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URBAN DRESSING: THEATRES



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URBAN DRESSING: THEATRES

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

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Published by Raging Swan Press
January 2014

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A: CHARACTERISTICS & APPEARANCE (EXTERNAL)

Every theatre has a distinctive appearance. Use this table to generate its basic appearance. Some features may be inappropriate based on the locale's set up. Ignore such results and simply re-roll.

D%	
01-02	A red and yellow hand puppet theatre set on a busy street corner. Tinkling music plays from somewhere unseen.
03-04	A lurid purple-pink hand puppet theatre sized for a gnome lying on its side by the road.
05-06	A folded marionette theatre leaning against an alley wall, with a tangled, splintered pile of puppets beside it. The alley reeks of blood and vomit.
07-08	A pretty marionette theatre covered with carvings of tiny flowers and animals, and set next to an equally carved puppet box.
09-10	A miniature stage with burgundy curtains and a puppet dancing beside it to the clipped <i>mage hand</i> orders of its owner.
11-12	A square foot of yellowed cloth stretched over a frame and flanked by two beggars offering a shadow puppet show.
13-14	An open wagon with a pair of clog dancers performing on its floor, while a drummer keeps time.
15-16	A scrubbed but battered open wagon used as a mobile stage for a troupe of shabby actors, two of whom are arguing beside it.
17-18	A gaudy pink and gold coloured wagon with a side that drops down to make a stage, driven by a fat red-haired human.
19-20	A dark green covered wagon with a side that drops down to make a stage, and the owner's name painted on the side.
21-22	A folding stage stacked onto a red wagon, parked beside an inn, and guarded by a small white dog.
23-24	A filthy folding stage half-sliding off a wobbly handcart, pushed by a half-orc and a goblin.
25-26	A shimmering silver tent with illusory trees around it.
27-28	A sober blue and grey peaked tent with a board outside showing the times and name of the show.
29-30	A small, run-down, unremarkable, house with a dwarf bawling the show times and title outside.
31-32	A bright red and blue big top with a clown dancing around the entrance.
33-34	A red velveteen tent with a roped off entrance.
35-36	A shabby dance hall with faded, peeling gilt on the doors and roof edge.
37-38	An old music hall, with a sagging roof, and walls painted with dancing satyrs and nymphs.

39-40	A small opera house, threadbare and fading. Flecks of paint linger around the door and walls, outlining a grove of trees.
41-42	A brash amphitheatre, shouldering above the buildings on either side; calls and shouts echo from inside.
43-44	A well-cared for house in a moderately well-off area. A discreet sign with the show name hangs from thatched eaves.
45-46	A large balcony above a bawdyhouse with a single figure posed like a slowly moving statue on it and a hefty bouncer on the door below.
47-48	A lovingly restored music hall with lacquered black doors, clearly rescued from a larger building, wedged between sturdy log walls.
49-50	An inn yard transformed into an open air theatre with a central stage and bare, lime-washed, walls.
51-52	A gothic peaked and painted hall with a plump elf guarding the door in top hat and tails.
53-54	A small, prinked up, opera house with sandwich-board apprentices spread out in the surrounding streets calling out the shows.
55-56	A grand amphitheatre wedged between a bard's guildhouse and a magic academy. Thickly plastered posters proclaim music, magic and dance displays.
57-58	A roll of wrapped cloth rests in a trestle frame in an inn yard while at the front of the inn a gaunt young half-orc encourages people to come and see a shadow puppet show.
59-60	A grand dance hall covered in flowering vines that nod at the slightest breeze.
61-62	A well-kept concert hall built of dark stone polished almost as smooth as glass.
63-64	A butter-yellow playhouse surrounded with a jostling stream of actors and patrons.
65-66	A circular hall with a domed roof of glass panels lit from within by coloured lamps.
67-68	A circular, open-roofed theatre made from 12 wattle and daub panels, each painted with a different animal.
69-70	An archway, shaped like a pair of silver and gold trees, apparently leading to nowhere (though the gnome standing beside it assures patrons otherwise).
71-72	A grandiose opera house, open doors leading into an oak-panelled, red-carpeted lobby. It is cool and dim within.
73-74	A roped off teleportation circle set just on the edge of a noisy market hall. Twin happy and sad masks are inset into the centre of the circle.
75-76	An austere auditorium in solemn red brick. Peeling laughter wafts out of an entrance flanked by two masked and cloaked humans.

77-78	A glittering white ballroom attended by liveried footmen. Violin music drifts from an open window.
79-80	An oval amphitheatre in red-veined marble, used equally for acting and creature-racing. The smell of smoke and dung drifts from the attached stables.
81-82	A stage constructed of heavy cloth and wire, stretched rigid between three trees.
83-84	A circle of tightly-fitted wooden slabs, hammered into the ground. A woven sling chair hangs from a high pole, just visible over the top of the slabs.
85-86	A wide and shallow hollow in the ground, about chin high to a dwarf. A circle of red bricks inset in the ground marks the centre.
87-88	An archway carved into a cliff face and roped off with a silken ribbon. The rock around the arch displays intricate carvings of the deities of music and love.
89	An open door in a limestone wall, with a tapestry hanging just inside to block the view. The tapestry shows a set of bagpipes playing without a musician's hand to guide them.
90	A high, narrow theatre wedged between two larger ones, its windows outlined in tiny mother-of-pearl tiles. A <i>magic mouth</i> murmurs the show titles to anyone approaching the entrance.
91	An oak trapdoor, embossed with brass studs and pokerworked with stars and musical notes. Under it, stairs lead down into darkness.
92	A colonnaded combined ballroom and concert hall, plastered and painted with ivy, butterflies and tiny birds. The sound of bird song fills the air, but falling bird excrement is a common danger here for visitors.
93	The edifice of this theatre is festooned with intricate carvings depicting scenes from famous plays and operas. When the theatre puts on special events the owner hires illusionists to bring the carvings to life.
94	This colonnaded building is faced with white marble. A sweeping set of steps leads up to the main entrance.
95	Many-hued everburning torches in black cast-iron sconces are set above the windows of this theatre. They bathe the street in a bizarre mishmash of colours.
96	The skulls of large monsters – dragons, giants, manticores and so on – are set into the wall about this theatre's main entrance.
97	The flags of many different nations flutter from the roof of this theatre. One flagpole is conspicuously unused.
98	A huge banner hangs down from the roof of this theatre. The banner advertises the upcoming appearance of a famous bard performing a recently discovered play by a famous playwright.

99	A stone platform, set on a low ridge of ground, and surrounded by trees trained to grow in the shape of seats.
100	An unobtrusive side door tucked away in a wall niche. Engraved above the heart shaped handle are the words "My heart opens only to music. Sing to me."



B: CHARACTERISTICS & APPEARANCE (INTERNAL)

Inside, every theatre is different. Use this table, to make the interior of the theatre interesting. Some features may be inappropriate based on the locale's set up. Ignore such results and simply re-roll.

D%	
01-02	A grandfather clock in the entrance hall hides a secret door (DC 20 Perception spots) to the backstage passages.
03-04	Diaphanous golden curtains divide the audience area into sections radiating out from the stage at one side of the tent.
05-06	Warped, but well-scrubbed, pine boards cover the floor.
07-08	A vaulted stone ceiling bears carved bosses of famous heroes and villains.
09-10	Simple swirls of yellowed plaster grace the walls and ceiling of the music hall.
11-12	Trestles and bench boards sit stacked in a pile beside the battered stage with a length of stained canvas stretched above them.
13-14	Weathered boards form a crude stage. A streak of something smelling strongly of rotten vegetables runs diagonally down the wall behind the stage.
15-16	An illusion forms the stage backdrop, displaying fields of ripe grain.
17-18	A small shrine to the music gods flanks the stage.
19-20	The intricately carved walls of the concert hall make even the worst players produce a sweeter sound (playing on stage grants a +2 circumstance bonus to Perform checks)
21-22	Instead of scenery, wands of <i>minor image</i> and <i>silent image</i> are racked beside the stage.
23-24	Silvery cloth covers the walls and comfortable couches face the stage.
25-26	A musicians' gallery high on the right-hand wall overlooks the stage.
27-28	A sloped floor offers standing room for the audience. There are no seats or barriers.
29-30	Boxes of disturbingly life-like marionettes line the walls of the puppet theatre.
31-32	Two <i>rope tricks</i> form a pair of ultra-discrete boxes in the auditorium.
33-34	Each of the torch sconces lining the theatre walls is modelled on a different songbird.
35-36	Pieces of partly painted scenery lie scattered either side of the stage.
37-38	Every room of the dancehall contains at least two clocks; none tell exactly the same time.
39-40	A harp almost twice the height of a human stands in the very centre of the stage.
41-42	A bank of dark wooden pigeonholes for letters line the entrance wall.

43-44	Curtains, gaudily stitched with bawdy jokes in a flowing foreign script, frame an alcove.
45-46	Dried leaves cover the floor.
47-48	An incense burner fills the air with a spicy scent.
49-50	The inside of the amphitheatre smells of smoke, blood and old sweat.
51-52	Layers of rushes cover uneven stone flags.
53-54	Paintings of musicians and scantily clad dancers cover the plastered walls.
55-56	A geometric mosaic marks the path from outer entrance to main auditorium.
57-58	Ropes hang against all the walls, with one end vanishing up through the ceiling and out of sight.
59-60	Muffled thumps and laughing voices echo from behind a row of closed doors.
61-62	Flute music starts playing from nowhere as soon as anyone steps through the inner door.
63-64	The room boasts a shifting colour scheme that automatically changes to match the clothing of each person who steps onto the centre stage.
65-66	The large central stage is surrounded by a sloping auditorium.
67-68	A basket of withered fruit and vegetables is on sale for a few coppers apiece.
69-70	A half-eaten apple bounces down a flight of steps as if just dropped.
71-72	A motley collection of rugs in different colours cover the floor.
73-74	Clashing, overlapping curtains cover the walls.
75-76	An underground chamber, chiselled in deep steps for seats, slopes down to a tiny stage.
77-78	Five staircases spiral off in different directions with no indication of what leads where.
79-80	Paint and padding makes the room resemble a dragon's open mouth, with the tongue as a ramp leading up to the throat and a black door.
81-82	Tiny twisting galleries lead off from the foyer, each painted in a different shade of the rainbow.
83-84	A blazing light overhangs the stage
85-86	A light hangs from the centre point of the ceiling, like a miniature moon.
87-88	A whisper of sound like heavy breathing comes from everywhere and nowhere.
89-90	Drumming fills the air, making even the floor and walls seem to vibrate in time.
91-92	Flowers cram the area, filling the air with an overpowering, cloyingly sweet scent.
93-94	This room appears to be an open glade in a moonlit forest, complete with trees and flowers.
95-96	A red-lit sauna set up ready for use with a firepit, water, stones for heating and low stone seats.
97-98	Glittering glass crystals stud the walls.
99-100	This room's walls are as black as obsidian.

C: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply want to visit the theatre, or view a show, sometimes fate intervenes. Use this table to determine the opportunities or complications the PCs encounter.

D20	
1	Three pickpockets (rogue 1) working the audience targets the PCs (Sleight of Hand +9). They flee if detected, using the crowd as cover to get away.
2	Two dogs chase a cat through a crowded entrance way, oblivious to the people in the way.
3	A local noble has hired the theatre company to put on derogatory plays, slandering and defaming one of his rivals. The slandered noble has just discovered he has been slandered and is making a grand scene in front of the theatre.
4	The theatre is really a living dropbox for a group of spies and saboteurs. As they, the audience, and the actors mingle, coded letters slip from one person to another. The PCs must intercept a message unseen. Alternatively, a perceptive PC spots the exchange and might wonder what is going on or a PC receives a message through mistaken identity.
5	Calamity strikes during the performance. Perhaps a large piece of scenery collapses or the stage suddenly gives way. This might simply be a random act of misfortune or the culminations of a sinister plot against the theatre or a specific performer.
6	A child starts to cry during the performance – scared by some aspect of the play or show. After a few minutes, the child's parents lead him outside where they can be heard scolding him loudly.
7	One of the actors is a local aristocrat's runaway child, and the aristocrat has filled the audience with loyal retainers to recapture them, but Cammy (page 7) has taken the actor's shape for the show.
8	The PCs are mistaken for a local notable and retinue, and plied with extras, bonuses and offers in hopes of a reward.
9	The PCs are mistaken for an infamous local notable and retinue, and the company calls all hands to drive them away from the theatre.
10	Political rivals both try to woo the theatre company over to their side, for the propaganda value, resulting in constant one-upping of gifts and favours poured into the theatre and company.
11	An assassin mingles with the crowd, waiting for the show's climax to strike his target.
12	The stage manager decides one of the PCs is perfect for a role in the next performance and tries to recruit the PC on a temporary basis.
13	During the performance a couple begin to row about something seemingly inconsequential. As it continues their voices get louder and louder. Soon, their argument threatens to disrupt the performance all together.

14	The crowd goes wild and throws the performers out of the theatre.
15	The crowd goes wild and mobs the performers with delight.
16	Tokens of appreciation are thrown at the stage during the performance. One hits the star performer in the head and stuns him. A replacement is urgently sought.
17	Tokens of disgust are thrown at the stage during the performance. One of the performers is injured.
18	The stage manager is desperately hunting for an unusual stage prop and offers a reward to the PCs if they can provide it.
19	Someone swaps the theatres illusion-crafting wands for evocation wands, causing a deadly "scene-changing" moment.
20	The theatre catches fire in mid-performance, causing panic and a frantic rush for everyone to escape, or deal with the fire.

SHOWS

Theatres generally have 1d4-1 shows running at any one time. Use the table below to generate show titles for the theatre. Some may be inappropriate, depending on the type of theatre desired. Ignore such results and simply reroll.

D20	
1	Mrs Vansome Dances
2	Cyanide and Supple Silks
3	Three-handed Frikke and the Greedy Dragon
4	The Magician and the Mousetrap
5	Foxy Lady
6	Journey into Knight
7	Mystical Magic
8	Across the Blue Yonder
9	Willem Do Tell
10	Pretty Pretty Please
11	Butterfly Heart
12	Queen Midnight and the Iron Cobra
13	A Bachelor's Bacchanalia
14	Soliloquy No. 3
15	All Gingered Up
16	Fugue in A-minor For Flute and Harp
17	Valtyra
18	Who Took the Raw Maiden?
19	Imaginary Happiness
20	Lost Rainbow

D: SIGHTS & SOUNDS

D%	
01-02	An illusory, scantily-clad man (or woman) beckons patrons inside.
03-04	The sound of a large argument – on the merits of different acting styles – is easily audible.
05-06	A cat stares haughtily down from halfway up a spiral staircase.
07-08	Apprentices practise tumbling in the yard
09-10	Actors are rehearsing their lines on and off stage, in multiple small clusters.
11-12	A drunk picks a fight with another patron or a bouncer after being thrown out.
13-14	Two people carry a length of scenery along a hallway.
15-16	A man tries to wheedle his way in without paying so he can visit one of the actors.
17-18	A woman tries to wheedle her way in without paying so she can see one of the dancers.
19-20	A child tries to creep in unseen and watch the show without paying.
21-22	Musicians rehearse in a side room, still tuning up with each other.
23-24	A mage argues loudly with the stage manager about the merits and ease of the desired scenery illusions.
25-26	Three actresses practise a stage fight across the floor, while a surprised visitor tries to break them up.
27-28	A writer scribbles alterations to a script hung on the wall beside the stage.
29-30	An instructor drills the chorus in a long, complicated dance, which they do badly.
31-32	An instructor drills the chorus in a long, complicated dance, which they do well.
33-34	A gnome with a tray of pies patrols by the theatre, calling his wares loudly.
35-36	A child actor runs up with a script and demands the PCs hear the child's lines for the next play.
37-38	A scantily-clad man or woman beckons patrons inside.
39-40	A loud thump echoes from within the theatre.
41-42	A uniformed usher moves back and forth, leading people to their seats.
43-44	A painter is hastily finishing scenery for the next play.
45-46	A cat runs through a toppled paint pot, and then up a piece of scenery, leaving pawprints behind.
47-48	A dog runs into a piece of scenery, knocking it down into a pool of paint.
49-50	An actor argues with the stage manager, then storms out of the theatre.
51-52	A patron proposes marriage to one of the dancers, and a crowd gathers to watch the reply.
53-54	A handful of performers stand on stools while a dresser scurries around fitting costumes to them.

55-56	A crowd of patrons pours out of the theatre, excitedly discussing the show they have just seen.
57-58	A cook sprints out the door with a pan on fire, and thrusts it into the nearest water source.
59-60	Someone has polished the wooden theatre floors to a high gleam with the side effect that the floor is nearly as slippery as ice.
61-62	A female elf has four identical dogs lined up and is teaching them to bark on note on command.
63-64	A pair of singers rehearses, repeating the same few phrases over and over again.
65-66	A trapdoor in the stage comes loose and an actor drops through unexpectedly.
67-68	A supporting rope comes loose, dropping a piece of scenery flat on the stage.
69-70	A gale takes a stretch of tiles off the roof, turning the show's storm scene into something much realer and wetter.
71-72	A clerk shoos patrons into a neat line for tickets, then takes a long time with each one.
73-74	The star of the show gets stuck out of sight, and the rest of the company try to free him without letting the audience know anything is wrong.
75-76	A mage tests out illusory scenery for effect.
77-78	A little old man briskly sweeps the theatre foyer, ignored by the patrons.
79-80	A clock chimes, and then sticks and keeps chiming without stopping.
81-82	Political rivals use the theatre as a neutral venue to meet and discuss problems, a discussion that quickly turns icy.
83-84	The theatre's cat takes a liking to the PCs and winds around their ankles, purring.
85-86	A halfling with a tray of drinks and snacks patrols the inside of the theatre, cheerfully crying his wares between acts.
87-88	A strand of ivy wriggles through a window and grows happily in the internal warmth.
89-90	A shower of rain sweeps across the theatre drumming loudly on the roof and drowning out the show temporarily.
91-92	A cluster of children build a small replica theatre next to it, and play there using half-remembered scripts.
93-94	Someone catches a cutpurse in the act and beats them half to death before anyone can interfere.
95-96	The town guard arrives looking for an escaped criminal.
97-98	An alchemy stage trick goes horribly wrong, with a loud explosion and huge amounts of multi-coloured smoke.
99-100	A patron propositions one of the dancers and is immediately slapped for it.

E: ASSOCIATED NPCs

Use the NPC bios below to portray the folk encountered in the theatre. Either determine randomly which NPC the PCs encounter or choose a suitable candidate. These NPCs can work both individually and in a theatre company from *Ultimate Campaign*. (A theatre company comprises five apprentices teams, one bureaucrat team, one craftspeople team and one labourers team; refer to chapter 2 for more information).

D20	NPC
1	Avrey Fitzodem (team: craftspeople)
2	Erotaisytu 'Cammy' Aenusoch (team: labourers)
3	Grippa Saltbeard (team: labourers)
4	Gulan ap Matham (team: bureaucrats)
5	Jean Pierrot (team: apprentice 5)
6	Laverne Dunstan (team: labourers)
7	Leif Hallard (no team)
8	Leona Crystalnails (team: apprentice 2)
9	Lorenzo Larksong (team: apprentice 4)
10	Mayra (team: apprentice 3)
11	Orthida Twitterpate (no team)
12	Pascale Pariel (team: bureaucrats)
13	Sautha (team: bureaucrats)
14	Skat (team: craftspeople)
15	Starlyre (team: labourers)
16	Tahinoll Calmstar (team: apprentice 1)
17	Tamika Salas (team: bureaucrats)
18	Ty Silverson (team: bureaucrats)
19	Ullari (team: labourers)
20	Zarky Halfpint (team: craftspeople)

AVREY FITZODEM

N male human wizard (illusionist) 2

Appearance: Dark hair threaded with gray, dark, lined skin, immaculately dressed in deep crimson and russet.

Personality: Jealous, obsessive, falls quickly in and out of love at any excuse.

Mannerisms: Sniffs quickly at everything he comes across. Stares meaningfully at his latest flame.

Hooks: Fell in love with Leona, then out when she chased him. Last week smelt an unknown perfume lingering in his workroom, and wants to know who entered.

EROTAISYTU 'CAMMY' AENUSOCH

N doppleganger ranger 1

Appearance: Variable, sometimes whichever minor role was last played, sometimes a half-elven child with dusky-brown skin, hair and eyes.

Personality: Mischievous, commonly laughing or smiling off-stage, and prone to shift shape for pranks and jokes.

Mannerisms: Rubs ankle with toe of other foot. Folds hands over belt and opens eyes wide and innocent.

Hooks: Secretly helps Zarky pin down secrets. Recently dyed Pascale on Zarky's request, while wearing Gulan's shape.

GRIPPA SALTBEARD

CN female dwarf fighter 5

Appearance: Red hair in a sailor's pigtail, wide hands, dark gray clothes streaked with paint and dust, slight limp.

Personality: Sharp-tongued, practical and pragmatic. Quickly exasperated by slower people.

Mannerisms: Rubs shoulder slowly when thinking. Flips pigtail over shoulder with a toss of her head.

Hooks: Planning to drop stage weight on Lorenzo after he spite-killed her wife.

GULAN AP MATHAM

LN male half-orc adept 4

Appearance: Gray-brown skin, yellow eyes, white robe with lilac embroidery around the collar.

Personality: Super-enthusiastic about latest fad, discards others. Changes every few weeks, only steadfast to his god.

Mannerisms: Slides the heel of one shoe up and down the side of the other shoe.

Hooks: Accidentally imparted information about poison to Lorenzo during that fad, giving enough knowledge to poison a dwarf. Worried dwarf's partner will take revenge.

JEAN PIERROT

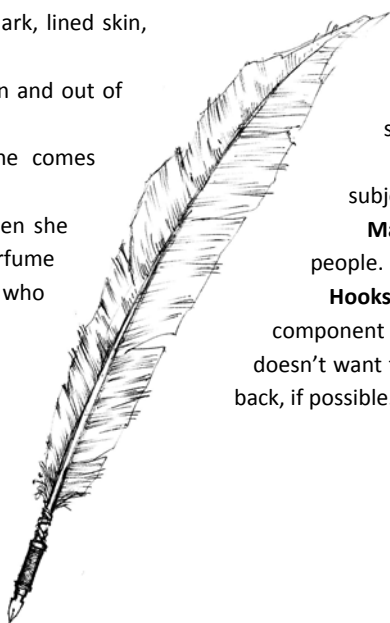
LG male human wizard (universalist) 4

Appearance: Rat-like nose, tiny dark eyes, shabby red robe, slight hunch.

Personality: Darts rapidly from subject to subject. Has an answer to everything. Cocky.

Mannerisms: Shoots head forward to look at people. Runs thumbs along inside belt.

Hooks: Belt is a money belt, after losing spell component pouch with valuable materials to a cutpurse, he doesn't want to lose anything else. Would also like his pouch back, if possible.



LAVERNE DUNSTAN

CG male human cleric 4

Appearance: Dark blond hair and beard. One blue eye, one gray. Patched, motley, layers of gray and brown clothing.

Personality: Thrown out of his temple for gambling, he swings from upbeat and cheery to morose depending how his luck runs.

Mannerisms: Twists strands of beard in his fingers when listening.

Hooks: Won big, wants to invest it into the company without anyone knowing; needs a front person.

LEIF HALLARD

LN male human rogue 8

Appearance: Looks much younger than actually is, blond hair, gray eyes. Immaculate but nondescript clothes.

Personality: Suave, charming, ruthless. Leader of the local pickpockets.

Mannerisms: Purses lower lip in thought. Picks 'dust' off sleeve or knee.

Hooks: Hunting the members of a spy group muscling in on his turf, so he can get rid of them.

LEONA CRYSTALNAILS

LN female human wizard (diviner) 3

Appearance: Mousy curls and skin, gray eyes, bitten nails alternately painted white and red and decorated with tiny chips of crystal of the opposite colour. Grubby lace spills over her tight red dress.

Personality: Intensely curious. Collects books and scrolls of all types, with a particular focus on history.

Mannerisms: Constantly fidgeting, chewing nails, picking at the lace of her collar and cuffs, drumming fingers on the nearest wall.

Hooks: Wants to know why Avrey is so flighty around her. Someone stole a rare book she had only just acquired, and she wants it found, no questions asked

LORENZO LARKSONG

NE male human bard 5

Appearance: Scrawny in black and silver, aiming for elegant. Black hair, pale skin, hazel eyes.

Personality: Superficially charming, spiteful and manipulative underneath.

Mannerisms: Folds arms, hidden fingers tap impatiently on ribs. Lays one finger along jaw.

Hooks: Wants a letter quietly delivered to Orthida, spinning a sob-story of how Zarky is blackmailing him.

MAYRA

CN female human sorcerer (destined) 3

Appearance: Almost albino except for striking blue eyes. Faded blue shirt and breeches, scarf over her hair.

Personality: Wary, uneasy, often mistaken for shy. Talks very little off-stage, and when she does, her accent betrays her distant origins.

Mannerisms: Ducks her head and looks a little sideways at people. Tugs at the frayed cuff of her shirt.

Hooks: Mayra killed a noble by accident and fled, seeking training for her wild magic. She made a new life for herself, but the noble's heir has sent assassins after her in revenge.

ORTHIDA TWITTERPATE

NG female gnome cleric 1

Appearance: Blue hair, braided and coiled like a birdnest. Navy skin, lots of pink freckles. Wears silver shirt, black skirt and shoes.

Personality: Flits from one topic to another, easily distracted, adores birds and children. Eternal optimist.

Mannerisms: Tilts head on one side like a bird. Picks absently at eyebrows.

Hooks: Wants to rescue and redeem Lorenzo without spoiling the wonderful theatre shows.

PASCALE PARIEL

LN male halfling rogue 3

Appearance: Fair haired, freckled skin, brown eyes. Severe black coat and breeches over a plain white shirt.

Personality: Cold, haughty and very precise about his speech and actions.

Mannerisms: Purses lips and puckers face as if about to sneeze. Smooths a hand down his coat.

Hooks: Someone recently tipped dye into Pascale's bath after he fell asleep, leaving him streaked and mottled with lurid colours. Furious, Pascale wants the culprit found.

SAUTHA

CN female lizardfolk aristocrat 3

Appearance: Polished green scales, yellow eyes, yellow frill. Simple beige tunic, belt with pencease and rapier.

Personality: Once happy-go-lucky human, reincarnated after dying defending a druid, now testy and unhappy.

Mannerisms: Tugs tunic down, smooths out invisible wrinkles. Goes to run fingers through hair, then changes to tug frill.

Hooks: Seeking a method of becoming human again; asks for help from the PCs.

SKAT

NE female goblin expert 3

Appearance: Green skin with blue tattoos instead of hair. Enveloping yellow apron covered in pockets and tools.

Personality: Jumpy, nervous, always running somewhere. Prefers to work alone but takes pride in her ability to make anything needed at short notice.

Mannerisms: Mutters under her breath as she works. Constantly pats her pockets as if looking for a tool.

Hooks: Managed to set fire to a set of stage backdrop and loved the sight and smell of the conflagration. Awed, and looking to repeat the effect.

STARLYRE

LN female elf druid 1

Appearance: Ankle length hair dyed in leaf-patterns, gold skin and eyes, leather armour and twin daggers. A scar lifts the left corner of her mouth.

Personality: Patient with children and animals, less so with adults. Propositions receive a knife or fist to the face.

Mannerisms: Always works clockwise around any area, from room to plate of food. Cleans her nails with the point of a dagger.

Hooks: She is teaching a hound chorus, but is short one animal; can the PCs find one that barks the right note?

TAHINOLL CALMSTAR

LG male elf bard 2

Appearance: Copper hair and skin, blue-green eyes, dozens of clashing earrings up long ears, plain brown clothing.

Personality: Dreamy, easygoing and easily trusting, yet firm in his wishes, even forceful.

Mannerisms: Blinks rapidly when spoken to. Runs fingers up the line of earrings.

Hooks: Entered Avrey's workroom by accident, saw a beautiful stone there, wants it for a new earring, but unsure how to broach the subject.

TAMIKA SALAS

CN female human rogue 8

Appearance: Gold-skin, dark-green eyes, wispy white hair streaked with ink, low-cut top hides leather armour.

Personality: Chatterbox, spinning stories as easily as true anecdotes, but always with her eye to the money or the opportunity.

Mannerisms: Runs her fingers through her hair while writing, sometimes forgets to put the pen down first.

Hooks: Annoyed a noble with a story, left town in a hurry, but circuit is now taking her back there. Needs someone to check if he remembers her.

TY SILVERSON

LN male human monk 2

Appearance: Blue-black skin, iron-gray stubble, scarred knuckles, broken nose. Maroon tunic over loose gold breeches and boots.

Personality: Cheerfully dutiful in all circumstances, terse-spoken but probing, careful and accurate in action.

Mannerisms: Runs a hand over his head. Adopts fight-ready foot-stance whenever day dreaming.

Hooks: Looking for a sparring partner to keep his skills sharp.

ULLARI

LE female orc fighter 2

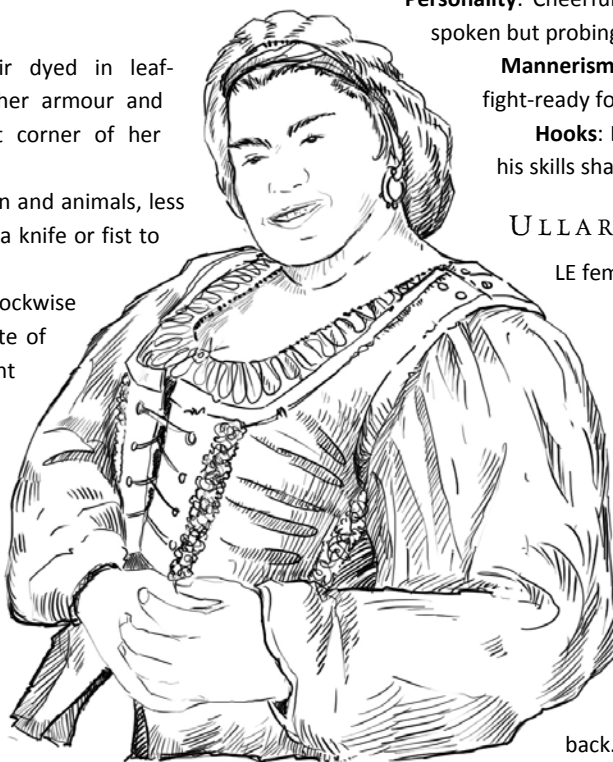
Appearance: Long black hair, dull gray skin, broken nose and tusks, armour glamoured into a fashionable green dress.

Personality: Friendly, but aloof and vengeful. Very interested in fashion, almost dandyish.

Mannerisms: Taps a finger on her left tusk when she thinks.

Hooks: Hears of a place where she can be star performer instead of playing only minor roles and asks PCs to investigate and report

back.



ZARKY HALFPINT

NG male halfling witch 4

Appearance: Short even for halflings. Sun-streaked brown hair, hazel eyes. Purple shirt, black breeches. Tabby cat familiar.

Personality: Sharp-eyed, studious, catches secrets from everyone.

Mannerisms: Constant running commentary on everything under breath.

Hooks: Uses Lorenzo's secrets to keep him from wrecking the company. Keeps an eye on him all the same.

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