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VILLAGE BACKDROP: GLOYA'S BRIDGE



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VILLAGE BACKDROP: GLOYA'S BRIDGE

Gloya's Bridge is a village swathed in secrets. Wearing masks and veils in the streets is normal, giving a chance at unparalleled anonymity and the freedom to indulge in a variety of entertainments with minimal restrictions. Those who want a second chance flock here, in no small part because an unconventional order offers a chance for criminals to leave their pasts behind and be recognised as reformed. Yet, not everyone has the will to reform or the patience to prove it, and the work of the Merciful Order is not enough for all the foes dogging some troubled souls. The offer of a new life for anyone is an important promise to many in Gloya's Bridge, but the richest patriarch has designs on a new, firmer order. And deep below the surface, a conspiracy threatens to dim or even extinguish this beacon of hope as it gathers the hidden secrets of dangerous and troubled people who have come here from across the region.

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SYSTEM NEUTRAL NOTE

This book is compatible with most fantasy roleplaying games. It's impossible to create a truly system neutral book, though, and some generic game terms—wizard, fighter, human, elf and so on—lurk within. These generic terms are easily modified to the GM's system of choice.

One special note about the NPCs in this supplement. While some are wizards, fighters, clerics and so on, others are simply normal folk. Because different game systems handle normal folk differently we've made no attempt to note their "class" leaving them simply as "female human" and so on.

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GLOYA'S BRIDGE AT A GLANCE

Ruler: Elder Sidow Hawthorne

Government: Autocracy

Alignments: CG, LG, CN, LE

Population: 192 (69 humans, 46 dwarves, 10 elves, 6 half-elves, 13 half-orcs, 38 halflings, 10 goblins)

Notable Folk: Eilu Clanless (the Angry Badger), Goranna Bridgemason (Bridgemason Manor), Grandmaster Clew (the Merciful Order of the Mask), Smoke (the Masquerade Market)

Languages: Common, Dwarven

Resources & Industry: Fishing, hospitality, rehabilitation, textiles, training, woodcarving

Once a sleepy, nameless hamlet at a ford on the bountiful Telnus Creek, Gloya's Bridge grew after its namesake bridge was built over a century ago. Gloya Azacral, an architect exiled for neglect that got many of her fellow dwarves killed, built the bridge as an act of penance. She then founded the Merciful Order of the Mask, which maintains the bridge and provides a path back to social integration for criminals.

Now, Gloya's Bridge is a relatively prominent stopover for travellers crossing Telnus Creek, which brings a steady stream of guests to be entertained, fed and housed. It has developed a culture of great privacy, allowing people to share as little as they like about themselves. This, and the presence of the Order of the Mask, has give the village a reputation for attracting ne'er-do-wells, troublemakers and the worst sort of criminals. While there is a hint of truth to this, the community does move quickly to respond to serious crimes within.

A community full of people with dark pasts has proved a breeding ground for intrigue. Many here have prices on their heads, protected only by concealing clothing and the village's ban on bounty hunting. A criminal syndicate called the Bloody Veils has begun blackmailing over a dozen villagers into secretly resuming thievery (and worse) on the gang's behalf. Some bounty hunters use the acceptance of anonymity to work here anyway.

VILLAGE LORE

A PC may know something about Gloya's Birdge, its history and surrounds. Determine how knowledgeable the PCs are and then impart some (or all) of the information below:

- Gloya's Bridge is a major crossing point of Telnus Creek known for its festive masks, entertainers and gambling games. It has a reputation for attracting criminals.
- The Order of the Mask in Gloya's Bridge welcomes criminals from elsewhere hoping to prove they have reformed. Bounty hunting is illegal in Gloya's Bridge.
- Gloya's Bridge attracts criminals who remain active but simply plan to be more discrete.

VILLAGERS

Appearance: Gloya's Bridge attracts folk from far and wide, but the most common features among families that have resided here the longest are light hair, light eyes and high cheekbones. Newcomers tend to be thin and scarred, with unkempt hair.

Dress: Cloaks, robes, veils, gloves, handkerchiefs, broad hats worn low and masks—light ones in summer and heavy ones in winter—in a wide variety of styles are popular.

Nomenclature: Many who come to Gloya's Bridge either disavow their old name or feel unsafe using it, resulting in a mix of more ordinary regional names, secretive pseudonyms and new names invented upon arrival: *nickname* Bear, Doc, Fix, Jinx, Hook, Hornet, Patch, Wolf; *male* Azarin, Corial, Oyglan, Sycar; *female* Argause, Elgwyn, Loraya, Zillia; *family* Azracan, Felcrest, Bannjan, Hysmith, Gloyan, Mycral, Nameless, Portarius, Shadowstitch, Visager.

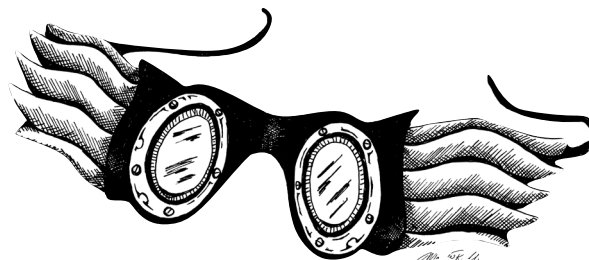
WHISPERS & RUMOURS

While in Gloya's Bridge, a PC may hear one or more rumours. The PC can learn this information in several ways: perhaps by overhearing two locals gossiping, chatting with regulars over a few drinks at the local taverns and so on. Use the table below, to determine which rumours the PC learns.

1D6 RUMOUR

| | |
|----|--|
| 1 | Members of the powerful Bridgemason family are moving to replace Elder Hawthorne. |
| 2* | The Merciful Order of the Mask is a front for a dark religion glorifying the art of committing crimes without getting caught. |
| 3 | Some of the Masked continue to steal. |
| 4 | Someone has been changing disguises to harass the Masked without repercussion. |
| 5* | Gloya was a pirate before reforming and hid treasure under the Warrens while building the bridge. |
| 6 | The Merciful Order of the Mask doesn't spend nearly as much money as its jobs and bridge tolls bring in; they must either have very full coffers or secret expenses. |

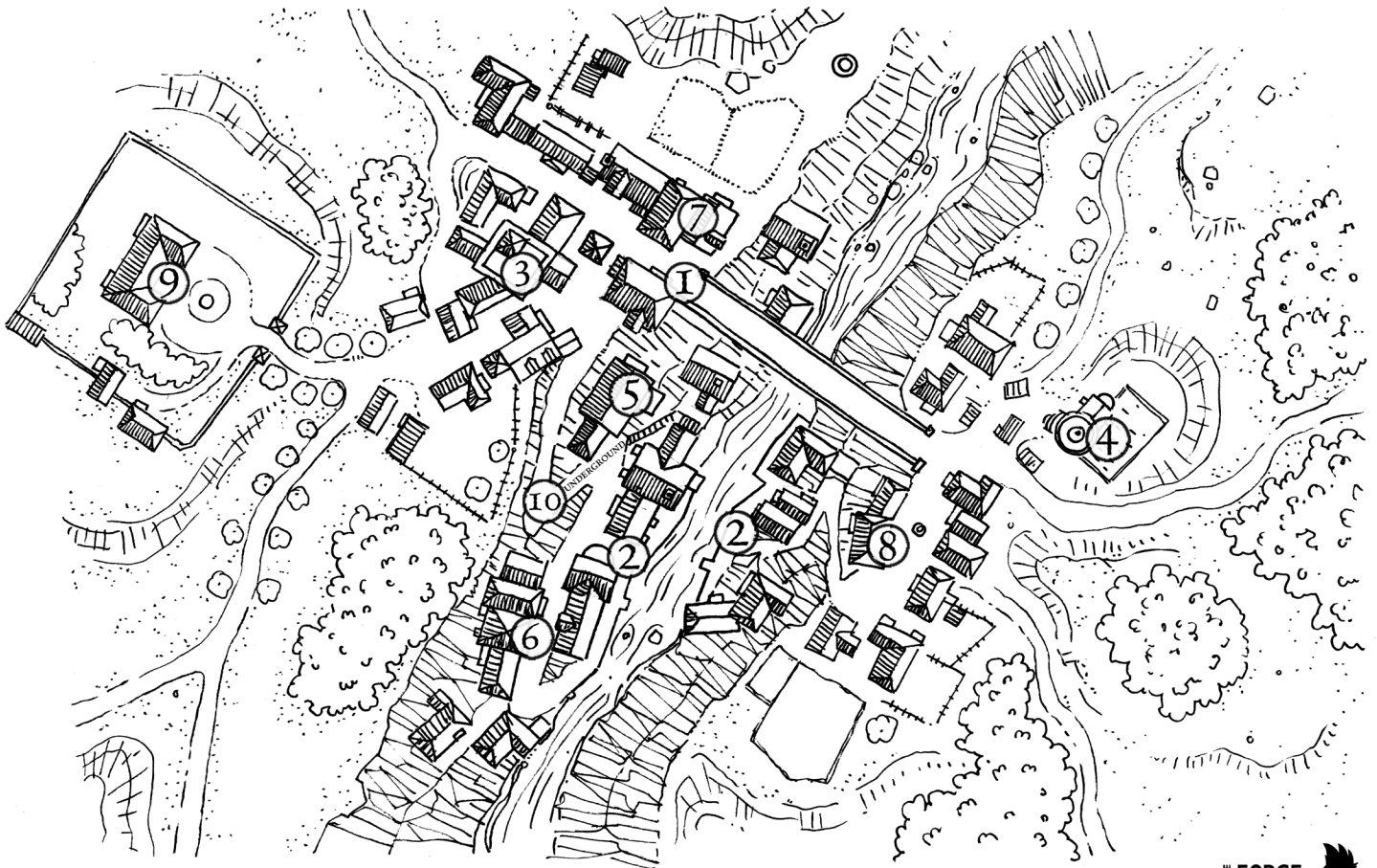
*False rumour



NOTABLE LOCATIONS AT A GLANCE

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Gloya's Bridge:** Gloya's Bridge—the site after which the village is named—sees steady traffic much of the time. It has a toll, collected by Masked guards. Pick pocketing has recently become a problem on the bridge.
2. **Telnus Quays:** The creek's banks are mostly used by fishers, halflings and goblins. Iltham Arrakus, the quay master, secretly uses his runners as pawns in the schemes of the Bloody Veils.
3. **Masquerade Market:** The main marketplace is a shadowy place of music, incense and masks. Its master is known only as Smoke and it is watched by the elder's tax deputy Elgian.
4. **Merciful Order of the Mask:** This building houses criminals willing to work for a chance at redemption. It offers crafts, labourers and trainers to the public. Gentle Grandmaster Clew is ultimately responsible for deciding whether aspirants have earned the right to have their crimes formally forgiven.
5. **The Broken Chain:** The innkeeper Milentia Free welcomes anyone without question and offers customers private underground storage for their precious items.
6. **The Angry Badger:** The tavern is a popular place for merry-making and for merchants to make deals more privately than in the busy Masquerade Market. The proprietor Eilu Clanless feeds valuable intelligence to the Bloody Veils.
7. **Azacral Hall:** The overworked village elder Sidow Hawthorne and her peace-keeper deputy Ursalla are usually here.
8. **The Waning Moon:** The apothecary Wolfsbane is as secretive as anyone in Gloya's Bridge, but she offers many useful concoctions. She secretly sells poisons to the Bloody Veils.
9. **Bridgemason Manor:** This is the fine home of the village's richest and best-established family. It is the only place to get steeds. The family's most prominent members are the meddling patriarch Anelius and his niece Goranna. Goranna is the family's face in the Masquerade Market and the secret mastermind of the Bloody Veil conspiracy.
10. **The Warrens:** A series of tunnels, root cellars and caves honeycombs the cliffs on the river's west bank. These hide the hideout of the Bloody Veils, who exploit those seeking to escape their past in the village.



LIFE IN GLOYA'S BRIDGE

Gloya's Bridge is rife with entertainments designed to entice merchants and travellers into staying just a little bit longer. This activity is centred around the main road and bridge.

Many of the villagers are hard to identify by race, age, or gender due to the fashion of wearing concealing masks. Despite the marks, most folk here are perfectly happy to talk so long as questions don't stray to the past or other topics that might give away more of their identity than they desire.

TRADE & INDUSTRY

As a ravine crossing, Gloya's Bridge is a natural stopping point for traders. Performances and gambling give wanderers an excuse to stop for a time. Telnus Creek is just deep enough for light boats—mostly sized for halflings—to bring in fish and trade goods. Gloya's Bridge is also known for its woodwork and textiles. The village's famous masks are often ordered by aristocrats seeking novelties for masquerade balls or decoration.

LAW & ORDER

Founded on redemption, Gloya's Bridge has a relatively forgiving legal code. Most vices illegal elsewhere are permitted here. Elder Hawthorne rules on serious criminal charges. Those who commit most non-violent crimes are given the chance to work off their debt to society among the Merciful Order of the Mask. However, those who commit unforgivable crimes like murder, slaving and bounty hunting are exiled on pain of death and their names are spread far and wide.

CUSTOMS & TRADITIONS

Every year, the Bridgemason family organises the Spanning Festival in honour of the village's namesake. The Merciful Order's members provide labour. At the conclusion of the festivities, those who have served appropriate time with the Merciful Order are revealed in a public ceremony where their good works are commemorated and they are ritually welcomed to rejoin society openly.



VILLAGE DRESSING

Use this table to generate the minor sights and sounds the PCs experience as they move about Gloya's Bridge.

D20 DRESSING/EVENT

- | | |
|----|--|
| 1 | Three people in masks and light robes carry heavy sacks. |
| 2 | A masked driver tends a team of oxen for a merchant. |
| 3 | Cloaked figures argue about birds and worms, in an alley. |
| 4 | Two pieces of a broken mask lie on the road. |
| 5 | A dusky-featured middle-aged human woman falls to the cobblestones as a masked, robed figure passes. She asks for help and obviously tries to see under the mask as the figure leans down to assist her. |
| 6 | Masked, robed figures carry heavy cobblestones, which they use to fill gaps in the road. |
| 7 | A half-elf dancer rapidly switches between two different masks as two human pipers try to outplay each other. |
| 8 | An elderly halfling man offers a chance to pull a random firework from a small metal drum. |
| 9 | Two flirtatious youths, a half-orc and human in domino masks, raise their masks to kiss passionately. |
| 10 | A dark-skinned old dwarf lifts his smiling sunburst mask and offers to make a similar mask for the ugliest PC. |
| 11 | Folks queue up to play a game of bones with a half-orc woman wearing a glimmering veil. |
| 12 | A halfling man in a ram mask and loose wrappings demonstrates jabs for a handful of larger warriors. |
| 13 | A figure in heavy robes and a white bird mask corrects the gestures of a half-orc woman attempting to cast a spell. |
| 14 | Dwarven children spy on some of the Masked from atop a stack of farm implements. |
| 15 | A robed figure in a feathered mask secretly watches a young dwarven couple sharing a jug of fine dwarven ale. |
| 16 | Four halflings sing for the crowd. Two are masked; each lifts his mask to be heard clearly when he sings. |
| 17 | An elderly human steering a wagon laden with goods stares suspiciously at every masked person he passes. |
| 18 | Festive singing and drumming accompanies the detonation of small fireworks high above the creek. |
| 19 | A newly Unmasked human woman proudly walks down the street with her simple, feathered mask in hand. |
| 20 | Children try to sell crude domino masks for 2 sp each. |

THE SURROUNDING LOCALITY

Gloya's Bridge sits on Telnus Creek and at the juncture of six roads. Telnus Creek divides the land for some distance to the north and south. It is impassible to anyone who can't fly or both climb its steep cliffs and swim across its strong current.

To the north, increasingly rough wooded hills are overshadowed by mountains beyond. The mountains hide trolls while bandits who harass traders on the creek and the north-bound roads out of Gloya's Bridge dwell in the hills. The Scar-Cutter river pirates strike at boats from the narrow cliffs above or easily-hidden boats on the water. The Scar-Cutters have been disorganised since their human captain Darius was captured by Order of the Mask masters five years ago during an audacious raid on the quays. Not far from the headwaters, the wizards of Lanthorn (see *Village Backdrop: Lanthorn*) create many odd magical effects and magical items the leavings of which have begun to leech into the Telnus' waters. The human-friendly Flaming Skull goblin tribe of Lanthorn plies the creek north of Gloya's Bridge, hunting trolls with alchemist's fire and magic.

To the south and east, an increasingly magical forest hugs the roads closely, haunted by fey, worgs, unicorns and lycanthropes. While building the bridge, Gloya made deals with some of these creatures that are still upheld by the Merciful Order of the Mask. In exchange for tribute given in secret, attacks and misunderstandings between forest-dwellers and travellers to and

from Gloya's Bridge are rarer than they might otherwise be. The oldest, largest werewolf pack does not attempt to infect the people of Gloya's Bridge. Friendly satyrs from the forest often join in the revelry on holidays. After many days by horse, the east road eventually crosses Roserock Bridge (see *Places of Power: Raveneye Sanatorium* for more information about this asylum).

To the west, farms (raising hemp and other textile crops), orchards and ranches eventually give way to moors and swamps haunted by bulettes, hags, oozes and aggressive plant creatures. Body parts of several creatures in the swamps can serve as components useful in rare and potent alchemical remedies. Unfortunately, most of the monsters are also more dangerous, having the advanced or giant templates. Both Lady Alumora Raveneye of Raveneye Sanatorium and Wolfsbane of the Waning Moon (location 8) offer bounties on 10-pound samples of different bulettes (900 gp), grey oozes (300 gp), shambling mounds (600 gp) and violet fungi (250 gp).



NOTABLE LOCATIONS IN GLOYA'S BRIDGE

1: GLOYA'S BRIDGE

A sturdy stone bridge with four-foot-high walls crosses the chasm cutting through the village. A green copper plaque is set in the wall halfway across.

This finely-built stone structure is 15 feet wide and 70 feet long. The road here and through Gloya's Bridge is of smooth flagstones. The plaque briefly tells Gloya's story in Common and Dwarven.

- **Bridge Toll:** 2 cp, with free return before the change of guard.

The toll house is guarded by trusted Masked initiates.

- **Cat-Eye** (LN male halfling fighter 1/thief 1): A superstitious former brigand, he is proud to have earned enough trust to guard the bridge routinely. His simple mask has pointed ears; he claims they help him hear better.

WHAT'S GOING ON?

While the PCs are here, one or more of the below events may occur. Choose or determine randomly:

1. Dwarf anglers stand atop crates to cast over the wall.
2. Halfling children gawk at colourful flames that dance across an oily patch of water drifting under the bridge.
3. Masked, robed figures check for loose stones in the structure, adding cement to those they find.
4. An elderly halfling woman paddles a little mechanical boat briefly upriver and rides the current back.
5. Halflings steer two rowboats to shore in parallel, where a hulking masked human man pulls ashore a net full of fish stretched between the two boats.
6. Goblins in a rickety old rowboat juggle flaming skulls and shout they have liquid fire for sale.

Guilty Guard: Cat-Eye has been pressured by the Bloody Veils not to tell authorities about pickpocketing on the bridge. He surreptitiously asks PCs with good reputations to keep an eye out.

2: THE TELNUS QUAYS

Buildings cluster near the deep, narrow creek. On both sides, quays provide harbour for boats sized for halflings and goblins.

This area is busy with halflings and a few goblins who ply the creek in little skiffs, rowboats and narrow barges. Few boats are big enough to carry humans safely, who instead help unload and sell goods.

3: THE MASQUERADE MARKET

This low, rambling structure is strung inside and out with simple, bright tapestries and varied, grinning masks. The air within is thick with the haze and smell of incense.

Visitors to the Masquerade Market are encouraged to wear masks as a means of reducing emotional manipulation by sellers and buyers alike. Those who don't bring their own can borrow one of the many samples on the wall (to be returned upon departing).

The market is overseen by Smoke. Goranna Bridgemason (location 9) comes regularly to buy magic items, silks and finery.

- **Rishki Larsa** (NE male human magic-user 5) is a quickly-frustrated trinket seller in a little white domino mask. Rikshi makes worn magic items in the vain hope of quickly earning enough to build his own laboratory in the forest.
- **For Sale:** *cloak of protection +1* (10,000 gp), *helm of comprehend languages and read magic* (12,500 gp), incense, mask (simple wood or leather 5 sp, ornate copper 5 gp, silver filigree 25 gp, gilt and jewelled 500 gp) and other mundane goods that change daily as merchants pass through

Flaming Skull Vendetta: Rishki was banished from Lanthorn for killing a Flaming Skull goblin he suspected of stealing from him. Believing he did nothing wrong, he does nothing to hide. A fight is liable to break out if he meets any Flaming Skull goblins.

Scar-Cutter's Due: Smoke fears his past as the pirate captain Darius Scar-Cutter being discovered, which has allowed Goranna Bridgemason (location 9) to blackmail him into allowing pickpockets in his market. There is a 5,000 gp bounty on his head.

4: MERCIFUL ORDER OF THE MASK

A glinting dome tops the southern tower of this broad monastery.

A quasi-monastic institution overseen by Grandmaster Clew (see sidebar), the Merciful Order of the Mask offers a path to a new life of peace after crime and notoriety. Aspirants are given masks and take Masked Names to use in lieu of their old identities. The majority serve the order until the masters deem them

SMOKE

CN male human thief 9

This brawny man wears elegant black clothing and a grinning ebony mask.

Mannerisms: Smoke plays energetic lute tunes when not engaged in serious conversation. He interrupts disputes with the agility of a dancer. He deflects personal questions with coy compliments, truisms and recommendations of other wares in the market or in the village.

Personality: Smoke is good at planning for the near future but never thinks long-term.

Background: Although he spent two years Masked, he despaired of being accepted even if formally Unmasked, so he left the order to take over when the previous market master (his mentor and lover) died.

rehabilitated, which can take anywhere from a month to several years. A few remain for life, eventually becoming mentors for later initiates. About a quarter are expelled for violating the order's terms.

Rehabilitated initiates are called Unmasked and retake their old identities with the order's blessing. Many governments in the region offer clemency to anyone bearing a Letter of Unmasking. (This clemency might be limited to certain crimes in certain nearby settlements and kingdoms).

Aspirants wear masks when dealing with those outside the order, stay in the common room, must abstain from drunkenness and must follow all laws in order to be initiated. For minor crimes, they might be Unmasked as soon as they earn initiation after a few weeks. Initiates and others in the order only remove their masks when alone.

The Masked undertake labour on farms and quays as well as masonry, woodworking, performance and discipline training for fellow Masked or visitors.

Bounties: About a third of the Masked have prices on their heads, ranging from 10 gp to 10,000 gp.

Curious Children: Children love to watch and speculate on the Masked, and Iltham Arrekus (location 2) has been bribing them to tell him things they saw.

5: THE BROKEN CHAIN

Tinkling strands of colourful beads hang in the doors and windows of this three-storey inn set into the hillside.

This inn welcomes anyone from anywhere, no questions asked. Patrons can rent storage in the inn's sprawling root cellars.

- **Milentia Free** (CG female human) is the Broken Chain's generous, well-connected and sarcastic owner. She came to Gloya's Bridge as an escaped slave years ago.
- **Suruka Belben** (LN female human ranger 6) claims to be in Gloya's Bridge to spend her rewards from a quest. She brought several different masks, hooded robes and cloaks so she can wear a different combination every time she goes out.

EILU CLANLESS

N female dwarf thief 7

This dwarf has long brown hair. She wears an elegant beaded shawl and a wide, green, feathered hat.

Mannerisms: Eilu rarely stops moving. She serves and cleans during all but the most serious conversations, keeping her eyes on those she's conversing with.

Personality: She feels wronged by the gods and rarely admits a mistake.

Background: She came to Gloya's Bridge after backing out of an arranged marriage. She bought the Angry Badger using funds loaned by Goranna (location 9).

- **Food & Drink:** meal (pork sausages, bland cheese and flatbread) 3 sp, weak ale 6 cp, weak wine (pitcher) 2 sp.
- **Accommodation:** One-bed chamber 8 sp; two-bed chamber 10 sp; four-bed chamber 15 sp; common room 15 cp; root cellar storage chamber 1 gp.

The Suspected Hunter: Suruka shadows the Masked, violently shaking down those she thinks have useful information. She approaches fellow visitors she thinks might be able to help her track down her most lucrative targets, offering a cut of the bounty. After confrontations, she changes outfits to evade suspicion.

6: THE ANGRY BADGER

Through a door painted with a spitting badger, this squat tavern extends far into the surrounding cliff face. The low bar and numerous tables are crowded with stools of various heights.

This tavern is the largest in Gloya's Bridge and the only place for good drinks. Eilu Clanless (see sidebar) owns the Angry Badger. The biggest deals in Gloya's Bridge are agreed here, often in private rooms. Smoke (location 3) and Goranna Bridgemason (location 9) visit regularly.

The Masked are prohibited from strong drink, so they often come and go through the back door. Eilu promises neither she nor her workers will tell who comes here, earning trust she can exploit. Sometimes Bloody Veil spies drop *elixirs of truth* in the drinks of those too drunk to remember being questioned.

- **Food & Drink:** Meal (fish of the day, apples and bread) 3 sp, sweet mead 9 cp, dwarven ale 1 sp, strong beer 1 sp, elven wine 2 sp.
- **Accommodation:** Two-bed chamber 9 sp; common room 2 sp.

The Regretful Gossip: Eilu funnels the gossip she hears to Goranna, who uses it as blackmail fodder for her Bloody Veil schemes. Blackmail victims might vocally suspect Eilu, or she might be guilted into admitting some knowledge of happenings if told in detail the worst of Goranna's demands upon her victims.

GRANDMASTER CLEW

LG male dwarf fighter 7

This robed figure wears a stylised wooden frog mask. His voice rumbles powerfully.

Mannerisms: Clew speaks slowly but animatedly. He often uses allegories, metaphors and examples.

Personality: Clew believes in judging everyone individually and marvels at what makes each person different.

Background: Clew has spent most of his life Masked after killing a man as an adolescent.

7: AZACRAL HALL

This modest stone building has a central hall and a few side rooms.

Azacral Hall is the village's seat of government. The steady stream of traders lodging complaints and accusations has forced Gloya's Bridge to run a tighter ship than many nearby settlements. The current elected elder is Sidow Hawthorne (see sidebar below).

- **Deputy Ursalla the Bear** (NG female dwarf fighter 4) has never worn a mask. She keeps the peace, but avoids arresting troublemakers unless absolutely necessary.

Contentious Leniency: Grandmaster Clew (location 4) has moved to remove minimum service terms from the Masked so they can be deemed rehabilitated as quickly as the masters see fit. Sidow tends to trust Clew, but unless the claims of Masked who continue to commit crimes are resolved quickly, she fears she can't agree without throwing the upcoming election to the more hard-line Andelius Bridgemason (location 9).

8: THE WANING MOON

Heavy, layered curtains cover this shop's windows. Its sign shows a nearly full moon behind a variety of colourful bottles.

This apothecary offers remedies for even the most exotic ailments, although not all of them work.

- **Wolfsbane/Silura Ashgrove** (CN female half-orc cleric [god of magic] 3) tells none her true name and hides her face behind a white veil.
- **For Sale:** arsenic (80 gp per dose), *potion of healing* (400 gp), *potion of invisibility* (500 gp), *potion of heroism* (500 gp), wolfsbane (500 gp).

Angry Mother: The apothecary fears someone from Raveneye Sanatorium might recognise her for stealing from the patients and for helping a dangerous young sorcerer escape.

ELDER SIDOW HAWTHORNE

CG old female human thief 4

This petite woman wears a simple, drab smock. She moves with surprising grace for her advanced age.

Mannerisms: Sidow insists on receiving the respect she has earned, but isn't condescending. She smiles broadly and often.

Personality: Generous elder Hawthorne considers conflict resolution her chief duty and calling, but can be too forgiving for her own good.

Background: Sidow was Masked for ten years after a financial scheme in which she took a dozen families' savings.

9: BRIDGEMASON MANOR

This large manor house is strongly fortified.

Bridgemason Manor is home to the richest and best-established family in Gloya's Bridge. The most influential family members are the officious old patriarch Andelius and his niece and protégée Goranna (see sidebar below). Although they dabble in all manner of merchandise, the family has recently specialised in fine textiles and mounts.

- **Andelius Bridgemason** (LN venerable male human) tut-tuts over Elder Hawthorne's gentle rulings and seeks to take her office. As elder, he could force the Merciful Order of the Mask to be far more punitive and lengthen its punishments.

10: THE WARRENS

These low, branching tunnels have stone walls but earth floors.

This series of short tunnels, root cellars and caves connects multiple buildings on the west bank of the river. They can be reached through a root cellar of the Broken Chain (location 5) or a back room in the Angry Badger (location 6).

The Bloody Veils criminal syndicate has a safe house in a hidden tunnel. The Bloody Veils sell subduing poisons and information to bounty hunters, members of recognised thieves' guilds, the Scar-Cutter pirates and known criminals unlikely to go to the authorities.

- **For Sale:** Various sedative poisons, forged Letter of Unmasking (typically equal to half the criminal's bounty), name of an exile-in-hiding (typically one-quarter the criminal's bounty).

False Unmasking: Unrepentant criminals sometimes come to Gloya's Bridge hoping to buy a Letter of Unmasking. Although the Order has never accepted such an offer, forgers in the warrens led by Goranna Bridgemason have started peddling faked letters.

GORANNA BRIDGEMASON

LE old female human thief 9

This prim old woman's wide hat and elegant gown dangle with shimmering silver threads.

Mannerisms: Goranna is pointedly disinterested in anyone without obvious coin. She has a huffy voice and a derisive laugh.

Personality: Goranna is ambitious, clever and adaptable. She only respects power and seeks leverage against everyone.

Background: Daughter of Andelius's passed-over older brother, Goranna learned spite young. She formed the Bloody Veils when Eilu's tavern began turning up useful intelligence.

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