

ALLEYWAY

MAP DESCRIPTIONS

WALKING INTO THE ALLEY

The character of the city changes drastically as you make your way down the alleyway. The relatively clean main streets transition to litter strewn cobbles, you doubt a street sweeper has ever touched this place. Years of accumulated rubbish have rotted away, leaving the cobbles caked in a dark and permanently damp mud that reeks of decay.

THE 'SNICKET'

On either side of the alleyway are crumbling brick walls and wooden fencing. Gates lead to back entrances of squalid terraced housing, the little private spaces are filled with pots, washpans, wooden tools, and workbenches. Clotheslines are strung across every suitable structure, draped with damp grey clothing and bedsheets.

THE PEOPLE

The people are what you'd politely call 'Salt of the earth'. Hard looking men and women go about their business or sit on 'stoops' passing the time with dice games and talking quietly amongst themselves. Their clothes are shabby, often repaired to a point the patches make up more of the cloth than the original material. In the darker nooks and crannies, you notice shadowy figures. It's unlikely they have good intentions.

FLAVOUR

These back alleyways, which generally exist behind lower class housing, have lots of colourful names: Gunnels, Gates, Gants and Snickets. People will sit on the Stoop, or entrance to their home. The locals may refer to their home as their Crib or Digs. A Flash House is a lodging or a tavern patronized by criminals.

NOTES AND TIPS

- **30x36 Grid Map**
- The map can be split into sections to create more than one encounter location.
- The main alleyway is fairly open to allow for more tactical combat. Remember to use the backyards as extra combat space and a place to hide enemies. Doorways are another good entrance for reinforcements.
- Line of sight is good down the alley but terrible when it comes to the backyards, doorways and connecting alleyways, surprise your party with extra enemies!
- Have enemies run along roofs and walls. If this is the enemy's home they know the area and will use that knowledge to their advantage.
- Use whistles and calls to indicate something is about to 'go down'. Have the locals go inside and lock their doors, while shadowy figures block the side alleyways. Ramping up the tension before the start of combat is often more fun than a simple surprise attack.
- Your party needs to get info from a dodgy guy/gal. They can be found sitting on a stoop in this alleyway. Turns out this is a con and the party is about to get mugged by some heavies!
- This part of town is controlled by a two-bit crime boss, the party

has been tasked with arresting him, or he could have a bounty on his head, or maybe another faction wants a hit taken out on him. Your party's alignment decides how the job is themed!

- The local slumlord is trying to evict families from their homes, the party sees some thugs forcibly removing a family, do they step in? Or have they been hired by the residents to protect them? What happens when the bailiffs come to remove them? Does the city guard get involved?
- Any number of sewer dwelling creatures could sneak out of the sewers at night and attack the locals, the party is tasked with watching and waiting for them to appear. Use this map with my Rat Kings Lair map for an extended encounter.

VARIANTS

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