can find complications almost anywhere.

D%	ADVENTURE HOOK
01-08	Before the characters realise what's happening, they're handed torches and swept up in a formal elven funeral. The solemn procession through town takes hours.
09-16	An elf staggers up to the party and blurts out, "I've been poisoned!" before dropping to his knees and vomiting all over a character's boots.
17-24	A half-elf is being shunned by the full-blooded elves in town and so comes to the party for aid in seeking his long-lost parent—or just companionship.
25-33	The smell of smoke fills the air moments before someone screams, "Fire!" and flames begin leaping above and between the treetops.
34-42	A cool and clammy mist settles over the town, muffling most noises and making it difficult to see more than a few feet in any direction.
43-50	Every animal encountered both outside and inside the town appears sickly; the elves do not know what is causing the illness.
51-59	The townsfolk keep to their homes in terror of a hideous beast stalking the nearby woods. It has already claimed dozen of lives.
60-67	Elven warriors have captured several human lumberjacks and are about to hang them, blaming them for the death of an ancient dryad.
68-76	Strange lights flicker in the deeper woods beyond the town. A few children have gone missing and are believed to have been lured off by wicked spirits.
77-85	A winemaker offers to pay the party well if they'll track down the thief who stole his most valuable flagon of wine—he believes the vintage is over 500 years old.
86-94	The town's sombre mood mystifies the characters until one of the elders confides that not a single elven child has been born there in over a century.
95-100	As they wander through the town, an elven warrior blocks the party's path and defies them to take a step further without being cut down by his blade.



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