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URBAN DRESSING:
DWARVEN HOLD



OSR



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URBAN DRESSING: DWARVEN HOLD

Tired of your towns and cities lacking verisimilitude? Want to add cool details to your creations but don't have the time? Want to make your towns and cities feel more realistic? Then Urban Dressing is for you! Each instalment focuses on a different type of urban area. Within, find 100 sights and sounds, 50 businesses, 50 NPCs and 20 adventure hooks ready for your campaign.

Designed for easy use during game prep or actual play.

CREDITS

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DWARVEN HOLD: SIGHTS & SOUNDS

Use this table, to generate the sights and sounds the characters experience as they move about the town.

D%	SIGHTS & SOUNDS
01	A set of massive stone and iron gates, guarded by armed dwarves, rear above the street.
02	A long string of mining carts trundle by, wheels squeaking, heavily laden with ore.
03	A trio of dwarves saunter past, pickaxes and shovels slung over their shoulders.
04	Coarse laughter comes from a nearby tavern, which is crowded with rowdy dwarves.
05	A statue of the hold's thane looms over nearby buildings from its position in the central square.
06	A series of cavernous openings lead into deeper tunnels beneath the hold.
07	Huge, ornate murals detailing the hold's history cover the hewn stone wall.
08	Heat blazes from the open mouth of an active forge opening onto the street.
09	Thick, oily smoke roils out of half-a-dozen chimneystacks. A gloomy haze fills the air.
10	Herds of pack goats clop by, guided by a lone dwarf wielding a leather whip.
11	Molten lava oozes through a stone channel cut down the middle of the passage.
12	The hold's enormous stone walls block out sight of the area surrounding the settlement.
13	A heavily armed and armoured dwarven patrol tromps around the corner, alert for trouble.
14	A scattering of smashed tankards litter the street, suggesting a recent brawl took place here.
15	A blonde, effeminate elf stands arguing with a surly dwarf who keeps making rude gestures.
16	A dwarf strolls past with what has to be the most elaborately braided beard in the whole hold.
17	A gaggle of dwarven children scamper past, swinging wooden axes.
18	Dwarves cluster around a set of maps, muttering as they point out various landmarks and notes.
19	A dwarven bard passes by, strumming on a lyre as he hums a tune.
20	Huge rats scurry through the area, glancing at the party with beady red eyes.
21	A spider as big as a dwarf's head clings to the rocky ceiling, poised to drop onto its prey.
22	A pile of rubble indicates a recent cave-in where a tunnel used to be. A team of miners are preparing to remove the obstruction.
23	Faint splashing echoes through the air, hinting at an underground waterfall in the vicinity.
24	A massive warhammer leans against a wall, looking well worn despite fresh polishing.
25	A female dwarf stumps by, scowling and wearing an iron helm fashioned like ram horns.
26	Rotting orc heads are stuck on spikes around the hold.
27	A dwarf hefts a sack that looks to be bulging with precious gems of all kind.
28	The passing cart is stacked high with ingots of silver and gold, all stamped with the hold's official seal.
29	The odd-looking pony pulling a nearby wagon is actually a mechanical construct.
30	A group of dwarves use hammer and chisels to engrave huge, ornate runes on a wall.
31	Everyone on the street stills as a distant explosion shakes the area.
32	Rough dwarven voices and laughter fill the air, giving the neighbourhood a cheery feel.
33	Battered and dented dwarven shields are lined up against a wall, like a memorial.
34	The shimmering liquid spraying from the hold's central fountain appears to be molten silver.
35	A stout dwarf eyes the area, burly arms crossed to show off his shiny golden bracers.
36	Stacks of boxes have been carefully cordoned off, with numerous warning signs posted about.
37	The smell of burning and ash fills the area, but it's hard to say where it's coming from.
38	An oversized oven roars with flames as a dwarf shovels coal inside.
39	Several female dwarves chat as they carry barrels of food down the street.
40	A pack of dwarven children run around, laughing as they play a game of "orcs and elves."
41	Five dwarven fighters escort a massive, green-skinned orc draped in chains.
42	A dwarf with grey skin and black eyes peers out from the window of a jail cell.
43	A tall human hunches and hurries along, trying not to bump his head on the low roof.
44	This row of craggy buildings look like they're carved straight from the mountain itself.
45	The crowded tavern is bustling with dwarves, all of whom seem in high spirits.
46	Sets of gigantic chains bolted to the outer gates connect to a network of gears and cogs.
47	An ancient-looking dwarf totters by; his armour is almost wholly rusted to scrap.
48	A bleached dragon's skull, toothy maw gaping in death, is mounted above this door.

49	Barges coast along the river beside the hold, bringing in large shipments.
50	Grumbling dwarves haul large rattling crates around.
51	The sound of crashing hammers and the hissing bellows of a forge fills the air.
52	A harsh metallic grinding fills the air as a nearby gate is winched open.
53	The earth rumbles, but everyone goes about their business without apparent concern.
54	The smell of stale ale drifts about; the ground is stained by countless spilled drinks.
55	Deep drums pound nearby, accompanied by guttural dwarven chanting.
56	A dwarf strides by, his face and bare arms covered in thick, black tattoos.
57	Screaming death threats at one another, several dwarves brawl in the street.
58	Shoulders slumped, a band of dwarven warriors trudge by, blood fresh on their armour.
59	A dozen wagons roll along in a merchant caravan, heading for the market.
60	A dwarf races through the street, hollering something about striking it rich.
61	A mining party sets out for their claim, packs and wagons bulging with gear.
62	The minstrel singing on the street corner doesn't look like she's been tossed a single coin all day.
63	A band of elves keeps getting all sorts of dirty looks from the dwarves around them.
64	A dignified procession fills the street as a group of dwarven nobles strolls past.
65	Dwarves labour to roll ale barrels along the road without knocking anyone over.
66	A dwarven ruffian toys with a crooked knife as he watches passersby.
67	The bartender eyes everyone passing his tavern and makes sure drinkers get a good look at the cudgel sitting on the counter.
68	Not only is this dwarf missing a beard, he also doesn't have any eyebrows.
69	Several dwarven monks shuffle past, hands tucked into their sleeves in meditative poses.
70	What looks like a statue of a grey-skinned, robed man occasionally blinks and nods at passers-by.
71	A dwarven guard sits astride a giant beetle that has been outfitted with a saddle.
72	Servants struggle to bear an obese dwarf noble along on his cushioned travelling chair.
73	This dwarf sports scars from head to toe.
74	A dwarf clomps along in such thick armour, his whole body and face are entirely hidden.

75	A paladin's hands glow with divine light as he places them on a dwarf's head in blessing.
76	A skinny dwarf woman giggles to herself as she pulls intestines out of a dead goat.
77	Two dozen dwarves stand on a giant chess board, acting as living game pieces.
78	Lifelike statues of legendary dwarves line both sides of this street.
79	An old dwarf sits on the corner, regaling a group of children with stories of war heroics.
80	A dwarf sprints past, screaming as flames engulf his thick beard.
81	A shabby dwarf lies in the gutter, drooling, empty tankard clutched to his gut.
82	The local blacksmith sings praises to the god of the forge, in time with his hammering.
83	A wizard with a peaked cap and golden robe strides along, staff in hand.
84	A bored guard watches the area.
85	A young dwarf casts furtive glances around as he chisels words into a wall.
86	A stream of black-robed dwarves stride by, faces heavily lined in mourning.
87	Dwarves yell and place bets as a pair of wrestlers grapple in their midst.
88	A grim-faced dwarf watches the crowd, a bolt cocked in his crossbow.
89	Dwarves grunt and strain as they are led through a series of battle training manoeuvres.
90	Gleaming helmets are lined up on a ledge.
91	The stones here look charred, some having even cracked due to exposure to extreme heat.
92	Clumps of blue-green glowing mould spot the walls.
93	A bonfire has been lit in one of the guard towers stationed along the hold walls.
94	A large metal cage hangs from a chain that can be lowered into a seemingly bottomless pit.
95	A deep gully cuts down the middle of the hold; numerous bridges span the rift.
96	At least ten dwarves cluster around a halfling wearing a rather dapper vest.
97	A quartet of short, hooded figures, their features hidden in shadows, stride down the street.
98	Two dwarves greet one another in the middle of the street with a fierce head butt.
99	A troop of armoured dwarves march off from the main gates, looking ready for battle.
100	A crowd of dwarves have begun a boulder-throwing competition, heaving huge stones across a ravine.

DWARVEN HOLD: BUSINESSES

Use this table, to generate the basic details of businesses the characters come across as they explore the town.

D%	BUSINESS
01-02	The Shaft (mine) oversees all mining operations below and around the hold and in the surrounds.
03-04	Iron Guild (guild) owns majority shares in all crafting businesses and ventures established in the hold.
05-06	The Anvil (garrison) is where the hold's guards are stationed and train.
07-08	Bootnails (cobbler) keeps the hold's citizens tromping about in leather shoes and iron-toed boots, and does repairs on the cheap.
09-10	Chip Off (artisan) is run by sisters who have installed many mosaics around the hold; their speciality is depicting wartime and heroic exploits.
11-12	Smelted Wares (refinery) is where raw ore is taken to be turned into pure ingots before being sold on.
13-14	The Pebble Gullet (inn) gets a steady stream of travelling merchants who visit the hold to do business with the wealthy dwarves.
15-16	Pillions (architects) is known for being able to turn even the most cramped, moist cave into a cosy dwarven home.
17-18	Tunnel Brothers (tunneler) turned from their old mining business to help the hold expand as the population grew.
19-20	Boneminder (healer) takes in injured and dying dwarves no matter how poor they are and tends to their wounds or comforts them in their final days.
21-22	The Runeways (runesmith) is an esoteric order of enchanters who can imbue items and places with strange power through runic engravings.
23-24	Rolton's Repairs (blacksmith) claims he can repair anything made of metal, no matter how badly it is damaged or corroded.
25-26	Coinage (mint) circulates fresh copper, silver and gold coins, stamped with the face of the current dwarven king. He buys coins of all sorts.
27-28	Pieces Placed (repairs) travels around the hold, shoring up crumbling walls, repairing old buildings and keeping the infrastructure intact.
29-30	The Bleats (stables) rears flocks of strong rams and mules for use as mounts or pack animals.
31-32	Glowsons (fungus farm) grows luminescent moulds and mushroom crops that are then planted around the hold as natural light sources.
33-34	Windle's Waxworks (candlemaker) cultivates a special wax that originates from a rare type of toxic beetles who breed nearby.
35-36	Chants & Cants (spells) is run by a group of mages who retired from adventuring for steadier pay working their supernatural skills for commoners.
37-38	Scuttlers (garbage) keeps rubbish and refuse piles burning at all hours in an effort to improve hold sanitation. Smoke always hangs over Scuttlers.
39-40	The Bags (corpseman) is run by a sour-faced dwarf who inters the dead in the ancestral catacombs beneath the hold.
41-42	Torchin' Tails (rat catcher) keeps the hold relatively free of rodent and other pest infestations.
43-44	Haul'em (shipments) provides quick and reliable transportation for most goods in and out of the hold. Caravan guards cost extra.
45-46	Ash Fingers (lantern lighter) keeps the hold well-lit, making sure all areas have lanterns burning bright.
47-48	Candlehelm (surveyor) explores undeveloped territory (both above and below-ground) in the surrounding area.
49-50	Tinker's Tender (general equipment) sells an assortment of gear, supplies and miscellaneous goods. Much of it is clearly second (or third) hand, but still in good condition.
51-52	Tender n' Till (bank) is where any wise dwarf secures his or her hard-earned coin, knowing these vaults are impregnable. Incorruptible earth elemental guards are said to ward the place.
53-54	Fundings Limited (investor) has provided seed money for numerous mining operations, business expansions and mercenary groups. They require, however, voluminous paperwork and sureties for any loan—particularly to non-dwarves.
55-56	The Registrant (records) holds birth and death certificates for every dwarf in the hold, plus exhaustive genealogical records for every family and clan.
57-58	Keen Bite (weapons) does steady business crafting axes, warhammers and other instruments of death.
59-60	The Pits (prison) is where thieves, ne'er-do-wells, and enemy prisoners are kept under heavy lock and key.
61-62	Tinsmith's (forge) is kept working day in and out; orders come in from all over the hold.
63-64	Holy Fires (temple) is dedicated to the dwarven god of the forge and is often crowded with crafters praying their work meets with divine approval.
65-66	The Cracker (armour) churns out breastplates, helms and other made-to-fit armour for the hold's guards, and mercenary outfits.
67-68	Hafter's Eye (engineer) is a famed construction crew who have a reputation for getting jobs done rapidly and well under budget.
69-70	The Gleam (gemologist) deals in only the highest quality of gems, refining diamonds, rubies, sapphires and other "stars of the earth."

71-72	Fine Twinings (jeweller) is run by a dwarf maiden with an uncanny ability to bend precious metals to her will. Her creations are exquisite...and expensive.
73-74	Earthy Etchings (engravings) has been around since the hold's founding days and it's rare to find a stone they haven't marked over the years.
75-76	Stone Sifter (sculptor) is owned by an ex-miner who now crafts lifelike statues using a magic pick.
77-78	The Heap (outfitter) does steady business supplying surveyors and expeditions with all the equipment they'll ever need at a reasonable price.
79-80	Vital Vittles (cook) fills the bellies of dwarves across the hold with fresh-baked bread daily and an increasingly popular goat meat stew. Also available are surprisingly tasty iron rations, which are much in demand among miners and explorers.
81-82	Snarls (barber) has a whole team of barbers who focus on keeping dwarven beards styled and trimmed with the latest fashions.
83-84	Nimblefingers (tailor) specialises in stitching up lovely silk dresses that are becoming a recent trend with dwarven women. Its tailors take care to not mention much of the silk comes from elven merchants.
85-86	The Scarred Lot (veterans) is a gathering house for old dwarven warriors who meet to recall their fallen comrades (and compare scars). The atmosphere is always raucous.
87-88	Clearpath (demolitions) has passed down through the generations of this family-owned business a secret recipe for incredibly powerful alchemist's fire said to be able to melt stone.
89-90	Mouldin's (cheesemaker) is famed for their heavily spiced cheese.
91-92	Beltin' Beard (bard) trains the finest local musicians and other performers, often dedicated to preserving an oral dwarven history. Loud music and singing constantly emanate from this building.
93-94	Cub Cave (school) is the educational institute where young dwarves spend the first decade of their lives learning the essence of dwarven culture.
95-96	The Sheaves (lawyer) oversees all legal matters and court proceedings in the hold, and the firm's main lawyer has yet to lose a case. His services are much in demand, and he is on retainer with many powerful families in the hold.
97-98	Pinner Down (mining claims) handles all territorial claims for mining stakes, keeping client information confidential at all times.
99-100	Hotstack's (lava rafter) employs special boats capable of sailing underground lava flows and charges a premium for carrying cargo on these secret channels.



DWARVEN HOLD: FOLK OF INTEREST

Use this table, to generate the basic details of folk the characters encounter as they explore the town.

D%	NPC
01-02	Gilrun Thoki (LG male dwarf fighter 2) is often heard having one-sided arguments...with his rusty axe. He is widely believed to be mad, but he swears his axe is possessed by an illustrious ancestor.
03-04	Taldi Hugumun (CG male dwarf) sells delicious, freshly baked meat pies on the streets for a copper apiece. He often runs out of stock early in the day, so popular are his pies.
05-06	Mazy Ringrim (LN female dwarf) keeps meticulous ancestral records for all major hold families going back five generations. There are few wiser in the hold's history than Mazy.
07-08	Tybdaras Sultfelt (CN female dwarf fighter 3) owns the largest forge in the hold and takes a hefty cut of their profits—which she spends just as quickly. She's always in need of more money.
09-10	Throri Horismoat (NG male dwarf fighter 2) has a bulbous nose, even for a dwarf, but keeps his good cheer despite being the butt of many jokes.
11-12	Colurn Immost (CG male human wizard 1) is a skinny mage who regularly visits the hold to study the dwarven craft of rune enchanting.
13-14	Odar Darhof (N male dwarf thief 1) is one of the rare beggars in the hold, going about barefoot and clad in little more than rags.
15-16	Erivya Grummer (NE female human thief 1) is believed to be a spy by many, but what she's spying on and for whom remains hotly debated.
17-18	Byrin Lido (LG male half-elf) serves the hold as a lawyer, handling everything from property disputes to ancestral inheritance claims.
19-20	Nauso Shanksmith (N male dwarf thief 1) has one blind eye and uses his remaining good one to protect his tankard from anyone trying to filch his ale.
21-22	Ridak Gilmeson (LE male dwarf thief 3) has been accused multiple times of pawning stolen gems, but the charges never stick.
23-24	Furkip Luggit (LN male dwarf cleric 1) is a street preacher who espouses the worship of the dwarven god of greed and wealth rather than the forge.
25-26	Hukon Musgril (NE male dwarf thief 2) is a well-known fence who handles stolen goods for an outrageous fee—most of which goes on bribes to various officials.
27-28	Imarma Gakhrim (CN female dwarf fighter 1) claims to be descended from dwarven royalty and traces her lineage back to the hold's original founders.
29-30	Rarga (N female half-orc fighter 1) practically lives in the hold's jail—though, surprisingly, as a guard rather than a prisoner. She has earned her place in the hold through her fair, even-handedness, and the dwarves do not hold her ancestry against her.
31-32	Maeoin Alajim (LE male elf wizard 2) lurks around the hold's archival chambers, but is tight-lipped about what he's searching for among the scrolls and tomes.
33-34	Suli Gasli (NG female dwarf) is the hold's primary sculptor and is responsible for many of the impressive art installations around the area. Her statues appear lifelike, and can take months to craft.
35-36	Halma Phaedrol (CG female human) has developed a permanent stoop after living in the hold's low tunnels since she was a girl.
37-38	Siv Danners (CN female halfling thief 2) was once spotted toting along a ruby the size of her fist, but no one's ever been able to determine where she got it or where it went...and she's not saying.
39-40	Malia Thaudut (LG female dwarf fighter 2) stands at her guard post every day, gleaming hammer, shield and armour without a spot of rust.
41-42	Rinny Othols (LG female human fighter 1) repeatedly inspects the hold's main gate locking mechanisms for flaws, damage and defects.
43-44	Asbal Garson (LN male half-elf fighter 2) has served as a private bodyguard for decades now and is proud to claim he's never lost a client.
45-46	Drosgo Runnarf (NG male dwarf) runs a map-making business, though he's never been known to travel outside the hold.
47-48	Whillikins Holt (LN male halfling cleric 2) is a regular source of hold-wide gossip which he'll gladly dispense for a copper or two.
49-50	Ugd Stronk (LG male half-orc fighter 3) is one of the few non-dwarven guards who regularly patrols the hold. Although of orc blood, he is universally trusted.
51-52	Lithee Chrip (CG male halfling) is a courier who knows the hold layout, and several secret ways, better than almost anyone else.
53-54	Akina Faringot (LG female dwarf fighter 2) has a platinum streak in her otherwise brown hair and a temper she keeps under tight control.
55-56	Mekha Fainsmith (N female dwarf fighter 1) is the purveyor of general goods, running the hold's largest general supply shop.
57-58	Rilrin Dakdo (LN female dwarf cleric 1) claims she can hear voices in the rocks and has acquired an impressive pebble collection.
59-60	Bolden Scraggs (LG male dwarf fighter 3) has collected dozens of orc and goblin ears which he wears as a gory necklace. Consequently, he rarely gets invited to parties and is quite lonely.

61-62	"Knutts" (LG male dwarf fighter 3) loves to fight bare-fisted, enjoying the visceral feel of his enemy's skull being crushed between his hands. For all that, he is sought after warrior and drinking companion.
63-64	Amiyur Thelguds (N female half-elf) is a member of the lamplighter's guild and takes great pride in her work. She loves the hold and believes she should have been born a dwarf.
65-66	Eris Dordas (CN male human) is one of the few humans in the hold who speaks Dwarven fluently. He acts as an intermediary between human and dwarven merchants.
67-68	Nudain Magkal (CG old male dwarf cleric 3) helps mining operations with his magics. His eyesight is failing, and he feels death approaching. He is desperate to provide for his family.
69-70	Marli Klanhilt (NE male dwarf cleric 1) has been seen meeting with a few shadowy figures outside the hold. Consequently, he is being watched.
71-72	Brakisten Fairingot (N male dwarf fighter 1) has gained a reputation as a staggering drunk—no mean achievement for a dwarf! Banned from several taverns for non-payment of bills he is always looking for coin.
73-74	Bulmor Thainrift (LG male dwarf) has one lame arm, but this doesn't stop him from being the hold's most vigilant street-sweep.
75-76	Trokker Plinsk (NG male human cleric 2) has made a fascinating study of the many glowing mould species growing about the hold. The approach to his home is covered in the stuff.
77-78	Odia Rilron (NG female elf fighter 1) owns the hold's main bank and has invested heavily in many local businesses. She is tremendously wealthy, and uses that wealth to help those in dire need.
79-80	Anren Scottle (LN male halfling) is the diminutive bartender of a popular tavern, serving guests by scampering along the bar and table tops. He is a popular fellow.
81-82	Hrim Mog (CG male half-orc fighter 1) has spent years unsuccessfully courting a wealthy dwarven woman with whom he is infatuated.
83-84	Jani Duumden (CE female dwarf) is often seen wearing jewellery and dresses that she couldn't possibly afford. The gossips swap theories about how she has such nice clothes. None of their theories are close to the horrifying truth.
85-86	Dania Bazag (NG female dwarf) is the hold's most accomplished singer and gladly belts out epic ballads in exchange for a free drink. She has an incredible voice and encyclopaedic knowledge of the hold's history.
87-88	Yurmiel Hafrial (NG male elf cleric 3) is a heavily scarred elf with a penchant for playing with fire magic.

89-90	Noren Clipple (CN male human thief 3) is believed to be an accomplished assassin-for-hire but it's uncertain whether he's currently taking any contracts.
91-92	Urliia Molot (CG female human) keeps trying to get herself apprenticed to local dwarven brewers. So far she has had no success.
93-94	Zada Whilkim (CE female dwarf fighter 3) is forever looking for an excuse to brawl and shows no mercy to her opponents. She is universally disliked.
95-96	Gen Aragnet (LE male dwarf thief 2) is surrounded by dark rumours that he poisoned his own kin to become head of his wealthy family.
97-98	Dasrok Konor (LG male dwarf fighter 1) doesn't even have a full beard yet but is determined to prove himself worthy to wield his dead father's warhammer.
99-100	Fontem Thrilk (N male dwarf cleric 1) has displayed the unnatural ability to split large stones in half just by pressing his open palm against them.



DWARVEN HOLD: ADVENTURE HOOKS

Canny adventurers can find opportunities almost anywhere. Unlucky adventurers can find complications almost anywhere.

D%	ADVENTURE HOOK
01-05	The party hear reports of a band of miners lost in the tunnels beneath the hold—a substantial reward is offered for anyone willing to determine their fate.
06-10	A pocket of underground gas has exploded, rocking a major section of the hold, collapsing buildings and killing dozens. The screams of the dying echo through the hold. Everyone rushes to help; if the characters do not assist, the party finds themselves tremendously unpopular—and eventually asked to leave.
11-15	A swarm of giant spiders has overrun part of the hold, and the local commander is sending in recruits to eliminate them.
16-20	Hairless, blind rats have invaded the hold's main food stores. The infestation is thought to be unnatural and to possibly be the work of the dwarves' hated enemies. The drums of war have begun to beat.
21-25	A voracious species of tunnelling worms have infested the hold, eating straight through the rock—as well as devouring anyone they encounter.
26-30	Rumours about the hold has been built atop an ancient dragon's hoard, but no one has ever found the treasure—which is said to be cursed.
31-35	An earthquake shakes the hold, cracking building foundations and shattering windows.
36-40	A thousand orc invaders appear overnight, camping just beyond the gates as they pound their war drums. The dwarves mobilise for war; outsiders are expected to help defend the hold.
41-45	A character spies a goblin slinking along in the shadows, holding what looks to be a bundle of oil flasks. He is heading toward one of the hold's shrines.
46-50	A cave-in has trapped a group of dwarven miners in a dead-end shaft, with only a day or two before they run out of air. The community is mobilising a rescue effort; any help the characters can provide is greatly appreciated—and remembered.
51-55	The party come across several dwarven skeletons laid out in the middle of the street—perfectly arranged without a single bone out of place.
56-60	A dwarf approaches the party, claiming to have inherited a map leading to a massive ancestral treasure; he'll give the party a share, if they provide protection along the way to retrieve it.
61-65	One of the top mining teams in the hold has reported their best gear stolen and are paying handsomely for anyone who can bring the thieves to justice.

66-70	Unnatural patches of darkness have settled over certain buildings and swaths of road, blinding anyone caught within them for even a few moments.
71-75	A terrible spotted fever is spreading through the hold, but it appears to only affect dwarves while leaving any other race untouched. Suspicion and paranoia are rampant, among the dwarves.
76-80	A thick green fog has started appearing in certain areas of the hold, poisoning anyone who breathes it in. The fog seeps up through cracks in the ground that have recently appeared.
81-85	The party notice strange crops of mushrooms and slick mould patches spreading across the hold's buildings and streets.
86-90	Agonized screams ripple up from the depths of a wide pit sealed over with an iron grate. The party can't see what waits below.
91-95	A character realises the dwarves watching the party from the shadows are actually duergar—the dark and vile cousins of the true dwarves.
96-100	The giant iron statue of the current dwarven king has been toppled, and the outraged dwarves are seeking the vandals responsible.



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