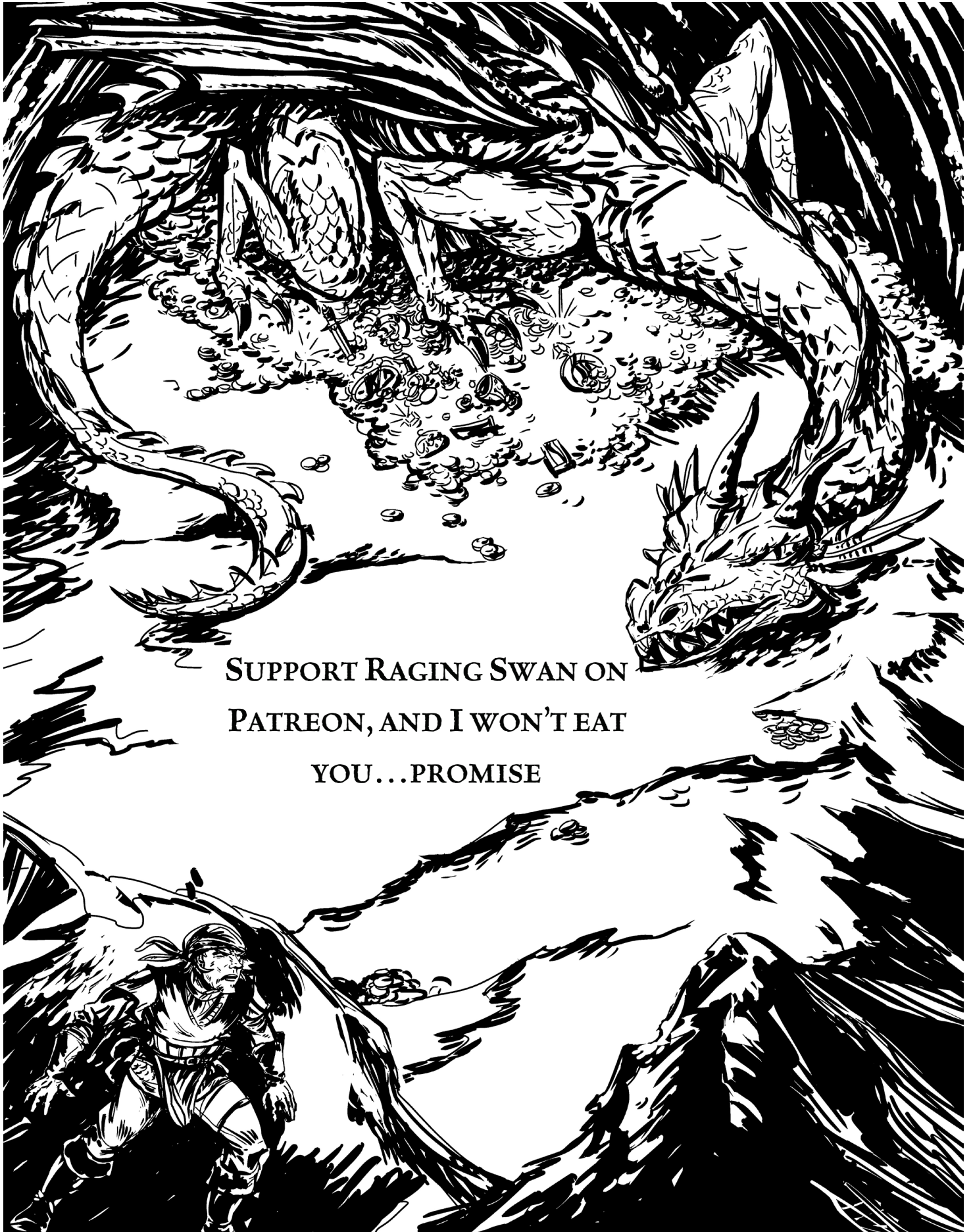


RAGING SWAN PRESS

# URBAN DRESSING: LOGGING TOWN



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# URBAN DRESSING: LOGGING TOWN

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*This instalment of Urban Dressing presents loads of great features, NPCs and minor encounters to add to the Logging Towns in your campaign. Designed to be used both during preparation or actual play, Urban Dressing: Logging Town is an invaluable addition to any GM's armoury!*

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Thank you for purchasing *Urban Dressing: Logging Town*; we hope you enjoy it and that you check out our other fine print and PDF products.

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## LOGGING TOWN: SIGHTS & SOUNDS

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

D%	
1	The crackling of branches precedes the crash of a tree falling in the distance.
2	Sparks fly from a stone wheel as a blacksmith grinds numerous axe heads to honed edges.
3	A group of lumberjacks chant a chopping song as they head out of town, axes slung over their shoulders.
4	Sawdust trickles out of a tarp-covered cart as it makes its way along the street.
5	The rhythmic burr of a saw steadily carving away at a log rises above the general street sounds.
6	Wood clatters as workers toss slats onto a growing pile of lumber.
7	Splotches of sap stick to the bottom of nearly everyone's shoes.
8	The pounding of nails as workers repair damaged walls of the local lumber mill is audible from quite some distance.
9	Every nearby doorway has a painted root nailed above it, for some odd reason.
10	Wooden statuettes sit in nearby windowsills, carved in the likeness of a forest deity.
11	A tinker labours over a row of axe heads and shafts, fitting them together to sell.
12	A team of horses plod into town, dragging several de-limbed trees behind them on leather straps.
13	Thin arms straining, children lug buckets of sap and syrup down the street.
14	Slabs of polished wood have been painted with glyphs to ward off evil spirits and are propped up all over town.
15	The tolling bell in the town chapel appears to be entirely made of polished wood.
16	Every house's door is of black oak and carved with strange friezes.
17	The smell of freshly cut wood fills the air, the odour reminiscent of the colour green for some reason.
18	A carpenter scuffs out rough spots on a table using a polishing stone and rag.
19	An old woman offers you a basket of twelve-pointed leaves for sale.
20	A clamour rises as workers flood out of a sawmill, apparently having just gone on strike.
21	Colourful beetles with massive mandibles buzz out of a log as it is sawed in half.
22	A worker hollers a warning as his final chops prepare a tree to come toppling down.

23	Each step kicks up curls of wood shavings, which litter the road in front of a workshop.
24	Someone has carved tree trunks into images of men, bears, birds, dragons and other creatures.
25	Wooden wind chimes clink and clatter as they hang from the eaves of almost every home.
26	The town guards carry burnished wooden shields, but their swords are polished iron.
27	A druid stands on the edge of town, loudly decrying the desecration of the wild.
28	Hunters string their bows as they head off to track down a rumoured pack of wild pigs.
29	The town hunting lodge has an impressive collection of antlers and skins hung about its walls.
30	Mill workers scratch off numbers on wax slates, counting the day's intake.
31	The town mayor strides by, a crown of braided branches resting on his brow.
32	A woman sweeps past, wearing a cloak of woven leaves.
33	A lumberjack displays her shattered axe head, claiming a single strike against a tree broke it.
34	A giant owl perches on a nearby branch, watching the town with unblinking eyes.
35	Children clamber up into the trees like little monkeys, laughing all the while.
36	A bell tolls, announcing a break so workers can rest and eat.
37	A lumber guild representative tries to calm down a crowd of underpaid workers.
38	Thick cobwebs are strung between two trees; some strands are wider than a man's forearm.
39	The eerie absence of birds or any other animals in the area becomes apparent.
40	A cartographer studies a map of the forest, trying to determine its accuracy.
41	A fletcher works with thin branches, turning them into arrow shafts.
42	An ambassador from the wood elves stands outside the town hall, calling for the mayor.
43	A group of forest dwellers plant seeds in each spot where a tree has been cut down.
44	A sticky blue-green moss covers most of the buildings in town.
45	White and pink blossoms have flowered overnight, adding welcome colour to the greenery.
46	The wind rustles the leafy branches, making it sound like the trees are talking to one another.
47	Every tree in sight has withered branches and brown leaves, despite it being the middle of summer.
48	The brew served at the local alehouse has an odd aftertaste of pine.

49	Lounging labourers whittle away at small blocks of wood, joking amongst themselves.
50	Enormous boulders form a natural wall around the town, with wooden gates set between the larger gaps.
51	A forested mountain peak rears over the town, stretching up above the tree line.
52	Monkeys screech at the lumberjacks who have invaded their territory.
53	Fae lights shimmer in the depths of the woods, every night.
54	A torch-wielding man races for the woods while townsfolk chase after him.
55	Merchants hawk all manner of supposedly healing herbs scrounged from the forest.
56	Bone fetishes hang from scraggly ropes, tied to every branch around the border of town.
57	A worker moans as the town doctor sets a broken bone.
58	A lumberjack sharpens a set of crampons, in preparation to climb a gigantic tree.
59	Sharpened logs have been planted as a barrier around the town, as if they're expecting an attack.
60	Every tree in this forest is bent and gnarled to an unnatural degree.
61	Workers whisper of a stone tower hidden deep within the woods.
62	A wagon creaks as it trundles by, laden with nothing more than tree stumps.
63	A band of warriors strap on armour and weapons as they prepare to hunt down a bear that's been mauling workers.
64	Villagers spread fearful rumours of a troll being spotted in the woods.
65	A priest blesses a shipment of wood, ensuring it won't warp or rot before being delivered.
66	Log-handlers use sharpened poles to guide their logs down the river.
67	Wild dogs snuffle around town, seeking scraps of food.
68	Oiled canvas is strapped over piles of wood to protect them from the elements.
69	Smoke rises from the woods where trees have caught fire from lightning strikes.
70	Two workers grip either end of a giant saw as they tug it back and forth across a huge trunk.
71	Strange glyphs are carved into the bark of every tree in sight.
72	This row of tree branches forms an unnaturally perfect archway leading into the woods.
73	Drums sound from deep within the forest, though no one knows where they originate.
74	Hundreds of logs bob on the surface of the town's lake, ready to be floated downstream.
75	The mill's enormous circular saw whines as it slices through log after log.

76	Pale worms wriggle out from the heart of a rotting tree.
77	A foreman displays a wooden post that has been bored through by an unknown insect.
78	Workers hack down trees to form a road for this newly settled town.
79	Shouts are heard as flames lick the rooftop of a warehouse a couple of streets away.
80	An artist scorches letters and images into blocks of wood.
81	The sawdust hanging in the air constantly tickles the PCs' noses to the edge of a sneeze.
82	Men race to help someone who has been caught beneath a collapsed pile of lumber.
83	A lumberjack screams as he hobbles by, a long root piercing entirely through his thick thigh.
84	Dozens of game and trampled work trails wend their way off into the thick of the forest.
85	It looks like the line of trees at the forest's edge has moved a little closer to town this morning.
86	A gang of boys run by, using knots of wood as ammunition for their slingshots.
87	Signs all over town warn against leaving any open flame unattended.
88	Smoke rises from the massive kilns where wood is sent to be cured.
89	Lizards scamper into the nooks and crannies of a stack of firewood.
90	Every house in town looks made from shaped and plastered logs.
91	A person appears to be chopping a log into a canoe, despite there being no body of water around.
92	People mutter about animals within the forest acting aggressively of late.
93	A ruckus of chattering floats in on the wind as birds squawk at the workers chopping down the trees.
94	A rushing river winds by the town from out of the forest.
95	Lumberjacks stomp by, dragging bags of vines they've stripped off the trees.
96	A heavy wind rattles branches in the nearby forest.
97	An architect picks over a selection of milled lumber, choosing pieces for his next construction.
98	A lovely dryad wanders the streets, weeping non-stop as she surveys the mills.
99	Workers heave at ropes tied to a tree, attempting to pull it down, roots and all.
100	The massive tree at the town gates has a face carved into the trunk and looks like it could come to life at any moment.

## LOGGING TOWN: BUSINESSES

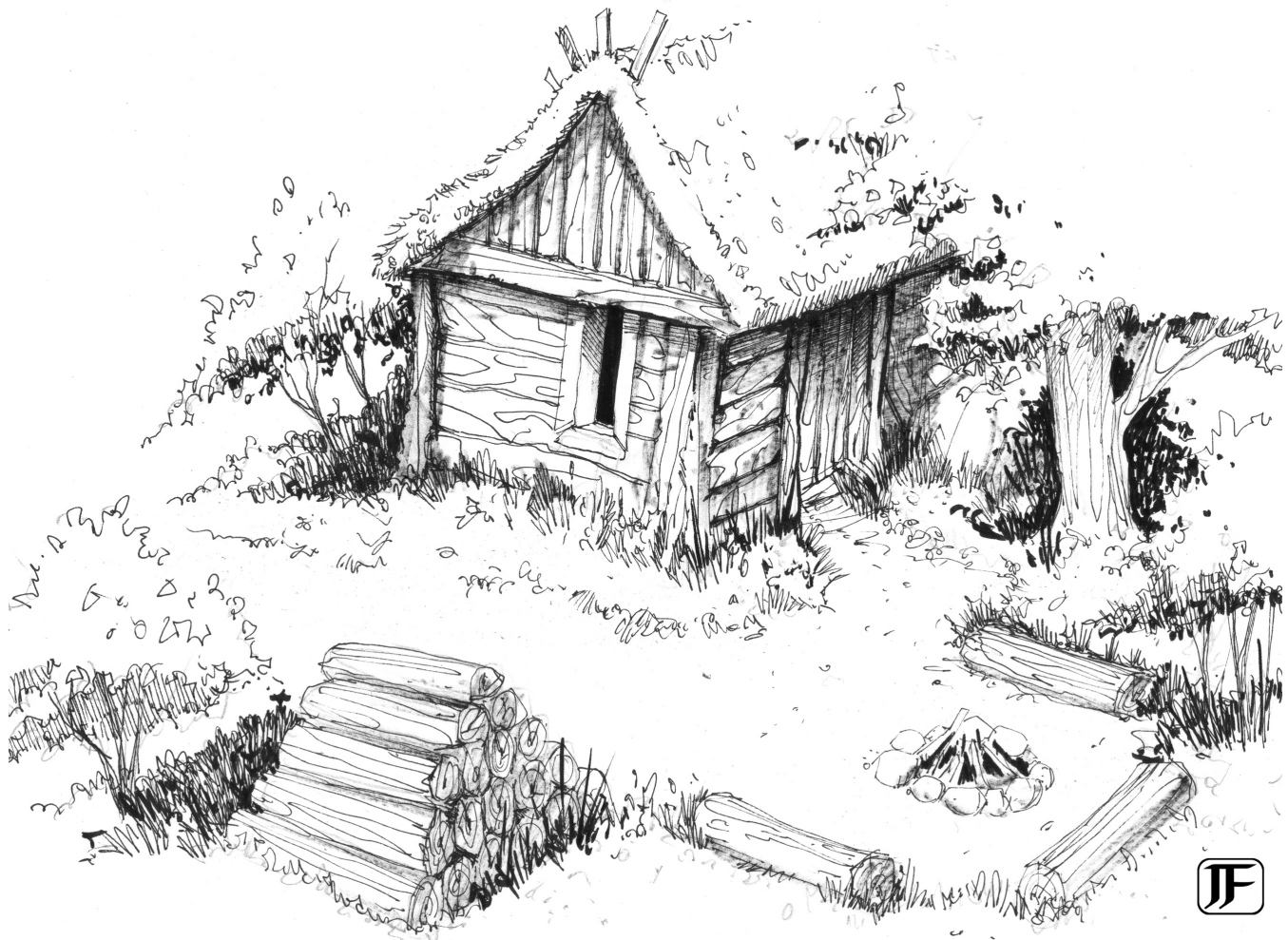
Use this table to provide the basic details of businesses the PCs come across as they explore the logging town. Some may be inappropriate based on the locale's set up; ignore such results and simply re-roll.

D%	
01-02	Dusty's (Lumber Mill) is the centre of the town's commerce, turning felled trees into valuable lumber.
03-04	The Smokes (Kilns) is a collection of massive kilns where wood is cured to avoid warp and rot while being transported.
05-06	Whittles (Carpenter) is famous in the region for his ability to turn random chunks of wood into furniture and art.
07-08	Sapsip (Brewer) has devised a method to turn tree sap into a smoky-sweet fermented beverage many have come to love.
09-10	The Boughs (Inn) provides relatively cheap yet comfortable lodgings for travellers and merchants.
11-12	The Branch (Guild Hall) oversees labourer dealings and tax collections.
13-14	Ironwood (Forge) is constantly creating new axes and other equipment for loggers, and is run by an ex-lumberjack who lost his leg to a wolf.
15-16	Hayman's (Stables) manages the many horse teams used in hauling logs from chopping sites.
17-18	White Foam (River Guide) charts and guides logs and lashed-together rafts of supplies up and down the nearby river.
19-20	Winding Ways (Maps) sends out scouts throughout the forest to chart new tree groves for harvest.
21-22	All Seasons (Alchemist) is run by a wizened woman who constantly prowls the forest for rare ingredients for her secret concoctions
23-24	Blade n Bark (Artist) transforms scrap wood into polished sculptures or painted canvases, which are then sold to the highest bidder.
25-26	Meldwin's (Healer) is constantly busy dealing with victims of work accidents, of which there has been a rising number of late.
27-28	Game Trail (Hunters) provides much of the fresh meat townsfolk require since there's little room to farm in the area.
29-30	Gilded Leaf (Town Hall) is the mayor's abode and courthouse, where all disputes are handled.
31-32	The Hewn (Mercenaries) is a group of sellswords brought in by the mayor to protect the town from foes lurking in the forest.
33-34	Holdhouse (Storage) keeps goods shipments secure until they can be delivered to merchants or loaded for transportation out of town.

35-36	The Flats (Bunkhouse) is where the poorer labourers go to sleep, stacked half-a-dozen to a room for a copper a night.
37-38	The Orchard (Arborist) collects seedlings and saplings of trees so harvested groves can be replanted for future generations.
39-40	Step Lively (Cobbler) keeps workers on sure footing by repairing boot soles and patching up leather shoes.
41-42	Soon Sewn (Seamstress) is owned by several lumberjack wives who tend to torn socks, shirts and trousers.
43-44	The Post (Guards) is a series of watchtowers set about town to keep unwanted visitors away.
45-46	Hot Bites (Meals) is a popular dinner den where a filling meal can be had for just a few copper at all hours of the day.
47-48	On Edge (Grindstone) keeps the town's axes and sawmill blades honed.
49-50	Drain n' Drips (Sapsucker) is a group of children that harvests sap in buckets and sells the results to local merchants.
51-52	Sweetstack's (Syrup Factory) is owned by a rotund man who turns simple sap into a variety of delectable treats.
53-54	Nip's (Barber) is where villagers go to get beards shorn and hairs trimmed after months in the forest.
55-56	Avery's Arrows (Fletcher) takes slim wood shavings and turns them into highly accurate arrows for hunters and guards.
57-58	The Glen (Market) is a small, open-air affair in the town green, surrounding the main well.
59-60	Goodsfer (General Goods) has shelves well-stocked with all manner of supplies, food and equipment.
61-62	Braided Brawn (Rope) makes cords with everything from traditional hemp to strong tree vines.
63-64	Axebone (Butcher) pays a fair price for fresh meat, which is then salted and cured for long term storage.
65-66	Seedlings (Activists) is a group of young druids who decry the town's violence against the forest and attempt to slow work progress.
67-68	Up and Over (Bridge Builder) constructs bridges to allow workers and travellers easier access even during flood season.
69-70	Nut Stash (Bank) lets labourers store their earnings in a safe place until they decide to move on from the area. They charge what they think each client can afford.
71-72	The Grell Boys (Construction) are often called on to repair both stone and wooden structures alike all around town.

73-74	Swing Low (Gallows) gives the town a harsh justice to turn to when malcontents disrupt the work or threaten sabotage.
75-76	Lookit Below (Trimmer) produces rope harnesses and elongated pruning shears to allow for easier branch trimming.
77-78	Leather Homes (Tent Maker) crafts sturdy, rain-proof tents for foresters camping out beyond town.
79-80	Strapped Hides (Tanner) creates clothes and light armour for the locals from slain animals.
81-82	Tender Sprouts (Herbalist) stocks every edible and toxic plant or root found in the area, all for a reasonable price.
83-84	Hoofster (Tracker) knows every location in the forest and can take you anywhere by the quickest route (for a price).
85-86	Barkwend (Wood Mage) is run by a mage with a knack for shaping and shifting wood as easily as wet clay.
87-88	The Cleft (Geologist) is run by a dwarven family seeking mineral riches in the forest's depths.

89-90	Herald of Horns (Chapel) provides sunrise services in honour of the forest deity of your choice.
91-92	Cricket's Spar (Pest Control) has developed numerous poisons that destroy infesting insects without damaging the trees.
93-94	Ley's (Surveyor) reviews the natural resources of every major grove before it undergoes harvesting.
95-96	Brass Tubs (Baths) offers steamy baths for lumberjacks and mill workers who want to wash off a week's worth of sawdust.
97-98	Shaft n' Spoke (Wagon Repairs) is a group of woodworkers who keep wagons in good order for supplies and shipments.
99-100	Whizzler's (Mechanic) is run by a young gnome who keeps trying to perfect an automatic tree-chopping machine.



## LOGGING TOWN: FOLK OF INTEREST

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

D%			
01-02	Ilin Kada (NG male dwarf expert 1) is an odd dwarf who far prefers airy, outdoor spaces to being stuck in a mine.	31-32	Essan Jorde (CE female halfling commoner 2) spends her days capturing small wild animals and letting them loose in town, cheering on the ensuing chaos.
03-04	Lotatie Taneil (CE male half-elf commoner 2) enjoys getting lumberjacks drunk and giving them an axe to see how much they can hurt themselves.	33-34	Wolaris Enellas (LG male elf aristocrat 2) occasionally visits the town he funds in order to see his investments are getting the proper returns.
05-06	Borza Cagorn (LN female half-orc adept 1) monitors the nearby river, scrying the weather for potential floods that might hamper log transportation.	35-36	Diama Dolcett (LN female gnome commoner 2) creates huge hot meals despite her small stature, making her a favourite cook of all the townsfolk.
07-08	Lexand Godwy (NE male human commoner 3) is a wiry hunter who tends to claim more than his fair share of meat from any kill.	37-38	Atril Lobba (LN female gnome expert 2) plies her healing skill to keep lumberjacks and mill workers healthy despite the hazards of their jobs.
09-10	Tozzl Mol (LG male half-orc commoner 1) is a mill worker who's been around since the town was established and is always ready with a good joke.	39-40	Cecin Abams (CG female halfling commoner 2) enjoys helping eliminate insect infestations from groves, partly because she loves how much the bugs taste once mashed into a good stew.
11-12	Dene Beorhto (N male human commoner 1) is a hard-drinking, hard-working old man who has lost several fingers working at the mill.	41-42	Ethwyd Helmund (LE male human warrior 2) is a guard who has been accepting bribes from a wood elf tribe in exchange for information on the town's dealings and populace.
13-14	Fastob Inbir (CN male halfling expert 2) is an artist who is obsessed with turning random wood scraps into finely crafted sculptures.	43-44	Luthien Marianye (CG male elf expert 2) is an eccentric man who vanishes into the woods for weeks at a time, only to return bloodied and battered. He never speaks of what he's up to during his times away.
15-16	Askali Ahar (CG female dwarf warrior 1) guards the town gates, always leery of dangers lurking in the forest shadows.	45-46	Aenwith Hely (CE female old human adept 1) is a hag townsfolk believe has been riling up spirits of the forest, causing them to attack innocents in the dark.
17-18	Evadi Garild (LE female human expert 2) works for the lumber guild, ensuring taxes are collected on time and in abundance.	47-48	Rilug Krig (NE male half-orc warrior 3) isn't too violent so long as he can get his aggression out by applying an axe to a tree trunk—instead of flesh and bone.
19-20	Skella Kichli (LN female human warrior 3) has made killing forest trolls a personal vendetta after her older brother was slain by one.	49-50	Wenta Drekn (LE female half-orc expert 1) manages payout to mill workers, but is quick to dock pay for even the smallest slight or tardiness (which, of course, then goes to line her own purse).
21-22	Brewn Ryany (NE male human adept 3) is a druid who despises the intrusion of civilization on the wild woods and kills anyone who ventures too far into the forest alone.	51-52	Torph Garcine (CN male human expert 2) can identify any tree by a scrap of bark, seed or even the most tattered leaf.
23-24	Clont Pleod (NG male human adept 3) is an accomplished mage who can reshape wood with a mere touch.	53-54	Gamal Undin (LN male dwarf commoner 2) will do anything to protect his secret recipe for sapwine, for which many people are quickly developing a taste.
25-26	Ephen Smyers (NG male gnome commoner 1) has made a habit of rescuing bird nests and unhatched eggs from trees before they're felled.	55-56	Furi Thrimin (NG male dwarf aristocrat 3) sends survey teams into the forests, hoping to uncover rich veins of ore amidst the trees.
27-28	Gilama Vadriel (N female half-elf expert 1) employs his keen eye to create masterful furniture out of even the most warped cast-aside planks.	57-58	Wilhye Heobo (CE male halfling warrior 2) has created a secret fight ring for mill workers and profits off the heavy betting that goes on during them.
29-30	Baldor Locio (N male human commoner 1) forages within the surrounding woods for herbs and roots to sell to the local alchemist and herbalist.		



59-60	Ladora Rarmil (LE female half-elf commoner 1) likes to get town visitors lost in the woods and then charge them for guidance home.
61-62	Kateridge Barroll (NE female halfling adept 3) has a nasty penchant for starting fires, though she does so mostly for their pretty colours rather than the damage they cause.
63-64	Thain Kurdish (LG male dwarf commoner 2) builds rafts out of trimmed logs to ship downriver, carrying supplies to and from town.
65-66	Marger Linsav (LG female human commoner 2) is a stout woman who runs the town bunkhouse, giving even lowly workers a roof and place to sleep.
67-68	Arcourt Fararder (N male human expert 3) is the lumber mill manager, keeping all labourers on task while hiring new staff during busy harvest times.
69-70	Phere Athyer (NG male gnome commoner 1) keeps himself busy by sweeping up the massive piles of sawdust that collect around the mill.
71-72	Unarv Bifa (CN female dwarf expert 2) has been experimenting with ways to down hundreds of trees at once using machines.
73-74	Sunagh Wrukol (CG male half-orc warrior 3) leads the town guards, keeping them well-trained and ready for battle against all manner of foes.
75-76	Kathel Burha (CG female human warrior 1) leads the mercenary band hired by the mayor for extra protection from forest monsters.
77-78	Manod Rumster (CE male halfling commoner 2) is always looking for the chance to steal a bottle of sapwine from the town brewery.
79-80	Gerey Terre (LG male old halfling adept 2) is an elderly halfling who takes daily strolls through the thinning woods, sketching the trees.

81-82	Audrin Helleth (N female human commoner 2) is a bright-eyed child who has a massive collection of leaves she stockpiles for unknown purposes.
83-84	Goliel Bornae (CN male elf commoner 1) is a branch trimmer who can scramble up the tallest tree as easily as walking up a gentle slope.
85-86	Nielon Eiryne (LN male human commoner 1) is a bank clerk and keeps daily tallies of funds deposited by the townsfolk and interim workers.
87-88	Sarry Peona (CE female halfling commoner 1) claims she can speak to the giant spiders lurking in the deeper reaches of the forest.
89-90	Birghit Volla (NE female human aristocrat 1) has come to town, claiming she owns a portion of the mill and its profits. Her legal ownership is currently in dispute.
91-92	Dolgorok Snilge (LE male half-orc commoner 2) is a guard who constantly seeks any excuse to send a townsfolk to the gallows, no matter how slight the crime.
93-94	Kalaran Angros (NG male half-elf expert 2) is a pudgy man with a knack for crafting arrows that fly swift and true.
95-96	Tilbert Ginte (N male human adept 3) oversees the forest chapel, where at least a dozen different verdant deities are worshipped.
97-98	Nella Celaser (CG female half-elf warrior 3) is a diminutive woman who perches on tree branches for days, waiting for beasts to wander beneath before ambushing them with her bare hands.
99-100	Shevelia (NG female dryad adept 3) constantly petitions the town mayor to keep away from a sacred grove the loggers have been approaching. She has warned of more aggressive tactics if her words are not heeded.



## LOGGING TOWN: HOOKS, COMPLICATIONS & OPPORTUNITIES

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

### D20

1	The main sawmill has been sabotaged, with blades bent, tools trashed and several fires started. The mayor has announced a reward for anyone who can find and catch the culprits.
2	A band of heavily armed wood elves have been ambushing lumberjacks and anyone straying too far from town. They must be stopped—or at least reasoned with.
3	Several major groves have been burnt to ashes, leaving strange spiralling patterns on the charred forest floor. Whoever is starting these unnatural blazes cannot be allowed to continue.
4	The town has woken to discover the trees have somehow become invulnerable to every manner of blade. Even wood that's already been chopped down cannot be split or sawed.
5	Lumberjacks and sawmill workers have been disappearing one at a time over the past few weeks. The missing people have no evident connection between them, other than being long-time residents of the town.
6	Wherever the PCs go around town, they are absolutely certain they can hear the trees talking to one another in rustling voices.
7	Tree harvesting has disturbed a hibernating troll, which has begun slaughtering townsfolk and destroying homes on the edge of town. Panic grips the town.
8	From one day to the next, all axes and saws have become heavily coated with rust, rendering them useless. The effect is clearly magical in origin and could spell doom for the town's economy unless it is reversed.
9	Stories are being whispered of a golem formed of sawdust being seen around the mills, stalking people for unknown purposes.
10	A monstrous mountain stag has been spotted in the area, and hunters are creating a competition to see who can bring it down. An almost carnival atmosphere seems to engulf the town—many view the stag's sighting as a good omen.
11	An angry local druid has summoned a giant wall of trees that entirely surrounds the town. He is not allowing anyone to enter or leave the area, and demands reparations—but for what slight, he will not say.

12	The town is preparing for their annual sacrifice to appease the forest god—which requires the death of an innocent child. The sacrifice is an old practise and a sizable proportion of the populace find the practise distasteful in the extreme. Trouble will result.
13	A mill worker has been found dead in his home, hung by a vine wrapped around his own rafters. While there are no signs of a struggle in his home, several folk are convinced of foul play.
14	Golden pollen hangs heavy in the air all around town. People who breathe it in too deeply are falling asleep and do not respond to any attempts to wake them.
15	Constant rumblings shake the nearby mountain, and some rumours suggest the peak is actually a dormant volcano preparing to erupt.
16	A burly man has been found dead at the edge of town, choked by what appears to be a bunch of leaves rammed down his throat.
17	Every wooden surface in town has developed a strange gray rot that turns it spongy. After a few days, it crumbles if touched and soon, the whole town will collapse.
18	A flash flood in the mountains has raised the water level in the nearby lake, threatening to sweep the logs floating in it through town, where they could wreak havoc.
19	The trees are bleeding! Every time any wood is cut or a trunk is chopped, sap oozes out thick and black, like oil.
20	A small group of dryads has emerged from the forest to defend what they claim are sacred trees. They demand a stop to all logging, otherwise they will wake the forest and destroy the town.



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