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# URBAN DRESSING: ELVEN TOWN



# THE SUNKEN PYRAMID

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A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking far beneath the Sunken Pyramid?

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*"...this adventure has everything you need to run it successfully. Very well done."*

—DM Jeff (five stars)

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# URBAN DRESSING: ELVEN TOWN

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## ELVEN TOWN: SIGHTS & SOUNDS

Use this table to generate the sights and sounds the PCs experience as they move about the elven town. Ignore inappropriate results and simply re-roll.

D%	
1	The morning mist seems to cling to the trees, refusing to burn off even as the day brightens.
2	A group of elven hunters slip into the woods, making no noise as they navigate the underbrush.
3	Elven children perched in the tree branches, silently watch the party pass by below.
4	Clad in leafy garments, elven children prance around the town's central clearing.
5	An artist weaves numerous trimmed branches together to form a basket.
6	Beneath the moonlight, elves form a dancing circle to worship one of their gods.
7	Ethereal singing floats on the breeze, though the musicians are nowhere in sight.
8	An elven druid strolls through town, a friendly bear lumbering beside her.
9	A PC gets the distinct feeling a grove of trees is moving whenever he is not looking.
10	A peaceful river gurgles and ripples as it winds along just outside of the town border.
11	A band of elves light torches, preparing to burn a rotting tree from the forest border.
12	Several elven elders impassively watch the party as they go about their business.
13	As night falls, softly glowing lights wink into being in the darkness beyond the town limits.
14	A stately elf wearing a crown of thorny twigs gives the party a condescending look.
15	Peering up into the leafy canopy, the PCs spot platforms and homes built among the branches.
16	A dozen archers stand loosing arrows at targets across a field.
17	Two elves faces 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 supremely sweet smell drifts over 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 elven craftsmanship on display.
36	A muscular elf stomps past, muttering death threats under his breath to no one in particular.
37	This ornate statue appears to be constructed entirely out of animal bones.
38	A large network of knotted vines has been strung over most of the town.
39	Rows of well-tended gardens sit outside almost every home in town.
40	A line of fat fish has been hung up on hooks to dry in the sun.
41	Dozens of oiled furs hang in a shop window.
42	Swatches of leather are stretched on wooden racks, slowly curing.
43	An elf that has fine white hairs covering every inch of exposed skin seemingly glides down the street.
44	Many of the villagers 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, and drips golden sap.
49	A trio of brooks twine together in this spot to form an odd shape that can't be natural.
50	These boulders have been marked with white and red chalk streaks.
51	Dozens of game paths wind out of sight into the brush, trampled with animal tracks.

52	Out of the whole forest, this one tree stands wholly bare...not a leaf on a twig.
53	A charred shunt of wood is all that's left of this tree, after lightning struck.
54	Several large mushroom rings have grown from the soft earth here.
55	A stink of mildew floats about, heightened after the recent rain.
56	This toppled tree has a flight of stone stairs under where the roots once burrowed deeply.
57	A PC thought it was the wind, but now he's sure those are voices whispering just beyond comprehension. No one else hears the voices.
58	A curious rustling comes from the bushes off to one side.
59	The party discover themselves in a thick grove somehow hidden in the middle of town.
60	The trees on this side of town all appear to be fruit-bearing.
61	Numerous wooden and stone animal dens have been constructed around town.
62	A majestic centaur stands at the town's border, watching the residents with blatant curiosity.
63	A dryad slips out from her tree trunk and dashes off into the deeper woods.
64	The town's leader stalks past, wearing a headdress formed of deer antlers.
65	Elven children wear feathered garments, flapping their arms and making bird calls as they play.
66	Flagons of fine elven wine are set out for sampling and sale at this open-air market.
67	Harvesters haul baskets of berries into town, their fingers and lips stained with dark juices.
68	Dozens of paper lanterns have been hung up in the trees.
69	A spring bubbles up on the outskirts of town, providing fresh water for everyone.
70	Elves are clipping away at the thick, thorny bushes growing around the town.
71	A terrible stench emanates from the town alchemist's shop.
72	A priest marks a newborn elf with sap from the town's holy tree.
73	Green garlands are strung up between all the town buildings and walls.
74	Bright crimson ribbons are tied around every tree trunk in sight.
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.
77	Hundreds of birds flock overhead, settling into the branches all about.
78	An enormous harvest moon hangs above the trees like a god's golden eye.

79	The evening starlight is unnaturally dazzling, bathing the town in a white glow.
80	The air is abuzz with swarms of winged insects that keep flitting about the party's heads.
81	A pack of wild cats prowls through the town, though nobody appears alarmed.
82	An arrow zips past a PC's ear and embeds itself in a tree trunk just a few paces away.
83	A group of elves stand in a sunny clearing, arms raised as they bask in the warm light.
84	Many townsfolk have gathered for a communal meal in the town centre. They invite the PCs to join the feast.
85	The sharp scent of spiced meat being roasted teases the party's noses.
86	A newly betrothed elven couple have eyes only for one another as they stroll through town.
87	Everyone is going about with dozens of wildflowers in their hair.
88	An elf's vibrant cape is made up of hundreds of leaves sewn together.
89	Clad in silvery armour, an elven warrior strides around town, looking troubled.
90	Elves laugh and play as they bathe in the nearby snow-fed lake.
91	A lone stone cairn has been constructed just outside of the town.
92	All the building roofs look to be covered in layers of mud and moss.
93	A bucket splashes down into the depths of the town's main well.
94	A mirror-calm pond sits in the exact middle of town, with homes built around its edge.
95	The wood used to build these houses appears to still be growing.
96	The streets of this town are demarked on either side by rows of colourful wildflowers.
97	No matter where the party goes, countless squirrels follow, chattering incessantly.
98	A shop window is crowded with intricate woodcarvings.
99	Hooves pound in the distance, as if something has caused a herd of deer to stampede.
100	The inhuman face carved into this massive tree animates and begins talking to the party.

## ELVEN TOWN: BUSINESSES

Use this table to provide the basic details of businesses the PCs come across as they explore the elven forest town. Some may be inappropriate based on the locale's set up; ignore such results and simply re-roll.

D%	
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) takes messages between various hidden elven communities by travelling across 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 beasts of the forest, ensuring their health and mutual 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 elf 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 bugs, 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 make local fashions.
27-28	Gilded Canvas (painter) specializes 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 somehow tamed a host of spiders to assist her in weaving the most delicate tapestries of pure silk.

33-34	Root Tender (arborist) has teamed up 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 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 and animal migration patterns.
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 to use during trips outside of town.
51-52	Laid Lines (mason) employs 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 and deliveries along.
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 others in town.
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.
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 the few wealthy residents in the area.

71-72	Embellishments (scribe) prepares letters, contracts and other official documents as the townsfolk require.
73-74	Frozen Droplets (jeweller) crafts enchanting jewellery out of seemingly ordinary materials scrounged up 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. Has 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 over this location.
79-80	Smile and Shake (external relations) is run by a half-elf who often 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 often gather for celebratory or ceremonial meals.
83-84	Stone Upon Stone (archaeologist) is a group of historians and sage committed to studying recently uncovered elven ruins in the vicinity.
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 products are in great demand.

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 reserve 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.
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 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 PCs encounter as they explore the elven town. Use these details as a base from which to portray the NPC.

D%	
01-02	Rilsha Liagnor (CE female elf adept 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 warrior 2) is an elven youth who seeks her first big victory in battle to prove her prowess.
05-06	Sotia Inthurin (NE male elf commoner 1) is often found in possession of other people's valuable possessions.
07-08	Nortorran Rohirven (CN male elf aristocrat 3) is constantly pushing for town expansion efforts to avoid population stagnation.
09-10	Mieldras Varian (LG male half-elf warrior 2) holds a position as town constable and devotes her time to peacekeeping efforts.
11-12	Lachsmi Hornult (N female dwarf commoner 2) works at the town winery, particularly enjoying tromping grapes into mush in the juice barrels.
13-14	Baldel Findleson (LG male human warrior 1) is in town to purchase a sword of elven craftsmanship, but no one will sell to him.
15-16	Branna Diosk (NG female human commoner 2) 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 commoner 1) 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 adept 1) has made a habit of building lovely rock gardens—but in rather inconvenient places like the middle of a street or someone's garden.
21-22	Gasha Antgol (CN female human commoner 1) is a fair-haired lady married to one of the town's respectable elders.
23-24	Ethten Orcir (LN male elf warrior 3) is a willowy sword-for-hire who abides by any contract he signs—even to the death.
25-26	Ibber Olover (LG male halfling commoner 1) works for the local fletcher, carrying supplies and making deliveries while being exceedingly polite.
27-28	Odolen Thirmith (LG male elf warrior 3) has never killed an opponent, but instead incapacitates them and drags them to jail.
29-30	Nadorn Dransieve (CG female elf warrior 2) has a rare, ferocious temper for an elf that especially flares when she sees animals being abused.
31-32	Cilembia Raenist (LG male half-elf adept 2) settled in town to soak in the vast lore of his elven heritage.

33-34	Lagda Borken (NE female half-orc expert 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 adept 3) is the town banker and has underground vaults that secure a collection of priceless elven heirlooms.
37-38	Kraeser Losofen (NG male halfling warrior 2) came to town to hone his fighting skills against opponents with far longer reaches.
39-40	Plince Yelen (CE male halfling commoner 1) is a black-eyed vandal who hasn't been thrown in prison or kicked out of town only because he's proven too quick to be caught.
41-42	Dalana Kurli (LG female elf adept 1) is an architect who specializes in treehouses and forming pathways out of branches.
43-44	Taeuil Edelon (LE female elf aristocrat 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 warrior 1) is relatively harmless, picking fights with locals, but only doing so when he's too drunk to be a danger to anyone but himself.
47-48	Dathbo Mithren (LG male elf expert 1) can identify any tree's species simply by the sound of its leaves rustling in the wind.
49-50	Arten Pullock (CN male human expert 2) is a clothes merchant fascinated with elven fashion and studies their weaving techniques and looms.
51-52	Lonker Pugs (NE male dwarf expert 2) believes the elves are hiding an ancient treasure somewhere in town and will do anything to get his hands on it.
53-54	Ieldel Ven (LN male elf commoner 2) 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 adept 1) is often seen strolling through the trees, whistling to the birds as if in conversation.
57-58	Enshin Marrian (N male elf commoner 1) 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 warrior 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 aristocrat 2) is constantly attempting to purchase elven homes, but so far has had all offers rebuffed.
63-64	Thanlea Raiforst (NE female elf adept 1) is barely a decade old (practically a newborn) and loves playing dangerous pranks on her elders.

65-66	Finnel Arrouren (NG male elf adept 2) has a knack for sensing animals nearby, even if they're completely camouflaged.
67-68	Samar Torler (LE male human warrior 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 expert 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 expert 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 warrior 1) has one pointed and one stunted ear, which makes him the brunt of gentle joking by residents.
75-76	Argwin Wayan (LG female human expert 1) 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 male elf aristocrat 1) is ancient-looking, even for an elf, and stands as one of the town's council elders.
79-80	Zenna Legad (LE female human warrior 1) prowls the town, believing a half-elf with a bounty on his head is hiding out there.
81-82	Celi Adana (NE female halfling expert 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 expert 2) is a city-born elf who retreated to the forest community in search of inner peace.
85-86	Rondle Alladir (CN male elf adept 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 warrior 3) returned from war with ragged scars across her face...and even worse ones across her soul.
89-90	Nala Kloth (LG female halfling commoner 2) 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 warrior 1) is an aging fighter determined to find and kill his elven parent. He might assault an elf while the PCs are present or even mistake an elven PC for his parent.
93-94	Ornall Lultim (LG male elf commoner 2) handles much of the town's legal matters that don't require elder oversight.
95-96	Ronkle Tradisk (CN male half-orc commoner 2) 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 adept 3) works subtle magics to keep harsh weather from pummeling the town.
99-100	Galta Losorious (LE female vampire elf aristocrat 3) goes to great lengths to hide her true identity as an vampire; she is over a half-millennia old.



## ELVEN TOWN: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply want to visit the elven town, sometimes fate intervenes. Use this table to determine what opportunities or complications they encounter.

### D12

1	Before the PCs realize what's happening, they're handed torches and swept up in an elven funeral.
2	An elf staggers up to the party and blurts out, "I've been poisoned!" before dropping to his knees and vomiting all over a PC's boots.
3	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.
4	The smell of smoke fills the air moments before someone screams "Fire!" and flames begin leaping across the treetops.
5	A strange mist settles over the town, muffling most noises and making it difficult to see more than a few feet in any direction.
6	Every animal encountered both outside and inside the town appears sickly, and the elves do not know what is causing the illness.

7	The townsfolk keep to their homes in terror of a hideous beast stalking the nearby woods which has already claimed a dozen lives.
8	Elven warriors have captured several human lumberjacks and are about to hang them, blaming them for the death of an ancient dryad.
9	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.
10	An elven winemaker offers to pay the party well if they'll track down the thief who stole his most valuable flagon of wine—which he believes to be well over a thousand years old.
11	The town's sombre mood mystifies the PCs until one of the elders confides that not a single elven child has been born there in over a century.
12	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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