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URBAN DRESSING:  
PORT TOWN



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# URBAN DRESSING: PORT TOWN

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*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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## PORT TOWN: SIGHTS & SOUNDS

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

D%	SIGHTS & SOUNDS
01	The incoming tide sloshes beneath the docks; moored ships strain at their lines.
02	A group of sailors get into a brutal brawl; fists and teeth fly, blood splatters.
03	A one-man dinghy skims the waves, bobbing across the harbour like a skipped pebble.
04	Sails appears on the horizon, but in the dusky light their colour is unclear.
05	A rocky "mound" clinging to the dock wall is actually a barnacle as big as a human head.
06	Coarse laughter rings out amidst the sound of giant crab shells being cracked with massive hammers.
07	A dock worker shouts a warning as a crate tumbles and smashes to the cobbles.
08	A well-dressed dockmaster stands at the end of a pier, surveying incoming vessels.
09	Every single dock in the harbour appears taken, and more ships wait out on the water.
10	There's not a single ship lashed to the docks, nor any anchored out in the bay.
11	The sea is choppy today, the scoring wind whips up the harbour's cloudy green water.
12	A long ledge of grey and black clouds looms on the horizon, and comes closer as the day progresses.
13	Dozens of dorsal fins break the surface of the water; sleek forms lurk below.
14	Hundreds of tiny, multi-coloured flags hang between the shops along this street.
15	A massive ship just swept into the bay, looking like it could contain the whole town.
16	An imposing military fleet anchors in the waters just beyond the harbour wall.
17	A ramshackle ship at the far end of the docks noticeably lists to one side.
18	A man hollers for help from where he's been strung up on a ship's mast.
19	Dock guards tromp past, rusted armour grinding and squeaking as they patrol.
20	A thick layer of salty grime encrusts the nearby walls.
21	Sailors and shipwrights' apprentices hang from ropes to scrub barnacles off hulls.
22	Tarboys run along ship lines, as nimble as circus tightrope acrobats.
23	Countless wagons are lined up to be loaded with the latest shipment.
24	Half-a-dozen rats scamper up an anchor chain and disappear into a ship's hold.
25	A crew recruiter wanders the town, calling out that various ships that are hiring.
26	A captain wearing a fine silk coat staggers past, stinking of whiskey.
27	A vendor calls out from his stand where he sells "guaranteed accurate" sea charts.
28	Only the top of a mast shows where a scuttled ship lies beneath the surface.
29	Smoke rises and sailors scatter as fire engulfs a ship and writhes up its sails.
30	At low tide, a deadly reef is visible just beyond the harbour mouth. Two masts poke above the waves.
31	Fishermen haul their catch up onto the docks, where customers pick over the flopping wares.
32	Wooden barrels rumble as bare-armed sailors roll them down a gangplank.
33	A horse-drawn cart trundles by, carrying a ballista.
34	A sailor bellows about the low pay and poor conditions they endure on their ship.
35	Elven sailors refuse to let human workers anywhere near the crates of wine they're unloading.
36	Two merchants argue over who provides the cheapest and cleanest deliveries of water stores.
37	Men eye bags and barrels of sand being measured out as ballast.
38	A man paces along the docks, glancing every other second out at the horizon.
39	A woman dressed all in black tosses a tear-soaked handkerchief into the waves.
40	A wide cobbled street shoots out from the docks straight through town.
41	A dangerously piled heap of rusted anchors block off this crooked side street.
42	The sound of snoring emanates from underneath many coils of rope.
43	The reek of week-old fish comes from a slime-covered barrel sitting off to one side.
44	Dozens of live crabs scabble as they try to clamber out of water-filled buckets.
45	Pelicans swoop above the waves, occasionally dipping to scoop up fish in their beaks.
46	A overnight chill has turned the docks slick with rime and frozen a few boats in place.
47	A sailor industriously chomps on what looks strands of dried seaweed.
48	These strange prickly fruits are squishy to the touch but taste like fresh pie.
49	A meat vendor claims he gets his spices from lands on the other side of the world.

50	Shipwrights inspect a recent arrival, tallying up necessary repairs and cost estimates.	76	A thick eerie blue-green fog has settled over the whole harbour. It blankets the harbour for the day.
51	A bright white flag flaps above the docks, showing which way the wind is blowing.	77	A shop offers carts and wagons for rent.
52	Seagulls soar overhead, their haunting cries echoing across town.	78	Every member of this crew wears multiple blades on their hips and looks eager for a fight.
53	Packs of feral cats prowl through the town, pouncing on any dropped scrap of food.	79	A filthy urchin lines up buckets of live bait as he calls out prices to passers-by.
54	Prostitutes wearing silk and pearls flutter handkerchiefs and eyelashes at recently arrived sailors.	80	Hundreds of crates are stacked along this street, creating a makeshift maze.
55	The characters overhear a few sailors discussing how best to shanghai a victim.	81	Several seagulls struggle to free themselves from the rotted netting in which they are snared.
56	Many of the inns and taverns have "sailors welcome" written on boards out front.	82	Dock labourers sing a work chant as they toss grain sacks into piles.
57	A boy marches passed, wearing an oversized captain's hat that almost covers his eyes.	83	This dock has a large arch at the far end of it, with a gate poised to drop from a chain.
58	A bunch of kids scream playfully as they pretend to be pirates boarding a ship.	84	A hundred rusty harpoons are leaned up against the wall here.
59	A bosun's whistle shrieks through the air before being abruptly cut off.	85	This statue bears the face of a popular religious figure, but she has tentacles instead of legs.
60	Perceptive folk hear thumps coming from inside a nearby a hull.	86	A sailor wearing a dapper outfit struts down the road.
61	Bells toll out over town, and everyone pauses to see if it's in warning of a particular danger.	87	Every member of this crew is clad in nothing more than sodden, bloody rags.
62	A bonfire burns steadily atop the lighthouse set at the end of the jetty.	88	A ship's captain, his arms clasped in chains, is led along by dock guards.
63	Sailors rouse themselves from a stupor for another chorus of their favourite drinking song.	89	The cloudy water in that large glass tank parted just long enough to give a glimpse of the mermaid within.
64	Cranes creak loudly as they haul pallets of supplies into the air.	90	A tiny octopus climbs up and slips into a barrel of cloudy rainwater.
65	A lone lantern gleams up at the house on the cliff overlooking the harbour.	91	A sharp citrus smell wafts over from a row of jugs lined up on a windowsill.
66	In this stormy weather, waves crash against the docks with a thunderous roar.	92	The breeze just turned so salty, the characters' nostrils begin burning.
67	Several children play in the dust with an impressively large and intact shell collection.	93	Sailors stride along, shouting as they try to outdo one another's tall tales of sea-bound adventures.
68	Guards carefully inspect the merchants carting wares out beyond town, wary of smugglers.	94	Polished shells in spiralling designs decorate the fronts of many shops and houses.
69	This rundown tavern advertises fish soup, shark soup, mermaid soup, selkie soup and other delicacies.	95	A huge barbed iron chain stretches across the mouth of the harbour.
70	The sign for this shop is a rotting shark carcass.	96	Animals, many of them sickly, in wheeled cages are rolled along the docks.
71	The town's market offers an impressive array of fresh fruit and vegetables from distant lands.	97	A rowboat is being lowered from a triple-mast ship that refuses to dock for some reason.
72	A wide channel cuts away from the bay, forming a convenient river inland for smaller boats.	98	A dock worker whips coloured flags around, using semaphore signals to guide a ship into harbour.
73	Slaves trudge out of a ship hold under the watchful eyes of their owners.	99	A foreign ambassador disembarks from a ship with her retinue in tow.
74	A pile of cargo appears to have been abandoned in this alley.	100	From prow to stern, this ship appears constructed entirely of bleached bone.
75	An auction has begun, with items sold coming from confiscated or abandoned shipping gear.		

## PORT TOWN: BUSINESSES

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

D%	BUSINESS
01-02	<b>Watergates (dockmaster)</b> is overseen by a stout ex-captain who is never seen without his tally sheet—or a hefty coin purse.
03-04	<b>Sailrats (recruiter)</b> stays quite busy digging up new crew members for shipping ventures, by promising solid pay.
05-06	<b>Drop Anchor (tavern)</b> caters to sailors who are eager to swap their hard-earned coin for a few days of blissful drunkenness.
07-08	<b>Bob and Lure (brothel)</b> is staffed by men and women who know how to soothe the ache of long, lonely months at sea.
09-10	<b>Three-Cords (ropemaker)</b> is run by an old salt who enjoys trying to invent new types of knots.
11-12	<b>Tar &amp; Nail (ship repairs)</b> sees to it that every ship coming into the port gets patched up before they head back out again.
13-14	<b>Up Channel (immigration)</b> processes any foreign travellers who are looking to make a new start in the port's home country.
15-16	<b>Docker's Dockings (taxes)</b> is run by a seedy man who is always sniffing around for a way to add to his "side profits" as he collects legal fees.
17-18	<b>The Stocks (auction block)</b> is overseen by harsh slavemasters who care little for what condition their "cargo" arrives in as long as they sell.
19-20	<b>Tarp n' Trade (market)</b> hosts dozens of vendors who sell food, gear, clothes and exotic wares of all sorts. The offering here is chaotic and ever-changing. Diligent shoppers can find bargains among the dross offered at the market.
21-22	<b>Pucker (juicer)</b> carts in fresh oranges and limes and sells to ships who prefer their crews don't suffer scurvy.
23-24	<b>Ladle Fresh (water supplies)</b> sells barrels and flasks of pure water, especially to ships preparing for extended voyages.
25-26	<b>Bounder (crate crafter)</b> comprises a team of carpenters who construct crates, chests and barrels to a high standard.
27-28	<b>Grindboys (dock labour)</b> hires out cheap manual labour teams, but offers no guarantee as to the quality of their work.
29-30	<b>Land Boats (wagon rentals)</b> is run by a coach driver who keeps carriages and wagons available at all hours, ready to transport people and cargo. He has deals with several ship captains.



31-32	<b>The Venerable Foam (church)</b> was founded by a priest who believes the one true god lives in the sea's blackest depths. Her weekly sermons (little more than madness-tinged rants) are sparsely attended.	65-66	<b>Current Currents (maps)</b> claims to have the most accurate sea and star charts based on crew reports and captain logs.
33-34	<b>Spitchisel (barnacle scraper)</b> keeps hulls clear of crusty growths that can cut down on a ship's ability to slice through the waves.	67-68	<b>Anchor Exchange (ship sales)</b> acts as the middleman when a captain decides it's time to pass on their ship's charter to another owner.
35-36	<b>Hull Fittings (shipyard)</b> is filled with the sounds of hammering, sawing and the occasional craftsman complaining about a nasty splinter.	69-70	<b>Minnow Slate (school)</b> is a tiny classroom with a single elven teacher who offers a free education to orphans and street urchins.
37-38	<b>Black Brine (tattoos)</b> uses special, secret ingredients for its ink, which creates incredibly bold tattoos on even the darkest skin.	71-72	<b>The Fleetmaster (shipping tycoon)</b> has majority investments in at least half the ships and cargo loads that come through the port.
39-40	<b>Sea Stitch (net mender)</b> claims "same day" netting repairs for fishermen, though ship-sized jobs tend to take longer.	73-74	<b>Rawfins (fishmonger)</b> sells fresh fish daily and not-so-fresh fish weekly. Just follow your nose when perusing the wares.
41-42	<b>Scrapshell (trinkets)</b> is a back-alley business run by a crone who sells every little scrap she can scrounge up around town. Much of what she sells is worthless.	75-76	<b>Bargains Made (contractor)</b> is run by a savvy woman who helps connect ships with merchants who need cargo transported.
43-44	<b>Wot? (interpreter)</b> offers a private service to foreign crews or visitors who can't speak the local tongues.	77-78	<b>Twitcher's (mouser)</b> is an animal shelter where cats are trained as deadly rodent hunters and then sold to ships to keep their holds pest free.
45-46	<b>The Hold (sailing supplies)</b> sells every possible tool and raw material a crew might need to keep ship operations running smoothly.	79-80	<b>Shark's Teeth (hired swords)</b> offers mercenaries to guard docked ships while their crew carouse.
47-48	<b>Keelhaul (smuggler)</b> specialises in getting illegal wares (including people) on and off ships, passed the dock and gate guards.	81-82	<b>The Gull Wings (embassy)</b> houses foreign ambassadors and provides meeting rooms and dining halls for diplomatic events.
49-50	<b>Squirm's (tackle &amp; bait)</b> gathers live bait and sells it with fishing gear to locals who thrive off the sea's plentiful bounty.	83-84	<b>The Tanks (aquarium)</b> is a small warehouse filled with exotic aquatic species brought in by sailors. It costs a copper piece to see the exhibits.
51-52	<b>Deep Blessings (charms)</b> sells charms and spells for superstitious sailors who want all the protection they can afford.	85-86	<b>Fishbones (surgeon)</b> gets most of its business when a ship arrives with a crew riddled with gout or odd skin growths. Otherwise, it is often quiet here.
53-54	<b>Overcliff (town hall)</b> is where the mayor resides and holds council with captains, merchants and shipping guild leaders. It is a hive of activity.	87-88	<b>Wave Raisers (salvage)</b> is a small fleet of rowboats and divers who trawl beyond the main harbour for lost cargo and ships.
55-56	<b>Hard to Port (inn)</b> provides hot meals and rooms whose cost ranges from a copper to a few gold pieces per night, depending on the amenities.	89-90	<b>High Flyin' (flag maker)</b> designs and weaves flags according to client design, though the proprietor refuses jobs featuring skulls or crossbones.
57-58	<b>Captain's Cabin (luxury quarters)</b> is an inn offering fine dining and feathered beds, but only captains and their guests can stay here. Tough mercenary guards keep out riff raff.	91-92	<b>Prowbust (figureheads)</b> is run by a carpenter who crafts the most lifelike faces and figures for a ship's prow. She is much in demand.
59-60	<b>The Pearl Stage (theatre)</b> presents shows ranging from bawdy slapstick to the latest soaring opera performance. Admittance is cheap; the owners make their money from expensive drinks and snacks.	93-94	<b>Captain's Larder (liquor)</b> stocks the finest whiskies for ship commanders who prefer to stay in their cabins most of the voyage.
61-62	<b>Kelp Clothes (tailor)</b> has a reputation for weaving in materials from the sea, such as shells and seaweed, into its expensive clothing.	95-96	<b>Deadweight (ship weapons)</b> crafts ballistae and ship-to-ship harpoons for those wanting to defend themselves from rivals and pirates.
63-64	<b>Line o' Sight (navigation tools)</b> sells compasses, astrolabes, sextants and other devices to keep ships from getting lost at sea.	97-98	<b>The Chops (quarantine)</b> is out by the jetties where ships are confined until their crews can prove themselves disease-free.
		99-100	<b>Corkscrew (scuttler)</b> offers a dastardly service for those who want to see a particular ship sunk. Most can't afford the fees, though.

## PORT TOWN: 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	<b>Donnor Ry</b> (CN male human) is trying to get out of paying his debts by sneaking aboard the next ship heading out of port.
03-04	<b>Bornnuit Cenan</b> (N male half-elf druid 2) is a dark-skinned sailor who was born on a boat and intends to die on one.
05-06	<b>Hildgrid Sugara</b> (LE female human) runs an orphanage that also doubles as a "recruitment" site for ships needing cabin boys.
07-08	<b>Gorma Seanric</b> (LN female halfling) paints ship hulls with names and intricate designs for easier identification and gaudy decoration.
09-10	<b>Kimma Eldbyrt</b> (NG male halfling) spends most of his days out on the piers, fishing line trailing out into the water.
11-12	<b>Phiales Vulmon</b> (NG male elf fighter 3) is a rangy, hard-eyed fighter who claims he's prophesied to die at sea; that's why he doesn't sail anymore.
13-14	<b>Ahnruc Standers</b> (LG male human fighter 1) is a gate guard who despises smugglers and thoroughly inspects everyone going in or out of town.
15-16	<b>Fucara Aubryl</b> (CE female human) is a comely woman who's been threatened by local prostitutes if she keeps soliciting sailors alone.
17-18	<b>Suroahn Leehid</b> (LN male half-elf fighter 1) has been frantic ever since his latest shipment of fine silks didn't arrive last month.
19-20	<b>Mandgen Nen</b> (NE male human thief 1) loves to gamble with drunk sailors. He often leaves them without a coin to their name.
21-22	<b>Ethel Riesu</b> (N male elf) spends his time inspecting dock ropes and mooring lines for any sign of fraying or other flaws.
23-24	<b>Clamar Afril</b> (CG female half-elf) runs the town's theatre, bringing in shows appealing to both poor sailors and wealthy merchants.
25-26	<b>Scenvir Jaan</b> (CE male human thief 2) searches the alleys behind taverns for blacked-out sailors and then steals all their belongings.
27-28	<b>Cenda Diegel</b> (N female human fighter 2) is an ex-pirate who discovered working as a sword-for-hire is far more lucrative.
29-30	<b>Thonsa Ellers</b> (N female halfling) loves to collect sailors' stories and then embellish them until they're utterly outrageous. She earns good coin in the dockside taverns, for her tales.
31-32	<b>Kesandi Brimmen</b> (LG female halfling) work the town's bell tower, announcing ship arrivals or tolling out warnings of pirates.
33-34	<b>Triis Bornpha</b> (CE female dwarf thief 2) is believed to be the saboteur responsible for several ships sinking in the past year.
35-36	<b>Lannos Sithmull</b> (N male human) is a bloated man who distils incredibly potent liquor and sells it by the flask to thirsty crews.
37-38	<b>Matomis Peccat</b> (CE male human cleric [Braal] 1) sells fake sea charts to unwary captains, often promising them routes to uncharted lands.
39-40	<b>Prissa Gomathgar</b> (NG female dwarf) sleeps in the mud under one of the larger docks, where she catches tiny crabs for meals.
41-42	<b>Sanmira Rennuel</b> (LN female human fighter 1) is known for her ruthless management of a growing cargo fleet.
43-44	<b>Donda Burntbait</b> (CN female dwarf) works in the shipyard, carting off wheelbarrows of sawdust to be used as packing materials.
45-46	<b>Mukkel Rannq</b> (CE male half-orc fighter 2) follows sailors to taverns, intending to wait until they are drunk to provoke them into bloody fights.
47-48	<b>Farlen Robboh</b> (NG male human fighter 4) runs the most popular tavern in town, the Vilimzair's Arms, and does not tolerate troublemakers or brawls.
49-50	<b>Heelan Macfurse</b> (LN female half-elf fighter 2) patrols the docks, searching for anyone with a bounty on their head who might be trying to stow away.
51-52	<b>Carbel Andlay</b> (LG male human wizard 2) sells charms and spells to sailors who want magical defences against the sea's dangers.
53-54	<b>Brandin Ruthman</b> (CN male human) is a skinny, introverted man who has a knack for training stray cats as mousers.
55-56	<b>Thowerd Erejen</b> (CG male halfling cleric 3) uses her spells to keep lanterns and torches lit across town.
57-58	<b>Tribs Kever</b> (CN female half-orc fighter 1) is the bouncer at the town's most popular brothel. Don't ask what her price is for personal services.
59-60	<b>Dasma Alsway</b> (LG female elf cleric [Serat] 1) is a silver-haired elf who has maintained the lighthouse for as long as anyone remembers.
61-62	<b>Leof Kadin</b> (CE male halfling) is a crowd runner who takes official bids from those participating in slave auctions. He's a slippery customer!
63-64	<b>Neltri Herogda</b> (CG male half-orc fighter 2) is a retired ship captain who made his fortune carrying dangerous cargo across the waves.
65-66	<b>Marlm Werks</b> (LG female half-orc) is the town's finest negotiator when any two parties are at odds about cargo fees.



67-68	<b>Wynna Garkoden</b> (N female human fighter 2) owns many of the shoreside businesses catering to visiting crews. She is rich, but hides her wealth.
69-70	<b>Ingami Hakev</b> (NG female human) laboriously scrapes salt deposits off ship hulls and then sells it in vials as "food seasoning."
71-72	<b>Mila Drigesc</b> (NE female human fighter 1) has been seeking work ever since being kicked off her last crew for spreading mutinous rumours.
73-74	<b>Nyenk Chael</b> (LE male halfling thief 2) can help his customers find practically anything for purchase on the town's black market.
75-76	<b>Afty Mondcar</b> (NG female halfling fighter 1) uses her tiny spear and swift feet to hunt down rats in ship holds and around town.
77-78	<b>Lassha Pehrod</b> (CG female human fighter 2) always carries her bow around town, shooting down seagulls in midair.
79-80	<b>Nasfelt Onald</b> (NE male human) is a dock inspector who gladly accepts bribe from captains who don't want their ships observed too closely.
81-82	<b>Isener Gardcha</b> (LE male human) always finds a way to add surcharges to deliveries.
83-84	<b>Ceol Sinwilf</b> (N male half-elf druid 2) is a lanky fisherman who runs a small fleet that brings in hauls of fresh fish daily.
85-86	<b>Wigger Santun</b> (LN male dwarf) is a stodgy labourer who can heft heavy crates with his bare hands.
87-88	<b>Sarasmog Marmmit</b> (LG female dwarf) is fascinated with navigation equipment even though she's never been on a boat in her life.
89-90	<b>Hadrug Pulsk</b> (NE male dwarf thief 1) is a grizzled figure who works with a band of smugglers; he specialises in weapons transport.
91-92	<b>Holph Lopest</b> (CG male human) is the town's surgeon, despite being blind in one eye and having shaky hands. Only those who can't afford magical healing dare Holph's care.
93-94	<b>"Nobble"</b> (LN female half-orc fighter 3) is a mercenary often hired to protect wealthy captains and merchants while they're in town.
95-96	<b>Thasri Mardyll</b> (NE male elf druid 3) enjoys summoning little whirlpools in the harbour to torment crews. He is a nasty piece of work.
97-98	<b>Gusl Chank</b> (CN male half-orc fighter 1) is a member of the dock guard but tends to spend a lot of his time chumming with sailors in the bars.
99-100	<b>Todoc Hewjer</b> (CN male dwarf fighter 2) claims a ship murdered his family and has been known to attack hulls with his axe.



## PORT TOWN: ADVENTURE HOOKS

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

D%	ADVENTURE HOOK
01-05	A crate hits the ground and cracks open, spilling golden treasure all around. Everyone freezes for a breathless moment before scrambling to scoop up as much as they can.
06-10	Warning bells sound across town, signalling the black sails of pirate ships have been spotted on the horizon. The small fleet will likely arrive within the hour.
11-15	A single, poorly tossed pipe match threatens to set the whole of the docks ablaze. The party are conscripted into a water crew to help stop the fire at all costs.
16-20	Two crews seem determined to slaughter one another. Unfortunate, then, the party are standing right between the groups of murderous sailors.
21-25	Deep in his cups, a ship captain asks the party to take back his ship from the mutinous crew that stole it from him. He'll take them anywhere for free, if they succeed.
26-30	A local merchant has highly valuable cargo that needs to be transported to the docks, but he doesn't trust any of the usual hired hands to see it done. He asks the party for help.
31-35	The harbour has entirely frozen over—in the middle of summer. And overnight. Townsfolk and crews are on the hunt for the magic-mucker responsible, and strangers in town are harassed as possible suspects.
36-40	A swarm of rats five thousand strong just flooded off a ship, infesting other boats, the docks and much of the rest of the town. Nothing but bones remain of the ship's original crew—so how did it dock?
41-45	A grizzled old man approaches, offering quite a bit of gold if the party would help him secretly scuttle a ship that belongs to a wealthy local merchant.
46-50	A woman runs up to the party in hysterics, claiming her son has been kidnapped by sailors and is being forced to serve as a cabin boy on a ship set to sail on the tide.
51-55	Glancing over the side of a dock, a character spots the face of a gorgeous woman. She smiles and waves before diving below the surface, flicking her fish tail in a jaunty farewell.
56-60	As a ship glides into the dock, people scream as they realise the crew comprises animated skeletons. The town is under attack by the undead!
61-65	By the gods, that had to be the most horrendous sailing trip the party have ever taken. Not a day without heaving their guts over the sides. At least they've made it to the port—which appears to be under attack by bloodthirsty marauders.

66-70	The head of the sailor's union wants an objective party to investigate rumours of corruption in the dockmaster's office; some ships are charged massive "docking fees" and cargo off-loading taxes while others enjoy much lower fees.
71-75	The head of the local ship registry offers a decent stipend if the party help him hunt down and arrest a captain who's been shirking taxes for the past several visits. The captain is due into port tomorrow.
76-80	As the latest shipment of slaves goes up for auction, a character recognises one of the slaves as an old friend. Their eyes meet just as the friend is shoved up onto the block for bidding.
81-85	The docks and many ships have become overrun with giant, man-eating barnacles that use their internal tendrils to grab anyone who gets too close.
86-90	The water in the harbour seethes and foams as dozens of scaled and web-footed humanoids emerge from the sea and begin attacking townsfolk with claws and coral tridents. The characters are the only armed group in the immediate vicinity.
91-95	Buildings shake and windows rattled as an explosion rattles over the town. Everyone starts racing that way, to find out what happened.
96-100	A smuggler sends word he's looking for a few talented folks to help him transport a goodly amount of contraband outside of town, circumventing the dock inspectors and gate guards.



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# GLOAMHOLD AND ITS SURROUNDINGS



