

RAGING SWAN PRESS
URBAN DRESSING:
BORDERLAND TOWN



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URBAN DRESSING: BORDERLAND TOWN

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 details to customise the borderland towns in your campaign. Designed to be used both during preparation or actual play, Urban Dressing: Borderland Town is an invaluable addition to any GM's armoury!

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CONTENTS

Borderland Town: Sights & Sounds.....	2
Borderland Town: Businesses.....	4
Borderland Town: Folk of Interest.....	6
Borderland Town: Hooks, Complications & Opportunities.....	8
Did you Know?.....	9

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BORDERLAND TOWN: SIGHTS & SOUNDS

Use this table to generate the sights and sounds the PCs experience as they move about the borderland town. Ignore such results and simply re-roll.

D%	
1	The town's walls are scorched by fire and pitted with age.
2	Lewd graffiti covers the town's main gate.
3	Watchmen patrol the guard towers set along the walls.
4	Several tarred heads are stuck on iron spikes above every gate.
5	The bell tower at the centre of town looks so tall and spindly it might topple at any second.
6	The river passing by town is full of churned mud and debris.
7	Everywhere you go, there's a babble of foreign languages that tickles the ear.
8	A band of foreigners stride along, seemingly at ease despite the odd looks the townsfolk give them.
9	A series of inns entices prospective customer with brightly painted shingles.
10	A gaggle of street urchins dart through the crowd, laughing as they dash along in bare feet.
11	A guard patrol shuffles down the street, eyeing every house and alley they pass with suspicion.
12	Soldiers on horseback trot off through the open gate toward the border.
13	A strange, tiny shrine dedicated to a foreign god huddles in the shadow of a larger church.
14	Wild dogs scrounge in the town's gutters and alleys, growling at anyone who gets too close.
15	A trader walks down the street selling tepid meat pies from a wheelbarrow.
16	Several soldiers work at maintaining a ballista set atop a watchtower.
17	Off-duty guards laugh and shove each other around as they head for the nearest tavern.
18	A small herd of pigs grunts and roots around the rubbish strewn along the street.
19	A man in chains hollers his innocence as he's prodded along at the end of a guard's spear.
20	The grizzled man lounging in the nearby doorway has the look of a veteran soldier.
21	A squad of fresh recruits tromp into town, looking barely old enough to shave.
22	The party pass by a tidy row of gardens that look vibrant and healthy.
23	While the fields butt up against the town wall, several farmsteads are barely visible in the distance.
24	The road winding away from the gate, leads off into dense fog.

25	Drab foreign flags hang off the eaves of this building.
26	This bar has numerous painted signs indicating "No Foreigners Allowed."
27	A beggar has been following the party for several streets now, constantly asking for alms.
28	This body has hung so long on the gallows nothing is left but the skeleton.
29	The street is cleared so the escort of a visiting dignitary can make their way along.
30	A hunting party sets off with dogs and horses, their voices loud and cheerful in anticipation of fresh game.
31	A fur trader has opened up his cart to display his expansive and expensive wares.
32	These guards appear to be harassing a foreign beggar who is shouting at them in his native language.
33	This young man has stood on the corner all day, crying for war.
34	Enemy armour and weapons have been strapped to the wall as trophies...and warnings.
35	The party catch a whiff of rot floating over from the town's graveyard.
36	The stones of this wall are painted with the sigil of a foreign god of death.
37	The rock and wood walls of a nearby building have hundreds of names carved into them.
38	A handful of figures lurk in the shadows of a nearby alley.
39	Sailors call out for news from a barge passing along the river that marks the nearby border.
40	A bloodstained robe lies on the ground, and everyone is taking care to walk far away from it.
41	The clothes sold in a nearby shop look to be of a foreign fashion.
42	This little booth down a side street sells a variety of idols crafted in all manners of precious metal.
43	The streets are littered with thousands of winged insects that most townsfolk just crush underfoot.
44	Strong winds have kicked up a riotous dust storm that blasts the town and obscures vision.
45	All night long, pounding drums sound in the distance.
46	The rain has not let up for several days now, turning the muddy streets into miniature rivers.
47	Along this street, every single window is shuttered and barred.
48	Odd fetishes of hair and bone dangle off the doorway of this home.
49	A pair of grimy men have been skulking along behind the party now for several minutes.
50	These bones have been lying in the road long enough to have been trampled and shattered into yellowed shards.

51	Graffiti scrawled on a wall is a political slogan, decrying the current mayor.
52	Nobody bothers to stoop and pick up a handful of copper coins scattered in the mud.
53	The field beyond the main gate has been burnt and the trees chopped to stumps.
54	A large flock of black carrion birds soar overhead, circling near the town's centre.
55	The stripped and mutilated body in the gutter looks like it has been there for several days.
56	The fields leading up to the town are littered with bodies.
57	The party can hear the shrieks and roars of wild animals in the nearby woods.
58	The strong smell of smoke emanates from the structure the party are standing nearby.
59	This booth sells an array of exotic foods, some of which may still be alive.
60	A band of drunken mercenaries stagger down the street. They seem happy and good-natured.
61	The foreign dignitary everyone is chattering about appears to be a child in fine robes.
62	A warrior stomps past the party, clad in strange gear and bearing a weapon unlike any they've seen before.
63	Several guards have stopped a wagon and are inspecting the goods under the leather tarp.
64	Unnerving stone statues of slightly humanoid fish-like creatures line the streets.
65	The shadows in this portion of town seem longer and darker than normal.
66	The howling of dogs fills the air.
67	Every house has bundles of antlers strapped to the eaves.
68	This house has been designed to reflect the exotic architecture of a neighbouring kingdom.
69	This portion of town looks like it caught fire recently, with at least a dozen homes burnt down.
70	The party see the same person around town several times now, always making notes on a scrap of paper.
71	Exotic dancers in shimmering veils and robes have drawn a crowd.
72	The fight that broke out in the street has now engulfed at least a dozen people.
73	A shrill scream trails off into a weeping babble.
74	Horses whinny in the stables, made restless by an unidentified disturbance.
75	There is a constant pounding on one of the town gates, and the booms can be heard from a good distance.
76	Animal hides of all sorts are stretched out on tanning frames along the street. A foul stench hangs in the air.
77	The well in the middle of town is guarded and covered with a locked wood panel.

78	The whack of wood on wood fills the air as soldiers strike at rows of sparring dummies.
79	Townfolk cast glares at the foreign militia squad marching down the main street. They seem to be escorting a noble of some sort.
80	The flags of the kingdom of which the town is part wave proudly from every parapet.
81	The pamphlets nailed to this post are all written in a foreign language.
82	A foreign priest rambles in an unknown tongue as he makes arcane signs with his hands.
83	The caravan wagons are brightly painted, but each wagon remains locked tight.
84	A band of dusty riders clops along the street, looking weary and grim.
85	A tent camp is set up outside one of the gates; hundreds of refugees wait to be let inside.
86	Smoke from a large fire mars the horizon.
87	A child stands by the side of the road, crying.
88	Suddenly from above, the contents of a chamber pot are emptied into the road at the party's feet.
89	Cracked, dry earth surrounds the town as far as the eye can see.
90	The road detours around a towering oak tree that has clearly stood here for centuries.
91	The night is speckled with campfires in the distance.
92	A nomad camp has been arrayed outside of town for weeks, and people are muttering, wondering when they'll move on.
93	Every door in town has been engraved with some manner of rune or sigil.
94	A carter moves down the street. Small boys running by the cart shovel excrement into the cart.
95	A ramshackle fence surrounds an area of overgrown gardens. Amid the weeds, the remnants of a tumbled stone buildings are still visible.
96	As the party pass by, a small sinkhole opens in the ground. The sinkhole is about 20 ft. deep and seems to intersect with a small cave.
97	A carter moves down the street. Every now and then he stops to make a delivery. A mercenary guard accompanies the carter and keeps an eye on his cart.
98	Thanks to the gaps in the walls, a desolate wind cuts through the town without ceasing. At dusk, the wind picks up and the townsfolk securely shutter their windows to guard against the chill.
99	Haunting music follows the party around town all day, but they can't tell from where it comes.
100	In the black of night, a fiery arrow is suddenly loosed from the northern wall's guard post.

BORDERLAND TOWN: BUSINESSES

Use this table to provide the basic details of businesses the PCs come across as they explore the borderland town. Some may be inappropriate based on the locale's set up; ignore such results and simply re-roll.

D%	
01-02	McMorrow's Hearth (inn) is the main stop in town, where most travellers stay over before heading across the border. The food is good, though the rooms can be drafty.
03-04	Stitch in Time (tailor) sees to the townsfolk's clothing, mending and patching to extend their life for another year.
05-06	Tolley's Tongs (blacksmith) has kept the town forge burning through times of war and of peace. Both are profitable for a good blacksmith, though the latter is preferable.
07-08	Eyeholes (shoemaker) keeps the townsfolk from having to wander the dusty streets barefoot. Most of the guards wear boots made by the elderly craftsman.
09-10	Stalls (stables) has a lone, grubby stableboy who, despite his surly nature, loves horses and tends them with a careful eye and hand.
11-12	The Den (garrison) is where the guard live and train, ever ready in case of a foreign attack. A wall courtyard serves as a practise ground.
13-14	Father's Flame (church) is the demesne of priest Arors, who preaches the necessity of cleansing both the body and the soul.
15-16	Buckets o' Luck (fire brigade) keep the wood and hay-roofed homes from going up in flames during the dry season. They've saved the town at least half-a-dozen times now.
17-18	Squire's Square (training ground) is where the local guards go to keep their martial skills fresh, though most hope they'll never need them.
19-20	The Square (market) is a daily market where townsfolk get their groceries and other essential supplies, so long as the latest shipments have arrived. Many townsfolk – as well as several minor merchants – have pitches here.
21-22	Bubbling Brews (alchemist) works with tinctures most mysterious, with its patrons often being adventurers or hunters passing through town.
23-24	The Help (adventuring supplies) has a wide range of equipment and tools groups of mercenaries or freelancers might want while looking to make their fame and fortune.
25-26	Weary Rested (convalescence) is where wounded townsfolk or soldiers are taken to be healed and given time to recuperate.
27-28	The Flock (carrier pigeons) is a rookery tower that provides swift communication with surrounding communities.
29-30	Teamster's (coach house) provides swift travel from the town in either direction across the border. It does not guarantee the safety of any travellers at any time.
31-32	The Majestic (fancy inn) is an oddly gaudy affair in the midst of the dusty town, but serves as the waystation for any visiting nobles or foreign dignitaries.
33-34	Bite Back (wild game) brings in shipments of salted or iced meat from over the border, giving townsfolk the chance to sample exotic meats for a hefty price.
35-36	Thunter's Trophies (taxidermist) works with local hunters to tan hides and mount heads as exhibits of their prowess. The air around his shop smells terrible.
37-38	Take it For You (refuse collector) is a team of beggars who have banded together to keep the streets clean of rubbish for a copper a week. They sell what they can salvage from the rubbish and dump the remaining garbage outside town.
39-40	The Clomps (town watch) is a civilian night patrol nicknamed for their penchant for clomping over rooftops in the dead of night while inspecting the streets below.
41-42	Durgan's Band (mercenaries) owns a small room behind a weapons shop where they try to recruit adventurers to join their mercenary band.
43-44	Be Seen (torchlighters) is a small guild of old gentlemen who keep the lamps and torches around town blazing through the night.
45-46	Walls A'Mighty (masons) is a family business that is almost constantly at work repairing the town walls as well as shoring up other stone and brick constructions. They are available for large commissions.
47-48	Sheathed (weaponsmith) claims to sell the finest weapons this side of the border. As far as what's sold on the other side, if you want to know so much, go over and ask them yourselves.
49-50	O'Mead's (armoursmith) is a retired soldier who keeps the local guards in shipshape gear while dreaming of his glory days. He has many friends among the watch.
51-52	Papersnatch (government office) is the nickname for the mayor's office, which any foreigner must visit to present proper identification or credentials stating their business.
53-54	Horizon (surveyor) bases their charting operations out of the town, not only working to expand town construction but also plot out further settlements in the area.
55-56	Cantry's (magic) is run by a youthful and bumbling wizard who has, on occasion, almost been run out of town by angry mobs.

57-58	Bunkhole (prison) always seems to have at least one drunken malcontent rattling its iron bars, yelling to be let out. This building also serves at the watch's headquarters.
59-60	Tidy's (moneychanger) helps travellers exchange coins for the currency of choice in whatever kingdom they're heading into, and provides small loans in exchange for securities.
61-62	Lead a Horse to Water (alehouse) gives its patrons what they want – cheap beer, cheap wine and a semi-clean floor to drool on until they've sobered up.
63-64	Easy Does It (outhouse) is a public bathroom near several drinking houses, offering more hygienic relief than the alleys for a few copper a use.
65-66	On the Path (maps) sells detailed sketches of both kingdoms for travellers in either direction, though the veracity of these maps is up for debate. Occasionally, the owner has treasure maps for sale.
67-68	There and Back (guides) offers to guide travellers over the border and back, promising to lead them along only the safest roads and help them get along with strange foreign customs and laws.
69-70	Sly Wink (drug den) is a squalid smoke pit beneath one of the town's drinking houses. A secret entrance can be found in the alley behind the tavern.
71-72	Rumble's (gambling den) is overseen by the self-named Lady Luck, a lovely woman who wears fluffy dresses and who is believed to be an effeminate man in drag, hiding from an unknown past crime.
73-74	Read and Weep (books) offers a slim collection of books, mostly histories and a few story books. Occasionally, the shop has minor spellbooks or scrolls for sale.
75-76	The Sheriff's Office (sheriff) handles local legal matters the militia doesn't want to be bothered with (or can't handle), such as horse thieves or murders.
77-78	White Hands (baker) is run by a plump matron who sends her children around town every day with trays of fresh bread and pastries to entice customers to her shop.
79-80	All Accounted (general goods) is run by a jolly man who loves to haggle, but who throws out customers if he thinks they are trying to cheat him.
81-82	The Gulls (docks) monitors all ships passing by on the river next to the town, watching for smugglers, pirates and taxing any goods put ashore. Small warehouses nearby are available for hire for both short- and long-term contracts.
83-84	Swift and True (fletcher) is run by a retired hunter who, despite her fading eyesight, can still carve marvellous bows and arrows.

85-86	Next of Skin (cloth) believes life is short, so why bother with anything but the best clothes? More frugal townsfolk tend to just take theirs to the tailor for mending.
87-88	Fresh Daily (fishers) brings in nets full of fish from the nearby lake, which has become one of the staples of the townsfolk's diet. Busy early in the day, but closes before dusk. The stench of fish hangs in the air.
89-90	The Tenders (spies) seems a common paraphernalia shop, but is actually a front for a pair of foreign spies posing as a married couple.
91-92	Lucky Strike (miners) has been sending forays into the nearby hills for years, searching for deeper, richer veins of ore.
93-94	Lamplight (brothel) has dozens of glass-panelled windows where candles and lanterns burn at all hours of the night.
95-96	Sleep Cheap (hostel) offers little more than rickety cots and thin blankets for patrons, but it's just a few coppers a night.
97-98	Dust and Ashes (brawl house) celebrates the ethereal nature of the soul by pounding combatants into the nothingness they came from.
99-100	Burnin' Throat (distillery) creates and sells an array of fine whiskeys and moonshine, of which the locals are quite fond. The heady smell of fermentation hangs in the air around this low, rambling building.



BORDERLAND TOWN: FOLK OF INTEREST

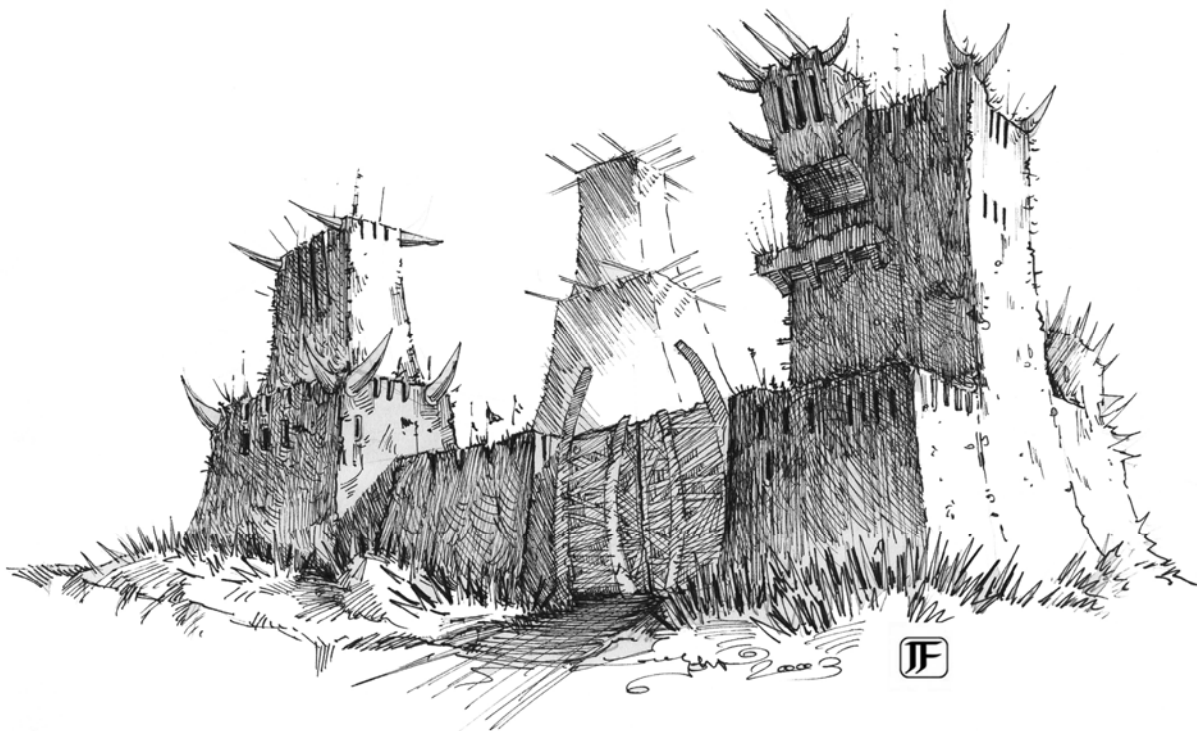
Use this table to generate the basic details of folk the PCs encounter as they explore the borderland town. Use these details as a base from which to portray the NPC.

D%	
01-02	Tassy Radtsi (N female half-elf expert 1) is famed about town for her ability to drink anyone under the table.
03-04	Cinnina Edhon (N male gnome adept 3) constantly patrols the town, trying to sniff out any enemy magic at work.
05-06	Skelyn Dena (CN female human commoner 1) is a winsome sort, untroubled by rumours she killed her last husband in cold blood.
07-08	Gajitas Oacho (LG male human adept 1) eyes everyone, even old friends, with a perpetually distrusting glare.
09-10	Lyever Enthald (CG male half-elf expert 1) never goes anywhere without a bow and arrows strapped to his slim back.
11-12	Kelath Ackburo (LG male human expert 2) is the town greeter, making sure all visitors are welcome and given directions.
13-14	Fyom Essr (CN male halfling warrior 2) is always late for his night watch patrols, though he never offers an explanation for his tardiness.
15-16	Urnodi Kelkel (NE female half-orc warrior 3) is a bald fighter who loves to defeat any victims by getting her fingers twined in their hair and threatening to yank their scalp off.
17-18	Creimas Awingt (CN female dwarf commoner 2) is a stout smith who can turn around even the most complicated repair within a day or two.
19-20	Maden Ratent (LG male dwarf expert 2) has memorized all foreign relations regulations and chides any fellow townsfolk who make a misstep.
21-22	Akima Sydyn (LG female gnome expert 2) looks at folk from under thick eyelashes, and speaks so softly she is often misunderstood.
23-24	Olsva Gusseck (CE female dwarf warrior 3) never seems to have fully washed off the dried blood on her scarred face.
25-26	Whop Olril (LE female half-orc commoner 1) wears gorgeous dresses wherever she goes, complete with a string of teeth necklaces around her throat.
27-28	Shesmor Wori (CE male gnome commoner 1) is a wizened pickpocket who leads a small band of thieves that makes life hell for every shopkeeper.
29-30	Ardyld Tairt (NE male human aristocrat 3) is a blustering, broad-shouldered man who is said to have at least half the townsfolk in his pocket.
31-32	Oadu Danund (CG male human adept 3) is a thin young man who often disappears from town for days at a time.

33-34	Bitha Mosynt (N female halfling expert 1) always appears sick, with a greenish pallor, pockmarked skin and bleeding gums.
35-36	Gadja Bandel (LN female human warrior 1) follows her orders to the letter, often ignoring the spirit of the law.
37-38	Naris Kurukel (NG female human warrior 1) lives in town in-between being hired for mercenary work abroad. She prefers a trusty sword over anything else.
39-40	Vesimara Tintin (CN female human warrior 3) demands payment for her mercenary jobs upfront, and then it's anyone's guess whether she'll actually show up for it.
41-42	Esta Eendo (LG female half-orc expert 2) has arrested more hooligans around town than all the other guards put together.
43-44	Ghaen Oughel (LE male dwarf warrior 3) constant skulks through the town graveyard with a rusty battleaxe in hand.
45-46	Agece Vuruen (N male elf aristocrat 1) bemoans being stationed in town for his father's business, and makes everyone feel they're beneath him.
47-48	Draon Lemi (LE female half-elf commoner 2) keeps the town in a steady supply of finely crafted bows and arrows. She is as willowy as the weapons she makes.
49-50	Issiv Luffle (NG female halfling adept 3) is the local healer, a tired-looking woman with sad brown eyes but an easy smile.
51-52	Rother Elmint (CG male dwarf warrior 2) is a mute fighter who makes his living by tracking down bounties across the border.
53-54	Gule Sust (N male human expert 2) shuffles around town at all hours, looking half-asleep and fully drunk.
55-56	Onkin Burer (LG male half-elf adept 2) is part of the lumberjack troop in town, keeping the surrounding land clear of trees for defensive purposes.
57-58	Ovuirt Upole (CE male halfling commoner 1) likes tickling unwary townsfolk. And by tickling, he means stabbing with his needle-thin dagger.
59-60	Liastria Hineim (LE female gnome adept 1) is a local licensed witch whose spells and prophecies have a way of coming true in the worst possible manner.
61-62	Etyl Vesis (NG male elf expert 1) spends most of his days lounging in the drinking house, complaining about the lack of quality wine in town.
63-64	Miq Woro (NE male human commoner 1) is a rough-faced beggar who either possesses one leg or two, depending on what time of day you catch him.

65-66	Aughima Irine (CG female dwarf warrior 3) joined the town guard in the hopes of being called off to war, but has so far been disappointed.
67-68	Hach Ledero (LE male human warrior 3) has a sagging gut and a penchant for getting promotions by framing his fellow soldiers for crimes and bringing them to "justice."
69-70	Isa Nadum (CN male gnome adept 2) is a youthful gnome known about town for his magical, and mostly harmless, pranks.
71-72	Cheyer Swair (LG male human commoner 2) is a slate-eyed man who has risen through the town's social hierarchy through hard work and determination.
73-74	Kelita Danity (CN female halfling expert 2) swans about town, forever dainty and delicate despite wearing a tattered old dress.
75-76	Kalf Thruckson (NE male dwarf aristocrat 3) has bought out several close mines, ensuring the wealth they produce stays far out of the townsfolk's hands.
77-78	Uyera Loat (LE female half-orc aristocrat 2) owns the fighting den in town and make good money by having a lackey bet on rigged brawls.
79-80	Enysi Hateld (N male half-elf adept 1) sells spells and potions to all comers, so long as the buyer signs a paper stating they won't hold Enysi liable for the consequences.
81-82	Maem Dreik (CE male dwarf commoner 1) has a wicked scar across his throat, under his beard. He exposes this before every fight and calls it his "Second Grin."

83-84	Yehil Lovil (NG female gnome commoner 1) is an aging priestess who spends her fading days giving food and medicine to the poorer townsfolk.
85-86	Orer Poyet (LN male human commoner 1) oversees tax collection for the town and, as such, is one of the most despised citizens despite his courteous nature.
87-88	Listin Radilor (CG male half-elf adept 1) is a wiry local hunter, dressed all in greens and browns, with his hound forever at his side.
89-90	Mosra Aemo (NG female elf commoner 1) is a guard with the loveliest voice, and her musical strains often waft down from the tower she watches from.
91-92	Dadin Dleck (NE male halfling adept 3) tries to manipulate people into fights so he can loot the body of the loser.
93-94	Etira Rilán (CE female half-elf expert 2) is suspected of being a spy who sells secrets to the highest bidder.
95-96	Rynmor Errod (CN male human warrior 2) is a brooding sort who loves to start fights both on and off duty.
97-98	Negh Soints (LN male half-orc warrior 1) has been one of the most efficient and ruthless gate guards for as long as anyone can recall.
99-100	Elmorm Coale (LG male dwarf aristocrat 3) rules the town with a quiet humility, though no one can quite remember how he came to power.



BORDERLAND TOWN: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply want to visit the borderland town, sometimes fate intervenes. Use this table to determine what opportunities or complications the PCs encounter.

D20

1	Alarm bells toll over the town, signalling the need to prepare for invaders or marauders. The marauders will probably not attack the town, but might instead fall on and slay a small merchant caravan trying to reach the safety of the town's walls.
2	A man in a dingy robe approaches the PCs and claims to be a foreign noble in disguise who has fallen on hard times. He needs money to return home, but won't forget the PCs' generosity.
3	The PCs are offered a good deal of money to gather details about the town militia and provide the information to a merchant who will be passing through the town in a few days.
4	The land on the other side of the border hasn't been well-mapped yet, and the PCs are offered the scouting job.
5	The PCs wake in the morning to find the town has come under siege by enemy troops.
6	In the dead of night, a PC glimpse someone climbing over one of the town's outer walls.
7	The PCs round the corner to find the men of a watch patrol sprawled about the street. Of their attackers, there is no sign.
8	The town well has been poisoned, resulting in ten deaths. As newcomers to town, the PCs are the prime suspects.

9	The latest shipment of goods and food the town needs to survive has not arrived. Rumours swirl of bandits, marauding orcs and worse.
10	Several dead townsfolk have been found just within the town's precincts, apparently mauled by wild animals.
11	A unit of foreign soldiers have been found massacred just a mile the other side of the border.
12	A scouting squad has not returned to town after leaving the week before. They're now well overdue. The local authorities approach the PCs to find out what happened to the soldiers.
13	All the horses in town have somehow been stolen, cutting off quicker travel or communication.
14	A royal courier is found dead on the road leading to town, horse missing and his message satchel empty.
15	A foreigner runs at a random PC, sword drawn, screaming in an unknown language.
16	The mayor has been found dead in his office, a foreign blade sticking out of his back.
17	Smoke rises from the nearby farmlands, which supply the town with much of its necessary produce.
18	A rat infestation is spreading a nasty disease through town, and one of the party just got bit by a rodent.
19	An invasion of the nearby kingdom has begun, and the PCs are approached by a recruitment sergeant to sign up and defend the kingdom.
20	A government agent tells the PCs a foreign spy is believed to be in the town and they need the party's help to track him down.



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