

CONSEQUENCES:

LUCK

/4

**DESCRIPTION:** Bashful has flourished since coming to Ankh-Morpork. She has embraced both her femininity and her true passion for all things leather. Back home, leathers were stiff, thick, and something you wore to keep the rock dust out. Here they're oiled, supple, and shine like diamonds. She was even more delighted when she found out that her love of expensive leather was shared by many city dwarfs.

**NAME:** *Bashful Glodsson*

(SHE/HER)

**ORGANISATION:** *Seamstresses' Guild*

**BACKGROUND:** *Dwarf who ain't from round he're*

**NICHE:** *Leather work*

**CORE:**

**QUIRKS:** *Used to hard work*

*A commanding presence  
Friends in Surprising places*

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**DESCRIPTION:** Jade was raised by the girls of the guild after being found wandering the Shades as a lost pebble. She learned early that you have to make your own way in this world, so started darning socks for coppers. Once she was old enough she decided to take on some additional responsibilities and is now a well-respected pillar of the guild. As one of the few troll seamstresses, she has no shortage of clients waiting to throw rocks at her window.

**NAME:** Jade

(SHE/HER)

**ORGANISATION:** Seamstresses' Guild

**BACKGROUND:** Troll raised by the Guild

**NICHE:** Rocks and Socks

**CORE:**

**QUIRKS:** Expansive rock collection  
Can actually darn  
A pillar of the guild

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**DESCRIPTION:** Some people go to a massage parlour for a real massage, which is something that seamstresses don't always capitalise on. That is until Kneader 12, otherwise known as Bunny (it used to make buns), decided on a change of career. Turns out there's a large crossover between the art of kneading and the seamstresses' trade – especially if you know how to infuse your own oils.

**NAME:** *Kneader 12 'BUNNY'*

(It/Its)

**ORGANISATION:** *Seamstresses' Guild*

**BACKGROUND:** *Golem trying something new*

**NICHE:** *Massage therapy*

**CORE:**

**QUIRKS:** *An oil for every occasion*

*Incredibly firm grip*

*Can do a lot with a dough hook*

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**DESCRIPTION:** Jill had had enough of people trying to fiddle the numbers, so decided that the only one doing the fiddling would be her. She's an excellent judge of people and can tell a faker at a glance. All these skills combined make her a crucial guild member — one who ensures everyone gets their due and no one wastes time on those that are going to be more trouble than they are worth.

**NAME:** *Jill Hoghead*

(SHE/HER)

**ORGANISATION:** *Seamstresses' Guild*

**BACKGROUND:** *Human from the Shades*

**NICHE:** *Negotiator of Affection*

**CORE:**

**QUIRKS:** *Excellent head for numbers  
Knows who's worth their time  
can always tell when someone is faking it*

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**DESCRIPTION:** Snuggles is to big dogs what lions are to house cats, with an attitude to match. A lifetime spent catching rats, cats, pigeons, and small cows around the University has left her with the cognitive abilities of a wizard, the street cunning of a weasel, and the vocabulary of a Nobbs. A perfect sweetheart to her girls, her mere presence is usually enough to make sure no customers try anything out of line. As for the very few that do, she shows them that talking is far from her only talent, for her bite is far worse than her bark.

**NAME:** *Snuggles*

(SHE/HER)

**ORGANISATION:** *Seamstresses' Guild*

**BACKGROUND:** *Dog who nose these streets*

**NICHE:** *Indiscreet security*

**CORE:**

**QUIRKS:** *Knows everyone and their dogs  
A bite far worse than her bark  
Fiercely protective of her girls*