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URBAN DRESSING: PARKS



THE SUNKEN PYRAMID

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?

"All in all, we get one awesome, first class underwater module...you'll never find an underwater module as easy to run as this one while still remaining engaging, concise and just smart - even beginner's DMs should have a nice time running this..."

—Endzeitgeist (five stars and seal of approval)

"I recommend this product as highly as I can...written by clearly experienced Gms who have gone to great lengths to make your play experience as enjoyable as possible. This has my highest recommendation."

—Strangeport (five stars)

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

—DM Jeff (five stars)

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URBAN DRESSING: PARKS

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 parks in your campaign. Designed to be used both during preparation or actual play, *Urban Dressing: Parks* is an invaluable addition to any GM's armoury!



CREDITS

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Thank you for purchasing *Urban Dressing: Parks*; 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: Parks* 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 has 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

Having dealt with graveyards in last month's instalment, this time Brian has turned his attentions to parks. Most large, published cities seem to have them – but rarely are they detailed in any great depth. With *Urban Dressing: Parks*, Brian has provided the tools for you to add interesting features to pretty much any open space in or near an urban area.

In my experience, parks seem to be pretty under utilised in adventures; graveyards, taverns, sewers and alleyways get way more urban adventure love. I suspect, this is because a park can be very similar to a wood or forest and those locales don't exactly scream urban adventure. That's a shame as a GM could set some very interesting adventures in a park. Perhaps a druid is keeping everyone out because a rare flower has just started to bloom and the city authorities take a very dim view of his behaviour or a group of star-crossed lovers are kidnapped while enjoying an assignation. Adding monsters – such as a treant or

assassin vine – into a park is also a good way of introducing conflict into an urban environment as long as there is a good reason why the monster is there in the first place.

Of course, a park is also a great place to visit if you are an elf, druid, ranger or other outdoors type. Such a place can be a haven for folk who don't like the noise and bustle of a busy town or city and if the GM has such in his group he should take as much time designing the park as he would the tavern in which the party rests.

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.



A: CHARACTERISTICS AND APPEARANCE

What we think of today as an urban park is often very different from what existed in medieval times. Parks began as private hunting grounds, often walled, for use exclusively by its noble owner. To restrict such a parcel of land often could only be accomplished with the blessing of the king, which could get expensive. Thus, they were not public meeting grounds, but exclusive status symbols.

Later came the heavily landscaped parks attached to mansions and other properties. These were originally private as well but were made public as cities became more heavily populated.

There are several kinds of park:

- **Common:** Area intended for general use, including the grazing of livestock and the harvesting of wood. It's often not actually public property but owned by a lord and set aside for specific use by his tenants.
- **Deer Park:** A private hunting ground, owned by a noble or clergyman. It's often walled, to keep trespassers out and the animals in.
- **Garden:** A well-landscaped area of carefully tended flowers, trees, hedges and other plants. It is often accented by stonework.
- **Public Park:** An area of natural land set aside within a city, the primary purpose of which is recreation. It may be tended for aesthetics or allowed to grow wild.

100 PARKS

D100	PARK CHARACTERISTICS
1	A small common, set off a manor estate, littered with sheep and the occasional shepherd.
2	A small common, set off a manor estate, dotted with rocky outcroppings.
3	A small common, set off a manor estate. An old wooden fence keeps a handful of goats from wandering.
4	A small common, set off a manor estate, comprising a pasture with cattle and a forest between two hills.
5	A small common, set off a manor estate, where sheep drink from a stream.
6	A large common, set off a manor estate, surrounded by a fieldstone wall.
7	A large common, set off a manor estate, featuring a small, murky pond at its centre.
8	A large common, set off a manor estate, with sweet-smelling, blue-green grass.
9	A large common, set off a manor estate; several men are chopping up a felled tree.
10	A large common, set off a manor estate, with birch trees growing in small stands.

11	A large common, set off a manor estate, with a few apple trees and a wandering cow.
12	A large common, set off a manor estate. A large oak tree sits at its centre; great roots emerge from the earth all around.
13	A large common, set off a manor estate; only a few towering pine trees remain from when this land was heavily forested.
14	A large common, set off a manor estate, dominated by several herds of cattle.
15	A large common, set off a manor estate; large boulders dot its fields.
16	A small public common, set on the side of a grassy hill.
17	A small public common; a murder of ravens watch from the limbs of an old willow.
18	A small public common filled with wild flowers.
19	A small public common, with a large oak tree. A cut rope, the remnants of a past execution, hangs from a large branch.
20	A small public common, surrounded by a crumbling fieldstone wall.
21	A large public common. The foundations of an old manor house are overgrown with weeds at its north end.
22	A large public common, with small rolling hills and cobblestone paths.
23	A large public common, where a small herd of goats is feasting on a bed of tulips.
24	A large public common, with a small shrine to a nature god in one corner (See <i>Urban Dressing: Shrines</i>).
25	A large public common, only recently made public. A team of youths are breaking down a series of fieldstone walls.
26	A deer park, packed thickly with oak.
27	A small deer park, with sparse birch trees. It seems mostly untouched, unused by its lordly owners.
28	A deer park, filled with the loud chirpings of many birds.
29	A deer park, with a fast river rushing through it. The walls pass right over the river; grates allow the water to pass through.
30	A deer park, with many brambly bushes and a few wild boar.
31	A deer park set right up against a cliff face for the nesting of great birds.
32	A deer park, with very rocky soil that breaks the trees into small stretches of woodland.
33	A deer park, with a thick canopy and mossy ground.
34	A deer park, overgrown with weeds.
35	A deer park, filled with holly trees and exotic beetles.

36	A deer park, once an orchard of cheery trees, is now prowled by deer, boar and displacer beasts.
37	A deer park, surrounded by a stone 20-foot high wall topped with spikes.
38	A deer park; the smell of wild onion drifts on the air between ash trees.
39	A deer park, built into hilly terrain and once home to an owlbear.
40	A deer park, thick with oak trees and spider webs.
41	A boggy deer park, with sagging walls due to the marshy ground.
42	A deer park, with sparse trees and the smells of sweet herbs.
43	A deer park, with hickory trees and wild flowers.
44	A deer park; old foundations are set among the shadows beneath the dark trees.
45	A deer park, filled with deer and featuring a small pond stocked with salmon.
46	A deer park, filled with sequoia trees and elk.
47	A deer park, with tall grass and bison.
48	A deer park, thick with pine tree and caribou.
49	A deer park, featuring exotic birds and a trickling brook.
50	A deer park, filled with dogwood and dire weasels.
51	A hedge garden with white stone benches.
52	A garden of hedges and violets replete with iron benches.
53	A garden of peach trees and lush green hedges.
54	A garden with walkways lined with small white stones.
55	A garden where all the flowerbeds are surrounded by tiny wrought iron fences.
56	A small garden with a collection of statues depicting wild beasts.
57	A small garden with very tall hedges.
58	A small garden featuring trellis arcs of climbing roses.
59	A small garden centred on a white marble fountain.
60	A small garden with blue gravel paths.
61	A small garden surrounded by a brick wall, topped with white stones.
62	A small garden, with displays of intricately raked pebbles.
63	A small garden with two large stone chimera flanking the entrance.
64	A small garden with bushes trimmed to resemble stars.
65	A small garden of white rose bushes.
66	A large garden with a lily pond and several recreational rowboats.
67	A large garden filled with statues of ancient soldiers.
68	A large garden divided into four quadrants, one devoted to each season.

69	A large garden with a river running through the middle crossed by two small pedestrian bridges.
70	A large garden centred on a massive water clock.
71	A large garden with empty stone pedestals.
72	A large garden with beds of multicoloured tulips.
73	A large garden centred on a massive bronze statue of a warrior on horseback.
74	A large garden with elaborate jade benches.
75	A large garden with clockwork statues that occasionally move and greet passersby.
76	A small public park shaded by a large oak tree.
77	A small public park featuring statues of famous wizards.
78	A small public park centred on a white gazebo.
79	A small public park with several plum trees.
80	A small public park with high stone walls.
81	A public park; wind chimes hang from the trees.
82	A public park with sweet smelling grass and blueberry bushes.
83	A public park with hickory trees and wild lilacs.
84	A public park with a stone lookout tower offering views of the city.
85	An almost perfectly flat public park surrounded by a wrought iron fence.
86	A public park replete with scorched and twisted trees. It once served as a mage's test field.
87	A public park with marshy ground and leafy bushes.
88	A public park filled by trees with bright orange and red leaves.
89	A public park with small public shrines hidden among its many paths (<i>Urban Dressing: Shrines</i>).
90	A public park in its natural state, filled with pine trees and large boulders.
91	A large public park with gentle rolling hills.
92	A large public park with a man-made pond.
93	A large public park with a fenced in area of personal garden plots.
94	A large public park featuring a series of ornate fountains flanking its main walkway.
95	A large public park centred on a cathedral of the local nature goddess (see <i>Urban Dressing: Temples</i>).
96	A large public park with wide walkways frequented by carriages.
97	A large public park with a stone outdoor amphitheatre.
98	A large public park with many caves frequented by the city's residents when the summer heat grows too great.
99	A large public park built into the side of a steep hill and featuring hundreds of stone steps.
100	A massive public park taking up an entire quarter of a metropolis. Some of the city's more nature inclined citizens have even taken up residence in its trees and caverns.

B: THINGS TO STUMBLE UPON

Parks tend to be well trod by man and beast. Such areas are full of distractions and personal affects often get misplaced.

D100 THINGS TO STUMBLE UPON

1	A silver pocket watch
2	A wet rag doll
3	A stray orange cat
4	An ancient-looking gold piece
5	Two human teeth
6	A half empty wine bottle
7	A lace handkerchief
8	A steel dagger stained with blood
9	The claw of a bear
10	A busted wagon wheel
11	Four copper pieces
12	A silver slipper
13	An empty backpack with a hole in the bottom
14	A dead cat
15	A wooden bucket
16	A fresh apple
17	A bit of mouldy cheese
18	A torn bodice
19	The deed to a local estate
20	A cane topped with bronze
21	A sealed jar of honey
22	A feather quill
23	A love letter, stained with tears
24	A baby chick
25	A sleeping youth
26	A lidless bucket of red paint
27	An elven arrow
28	A coil of rope
29	A shard of mirror
30	A soiled white glove
31	A letter of marque from a foreign lord
32	A written contract for the delivery of livestock
33	A small iron lockbox
34	A simple copper key
35	A purple silk scarf
36	A glass eye
37	A broken clay jug
38	A rusted lantern
39	A silver ring
40	A few white feathers
41	A small pouch of hazelnuts
42	A white lace umbrella
43	A horseshoe
44	The footprints of a peg-legged individual
45	A wineskin
46	A torn strip of red cloth
47	Acorns stacked into a pyramid
48	A tarnished emerald

49	A bit of foxglove
50	Bits of fine tobacco
51	A simple leather sling
52	A bouquet of wild flowers
53	A compass carved from jade
54	An empty water skin
55	A wolf pelt
56	The carcass of a giant eagle
57	The epaulets of an officer
58	A ten-foot deep hole
59	An ivory statuette of the war god
60	A bent lock pick
61	Three identical sapphires (1,000 gp each)
62	A stepping stool
63	An everburning torch
64	A 10 ft. long steel chain peppered with barnacles
65	A watermelon
66	A wooden mallet
67	A folded flag
68	A noble's outfit, neatly folded, with a fine pair of leather boots nearby
69	A cloth tent
70	A deer antler
71	An old red sled
72	A long red and white striped hat
73	The image of a human brain drawn in the dust
74	A felled pine tree with part of the trunk removed
75	A white wooden crate
76	A bronze star
77	A toothpick jammed into a tree
78	A horsehair brush
79	A tin horn
80	A green and red lute
81	A wagon wheel
82	A silver bell
83	A punctured leather ball
84	A silk, green tie
85	A dog stuck up a tree
86	A pincushion stuck with several steel pins
87	Scattered bits of cotton
88	A dream journal
89	A steel razor with a pearl handle
90	A pint of beer half buried in the dirt
91	A bushel of corn
92	A wooden ladder
93	A wet rolled up rug
94	A pair of bear skin slippers
95	An egg shaped pink crystal
96	An orange scarf
97	A yeti skin, draped over a statue
98	A headstone (see <i>Urban Design: Graveyards</i>)
99	A map of the realm
100	A treasure map protected by <i>explosive runes</i>

C: HOOKS, COMPLICATIONS AND OPPORTUNITIES

AREA FEATURES

Parks often have many features a canny adventurer can use to his advantage. Some basic features appear below, but particularly in public parks the GM should customise these descriptions to include flowers, rare tended plants and so on.

Walls: Urban Parks are often surrounded by walls. It helps keep the private parks exclusive, marks boundaries and can help keep some of the city activity outside.

A DC 8 Acrobatics check is required to leap a small boundary wall or DC 16 if the character does not have at least ten feet of space to get a running start.

Taller walls of iron bars, stone blocks or brick require a DC 12 Climb check to scale. They provide partial cover (+2 AC, +1 Reflex).

Some deer park walls curve inward and feature small ramps on the outside to both help animals enter easily and make it nearly impossible for those animals to escape. It requires a DC 5 Acrobatics check to jump the wall from the outside ramp, but it is a DC 30 Climb check to get over the wall from the inside.

Hedge (Narrow): Narrow hedges are obstacles comprising neatly tended bushes.

It costs 3 squares of movement to cross a narrow hedge and it provides cover (+4 AC, +2 Reflex).

Hedge (Wide): Wide hedges are 5 ft. tall and fill an entire square.

It takes 4 squares of movement to move through such a square, but creatures making a DC 10 Climb check reduce this cost by 2. Wide hedges provide total cover.

Tree (Normal): A creature standing in the same square as a tree (AC 4, hardness 5, hp 150, DC 15 Climb) gains partial cover (+2 AC, +1 Reflex).

Trees (Massive): Huge trees (AC 3, hardness 5, hp 600; DC 15 Climb check) fill an entire square. They provide cover (+4 AC, +2 Reflex).

Flowerbeds: Small colourful plants cover the ground, increasing the DC of Acrobatics and Stealth checks by 2. It costs two squares of movement to enter such squares.

Undergrowth (Heavy): Dense bushes and other tangled growths make movement through these areas extremely difficult.

It costs 4 squares of movement to enter such a square. It is impossible to run and charge through a square containing heavy undergrowth. Characters in heavy undergrowth gain concealment (30% miss chance) and a +5 circumstance bonus on Stealth checks.

Parks are rife with opportunities for adventure.

D20

1	A bullette has burrowed into the park leaving large holes all around.
2	A druid has conjured a <i>wall of thorns</i> around the park to keep a rare plant safe.
3	The statue of one of the city's founders has begun to speak, claiming to be possessed by the founder's spirit.
4	A finely dressed woman yells loudly that her diamond ring has gone missing.
5	A food vendor sells kabobs, claiming them to be made of dire rat.
6	The city's sewers are backed up, making the park's grass soggy and pungent.
7	Amidst withering plants a foreign druid offers to end the dry spell for the low price of 20,000 gold.
8	A bunch of kids are digging holes throughout the park. If pressured they admit to overhearing a thief say he stashed a cache of jewels there.
9	City guards have barricaded the park until they find the "vicious animal" that has left several dead with bite and claw wounds.
10	A series of sporting contests are being held to celebrate The Feast of the White Stag.
11	Three panicking gardeners hurry to paint all the red roses white before the local ruler arrives to survey the grounds.
12	A sculptor surrounded by guards carves a statue of an unpopular nobleman. Nearby folk seem less than happy about the addition.
13	The river and pond has dried up in a heat wave revealing several veins of silvery metal.
14	The park is filled with families and vendors in celebration of a local festival.
15	Men line two sides of a field, armed with wooden swords, to recreate a famous battle. The man who was to play the legendary giant has broken his leg.
16	A contingent of soldiers are aggressively recruiting for the local lord's army. They offer free beer, great pay and a signing bonus; several have already taken up their offer.
17	A loud dwarf tries to round up competitors for a drinking contest; 2 copper a head, winner takes all.
18	All of the squirrels have mysteriously disappeared from the park.
19	Three treants are squatting in the park due to deforestation by neighbouring orc tribes. They do not leave until the orcs are driven from their forest home.
20	A homeless man tries to prevent anyone from entering the park claiming the trees are plotting a revolution. He is clearly mad.

D: NPCS

Use the NPC bios below to portray individuals the PCs encounter within a park. Either determine randomly which NPC the PCs encounter or choose a suitable candidate.

D10	NPC
1	Orila Nikal
2	Indra Schoolsmith
3	Belryn Toisel
4	Devel Cynderfall
5	Brokel MalNit
6	Audri Fellswing
7	Hippo
8	Halen Honeywell
9	Elrin Dermot
10	Yelda Nosebiter

ORILA NIKAL

NG male human commoner 2

Appearance: Simple peasant clothes with well-worn knees.

Personality: A very friendly fellow who takes to new people in town and tries to make them feel welcome.

Mannerisms: He lifts his cap and rubs his scalp.

Hooks: Orila owes money his wife borrowed from a local gang before she mysteriously disappeared. He intends to pay it back somehow but doesn't dare ask for help. His predicament is a very juicy bit of town gossip at the moment.

INDRA SCHOOLSMITH

LN female half-elf expert 1

Appearance: A youth in her teens with twin long ponytails. She cares little for fashion but keeps a very neat appearance.

Personality: Indra questions everything said to her, rarely taking any statement at face value.

Mannerisms: Indra sighs when people around her seem foolish or slow.

Hooks: She's an apprentice scribe and has made a huge mistake, spilling ink over a page she has already transcribed. She reluctantly seeks help from those who may know the original text.

BELRYN TOISEL

CN male halfling commoner 1

Appearance: Wears clothes of earth coloured tones, rough leather shoes and a tight vest.

Personality: Belryn always seems to be in a rush and is often curt with strangers.

Mannerisms: Belryn speaks very quickly and tends to look around while others are talking.

Hooks: He's currently trying to manage relationships with two separate women, without either finding out. One is a barrister's daughter and he's paranoid he may end up being cast into a dungeon.

DEVEL CYNDERFALL

CN male elf adept 2

Appearance: A little bit wild with fur clothing with feather accents.

Personality: Devel keeps to himself mainly paying little regard to the others in the park.

Mannerisms: He can be difficult to hear at times, speaking in a very quiet tone.

Hooks: Devel is concerned the plants in the park are weakening and this may be a sign of greater trouble. He communes with nature and looks for a sign.

BROKEL MALNIT

CN female human aristocrat 1

Appearance: Garish dresses of gold silk with elaborate hairstyling one might expect to see at a ball. She is never without a prop such as an umbrella, fan or large bag.

Personality: She thinks herself better than most and terribly clever, when in reality she can be quite thick at times.

Mannerisms: Brokel has a nasal laugh and loves to make a large show of using whatever prop she has on hand.

Hooks: Brokel has become terribly bored with urban life. She wants to know more about the party if only to pass the time. Should the PCs stick around she tries to show them off about town. If they lose her favour she uses her money and influence to make things difficult for them.

AUDRI FELLSWING

N female dwarf fighter 4

Appearance: An elderly woman with thinning long white hair but a strong build.

Personality: Audri is loud and boisterously quick to make friends and put people in their place.

Mannerisms: She stares intently at people when they speak to her.

Hooks: Audri gave her axe to her eldest son who died in battle against giants. She would give most anything to have it – and his remains – returned to her family.

HIPPO

CN male halfling bard 2

Appearance: Colourful clothing that seems mismatched and ill-fitting.

Personality: Hippo seems jolly at first, telling jokes and doing tricks but he is also very intrusive, asking personal questions.

Mannerisms: He does not respect personal space and freely touches others and their things.

Hooks: Hippo decides with enthusiasm he wants to chronicle the exploits of one of the PCs. He does not seek permission, instead following them around, recording their deeds and asking annoying questions.

HALEN HONEYWELL

N female elf expert 3

Appearance: Halen's clothes are filthy as is her face and hair.

Personality: She holds herself in a restful manner and seems at peace among the bustling city.

Mannerisms: Halen looks down at her feet when in conversation with others.

Hooks: Halen works as an herbalist and grounds keeper. She was recently working with an herb that causes temporary memory loss, but she can't remember which one.

ELRIN DERMOT

LN male dwarf paladin 1

Appearance: Fully armoured in shining plate with a heavy warhammer and steel shield.

Personality: A bit gruff, he doesn't possess much social tact.

Mannerisms: Elrin drums the inside of his shield with his fingers.

Hooks: Elrin has fallen for one of the vendors who frequents the park but has had little luck expressing his feelings. He comes to the park each day but is too scared to speak with the object of his affections.

YELDA NOSEBITER

NG female human rogue 3

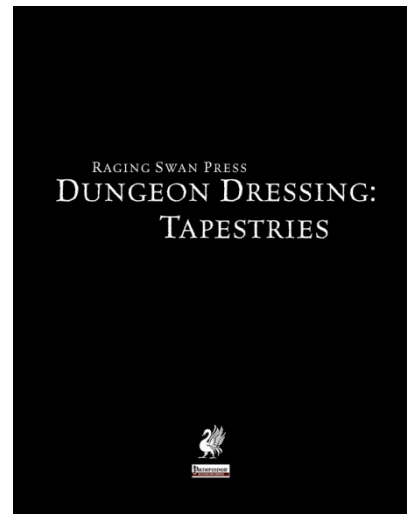
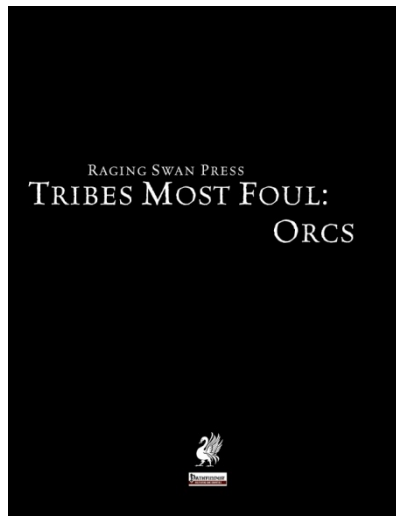
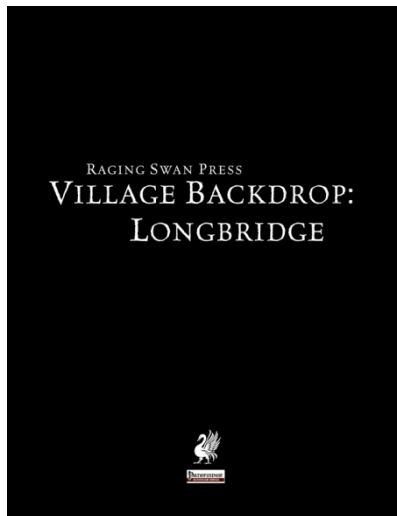
Appearance: Beautiful red hair with form-fitting clothes and tall boots.

Personality: Yelda is very chatty, happy to give news of the town's goings on and hear news from afar.

Mannerisms: Her red hair tends to slide down in front of her face; when it does so she flings it back with a whip of her neck.

Hooks: Yelda has a criminal background as a thief and a con artist. She's quite smart and knows how to take the money she has to make even more money. She's moved onto to a new town, and while she doesn't know how to keep a low profile she'd like to leave her past dealings behind her.





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