

RAGING SWAN PRESS

URBAN DRESSING:
TRADE TOWN



OSR



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

URBAN DRESSING: TRADE TOWN

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

Design: Josh Vogt

Development: Creighton Broadhurst

Art: William McAusland and Maciej Zagorski (The Forge Studios).

Some artwork copyright William McAusland, used with permission.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2021.

CONTENTS

Credits	1
Contents	1
Trade Town: Sights & Sounds	2
Trade Town: Businesses.....	4
Trade Town: Folk of Interest.....	6
Trade Town: Adventure Hooks	8
OGL V1.0A	9

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit patreon.com/ragingswanpress



TRADE 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	Guards shout to stop a careening wagon as the maniacally driver whips his horses for greater speed.
02	A man in luxurious robes, his purse heavy with coin, jingles as he walks.
03	Hawkers shout out deals for lesser wares, on practically every street corner.
04	A chain line of slaves shuffles by under the watchful eye of an obese taskmaster and his guards.
05	The line of wagons and people passing through the town gates seems never-ending.
06	Competing food vendors fling rotted wares across the street at one another.
07	A mercenary band stands guard in front of a large building's imposing gates.
08	A slim man, flanked by warriors, notes all passersby, jotting observations on a parchment.
09	The last cart to roll by definitely had the aura of something dead wafting from it.
10	Lamplighters collect their dues from business owners to keep the streets lit at night.
11	A crate lies in the middle of the street, cracked open and empty of anything but sawdust.
12	Workers chant in rhythm as they unload endless crates from the latest caravan.
13	Someone has painted an obscene glyph on every business door along this street.
14	Water splashes as labourers slop it across the street, washing animal waste from the cobbles.
15	Two merchants wave daggers at each other, as they argue over a shipment.
16	A whole guard troop accompanies a tax collector who stops by every business on the street.
17	A profusion of signs indicate all business done in town must be registered with the appropriate guild, on pain of imprisonment.
18	The smell of smoke, redolent with foreign spices, wafts through the market.
19	Two massive hounds flank a merchant. They growl at anyone who gets too close.
20	Lute and flute players are among the many musicians performing in the crowded market.
21	A lovely young woman chats up a merchant, who appears unaware he's standing outside a brothel.
22	A heavily muscled man rolls a massive, heavy barrel along the street.
23	A vendor tries to sell off his candles before they melt in the blazing sun. He appears desperate—perhaps suspiciously so.
24	A man cries in denial as he's shackled by guards for doing business without guild registration.
25	Black smoke churns from a wagon as it burns in the street, dangerously close to a shop.
26	A line of guild registrants shuffle in place as they wait admittance by colourfully-garbed guards.
27	A courier pants as he darts passed, message bag overflowing with letters.
28	The gates leading to a guild's compound have been smashed in by a massive force.
29	Drunk traders weave through the crowd, as they celebrate a recent sale.
30	A trader weeps over a lost shipment, wailing his tragedy to anyone who'll listen.
31	A caged menagerie of exotically coloured (and noisy) birds chatter loudly at passersby.
32	A sign advertises entrance to the mayor's private zoo for a hefty fee.
33	A door slams in a woman's face, and she falls to her knees on the stoop, sobbing.
34	A group of black-veiled foreigners carry a gilded litter along the street.
35	The doors of this tavern are shut and chained.
36	A gaudy sign indicates fresh corpses are sold within this establishment.
37	A guard leads several dogs around a wagon, as they sniff it vigorously. A merchant looks on—nervously.
38	Wine glugs as it's poured from a barrel for a merchant to sample.
39	Guards guide a caravan off to one side for inspection.
40	A lovely voice floats over the crowd, the singing almost unearthly in its beauty.
41	A worker opens a barrel only for a torrent of rats to pour forth.
42	A merchant oversees the preparation of oil-soaked bundles of new weapons.
43	A babble of voices fills the air of an open-air auction.
44	Horses, tied to posts for inspection by buyers, whinny.
45	Flyers proclaim a reward for the capture of a group of bandits harrying caravans.
46	The central market is a dusty, chaotic affair, with foot and hoof traffic all about.
47	Outside town, an encampment of traders refused entry (or who won't pay the gate tax) has sprung up.
48	People mutter and glare at a trader caravan composed of people wearing bronze masks.
49	Townfolk scurry to cover their goods in tarps as thunder rumbles in the distance.

50	A mage casts an icy spell to keep a stall of fish brought in from the coast fresh.	76	A screaming, squirming thief hangs by his thumbs in the middle of the town square as a warning to others.
51	Two carts crash together, spilling wares on the road.	77	A seer wanders the street, calling out offers to sell guaranteed accurate prophecies.
52	A quartermaster checks off crates and barrels with a wedge of chalk.	78	A guildmaster tacks up a scroll listing next week's projected tariffs.
53	A guild leader preaches the virtue of proper registration and following regulations.	79	A strange moan emanates from a nearby crate, which shakes briefly.
54	An angry crowd demonstrates in front of a guild hall; too few guards to contain the crowd watch nervously.	80	Donkeys bray as they haul bulging sacks laden with grain and goods.
55	A man loudly begs a grim-faced moneylender to extend his debt "just once more".	81	A bare-handed masked man asks people to make a donation to the thieves' guild.
56	A group of traders swagger down the street, bare chests covered in nautical tattoos.	82	Near the wall, the lowing of cattle can be heard in the stockyard outside town.
57	This trader appears to buy and trade all matter of tarred or shrunken heads.	83	Townfolk line up to gawk at a recently unveiled statue of the town leader.
58	The glint of jewelled rings on a merchant's pudgy fingers catches the sun.	84	A market stall selling odd citrus drinks appears to be run entirely by children.
59	A ragged woman runs up to a newly arrived trader, holding up a child as he tries to shove her away.	85	Something shatters nearby, followed by a bellow of rage and screams.
60	A caravan surrounded by soldiers blocks the street. A growing crush of other merchants and passers-by are growing increasingly angry at the delay.	86	A merchant stumbles, an arrow having just sprouted from his broad back.
61	This row of crates and pots has been marked in red, saying "Do Not Open Under Pain of Death."	87	A vendor wanders the street, handing out free samples of fruit sold at their stall.
62	This enormous clothing shop sells outfits for every possible size and occasion.	88	This wall has the image of a black hog painted on it, with an arrow pointing down a nearby alley.
63	A pair of traders guffaws as they stroll along, boasting how much gold they cheated from their latest client.	89	The stink of sulphur wafts from a bathhouse offering hot baths for weary travellers.
64	A child calls to passers-by, saying they can get anything at any price with his help.	90	This temple appears to be dedicated to the god of commerce and wealth.
65	A man flips through a large tome, wondering out loud why there aren't any pictures.	91	A puppet show depicts the mayor as controlled by the strings of the many guilds.
66	This trader's cart appears to be guarded by a massive, horned demon.	92	The crowd boos as a crier announces the latest tax rise by the mayor.
67	Merchants still beyond the gates clamour to be let in before nightfall.	93	This street is oddly empty and quiet for being in the middle of the bustling town.
68	A buyer challenges a trader to a duel for attempting to swindle him.	94	A carriage careens down the street, the driver trying to get the horses back under control.
69	A trader tosses a few coppers to a beggar sitting against a wall. Immediately, the trader is swarmed by other street denizens begging for money.	95	Pure white doves flutter within a wooden cage, soft coos barely heard over the crowd.
70	Bolts of silk and cloth, of all colours and patterns, are leaned up against the wall.	96	Coins chink as they strike the bottom of this temple's "non-voluntary offering" box.
71	This trader displays an array of tiny, manicured trees, claiming they come from a distant land.	97	The sound of hammering and sawing comes from a building undergoing renovation.
72	The smell of salted meats and pickled vegetables reaches the party's nostrils.	98	A mage chants a spell to check for disease in a wagon loaded with foodstuffs.
73	In a plume of dusty rubble, a warehouse collapses.	99	Every driver and worker on this caravan appears to be the exact same person, down to the face and clothes.
74	The heady scent of mint hangs over the whole street.	100	This shop sign promises wishes fulfilled if you'll simply sell your soul to the proprietor.
75	People in long white robes gaze at vials of white dust, dabbing the substance on their tongues.		

TRADE 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	Centerspire (guild hall) contains many chambers where the various guild leaders can meet to discuss town operations. A secure dungeon below the hall holds taxes and particularly valuable items too precious for normal storage.
03-04	Puppetstrings (mayor's office) is the slang term for the office where the guild's mayoral puppet works. Guild officials are always hanging around here to offer the mayor "guidance".
05-06	Jangle's (currency changer) can exchange virtually any currency from all the known lands, as well as a few unknown ones. They charge an 8% fee, but ask no questions of their clients.
07-08	Lent, Saved, Owned (bank) offers plenty of loans so long as the applicants accept a high interest rate and offer decent collateral. The owner is not popular with those who default on their loans and who shortly thereafter "enjoy" a visit from the bank's goons.
09-10	Ward Den (guard quarters) is the meeting and training quarters for the town guards. The building comprises barracks, an armoury, drill square and more.
11-12	Dusty Thoroughfare (caravan processing) is a bottleneck formed so caravans have to move through one at a time for inspection. Its agents take bribes to move caravans to the front (or back) of the queue.
13-14	Low Gutters (thieves' guild) is the below-ground lair of the town thieves. It is virtually impossible to approach the building without being spotted by the guild's lookouts.
15-16	Silk Purse (merchant guild) is where every merchant must be registered before they can do business in town. Registration costs 10 gp, but the fines for not registering are even higher!
17-18	The Vale (inn) is owned by a proprietor who loves to haggle on daily room rates. Customers who don't haggle over their room rate get "special" pricing for their food and drink.
19-20	Steaming Pond (brothel) is run by Madame Emerald and offers all manner of pleasures for weary travellers and traders. Madame Emerald looks after her employees and is popular with them. It is easy for a customer to be thrown out of the Steaming Pond.
21-22	Smoothside (open market) is where merchants go to hold honest—or, at least, semi-honest—business. Cutpurses and thieves abound here—as do apprentice merchants armed with stout cudgels to see off the town's lowlife.
23-24	Steady Blades (mercenaries) is a well-known band that has saved the lives of commoners and merchants alike. They hire their members out in small groups to merchants, and do no take on truly dangerous tasks—like accompanying a group of adventurers.
25-26	Malarky (alchemist) specialises in dangerous concoctions that have only destroyed one caravan so far. The buildings around Malarkys are all for sale, at suspiciously low prices.
27-28	Muscleyard (day labour) hires out unskilled workers to traders and merchants who need extra bodies for large projects or busy days.
29-30	The Falcon (inspector) is overseen by an elderly half-elf who makes sure all imported goods undergo proper scrutiny. He is incorruptible.
31-32	The Barred Door (storage) is a secure vault used to hold only the most priceless goods traders bring to sell or trade. It is heavily guarded as a result. Thieves daring to break into the Barred Door often disappear.
33-34	Redstall's (spellcaster) provides arcane dealings of all sorts, as well as the sale of magic scrolls and talismans. Redstalls stands on a shunned street on the cusp of the slum. Many rumours about its mysterious owner float about town.
35-36	Brindle's Brushes (wagon painter) is the shop of an elven artist who decorates wagons and carriages with magnificent murals. She is in high demand.
37-38	Palm to Palm (bank guild) is one of the more powerful guilds in town, considering they oversee all financial transactions of note. This ostentatious building reflects the guild's prominent position.
39-40	Puregrave's (rotsniffer) is run by a kindly necromancer who works to seek out disease or poison hidden within wares. Some folk, believe his kindly demeanour is a cover for shockingly vile acts, and point to several disturbed graves as proof.
41-42	Inkline (bookkeeper) monitors the traders and merchants, tracking who's visited town lately, how long they stayed, and with whom they traded.
43-44	Metalwell (ironsmith) is run by a pair of burly twins who handle most smelting and refining in the town. During the day, this is a noisy place.
45-46	The Edge (lumber mill) produces worked wood to fulfil the town's constant demand for barrels, crates, wagons and more.
47-48	Hallowgem (jeweller) is run by a refined gnome who refuses to trade in anything except jewels of the highest grade.
49-50	Spackle's (art gallery) is run by a fussy dwarf who allows promising artists to display their work for potential patrons and purchasers. Most of the art is mundane, but a private locked room buried in the cellar displays more macabre pieces.

51-52	Steepmore (washer's guild) endlessly cleans the streets and gutters to avoid the town becoming a stinking pile because of all the animal traffic.	81-82	Boltgrease (carter) is overseen by a human master craftsman who acts as if every wagon made is one of his own children. His wagons are lighter and better built than almost any other in the kingdom.
53-54	Loadbar (disease control) monitors any sick traders, animals or goods to ensure no illness or plague spreads throughout the town.	83-84	Hoof and Paw (stables) is where all manner of mounts or wagon teams can get a good rub-down and feed. The owner also offers an animal training service for horses, dogs and other working animals. Detached stables are available for more exotic animals—such as sometimes accompany adventurers.
55-56	Cobbles to Sky (architect) thrills at the constant influx of wealth the town enjoys, allowing them to enjoy a constant demand for new or improved buildings.	85-86	Lastmourne (military post) is the main gate outpost and the town's first line of defence against bandits or beasts. It is heavily fortified, well guarded and serves as a temporary prison for thieves and suchlike.
57-58	Ice Pack (preservatives) keeps goods from spoiling, whether through freezing, salting or spellwork. Extensive cold rooms beneath the shop hold ice either brought forth from nearby mountains or created by magic or the actions of certain captive beasts.	87-88	Chainline (fire detail) is a guard squad dedicated to containing and stopping fires before they damage valuable goods. They have several wagons outfitted for fire fighting, and several magic items capable of creating large quantities of water quickly. They are only interested in fighting fires, if they are paid.
59-60	Waggle's (translator) acts as a go-between for traders who are separated by language or difficult culture gaps. Its staff speak many languages.	89-90	Oversight (quartermaster) keeps extensive logs of all goods trafficking within the town. He is a deal maker and specialising in putting clients in touch with those selling rare or contraband material. He maintains extensive records.
61-62	Scrollden (library) is a large depository of books and scrolls in every possible language, all for sale, of course. Its owner is an old man, who is rumoured to never set foot outside his shop during the day.	91-92	Passersby (traffic guide) is a band of halflings who keep traffic running smoothly by directing carts and wagons down torturous routes to their destinations. They have a side line helping those who pay handsomely move about town undetected.
63-64	Arcanum (magicians guild) oversees all spell-dealing in town; all mages must register here before casting even the most minor cantrip.	93-94	Skurven's (mapper) sells maps of "safe and quick" trade routes, safety and speed not actually guaranteed. Many of his maps are either out of date or just downright wrong. He also sells "genuine" treasure maps to adventurers.
65-66	The Fetchers (hunting guild) keeps the town well fed with a steady stream of fresh meat. The guild comprises not only hunters, but butchers, leatherworkers and the like.	95-96	The Fine Brush (artists' guild) constantly produces masterful works that are sold across the country to discerning clientele. Their services are much in demand; some of their creations are so fine, they could be enchanted.
67-68	The Blind Eye (oracle) is the home of an oracle who sells prophecies that can reveal upcoming market shifts and trade route hazard.	97-98	The Heaps (unwanted goods) is run by a hunchbacked half-orc who knows even rubbish can be sold to someone. Their staff knows the layout of the local sewers intimately. The Heaps's business premises are malodorous and filled with junk and rubbish.
69-70	The Keeps (warehouse) is where traders can rent out guarded storage space for their goods. This gated and walled compound has a good reputation.	99-100	All Hallow (divine goods) sells items blessed by the gods themselves, and commands an exclusive clientele. (Some items—normally holy relics—are manifestly fake but still sell to believers). Occasionally, they have magic items for sale or special auction.
71-72	Ronner's Repairs (forge) tends to all damaged metal, be it armour or wagon wheel pins. The forge is always busy—this rambling building has several smiths, including a dwarf and two gnomes, on staff.		
73-74	Yonder (foreign quarters) is a heavily patrolled neighbourhood where traders from exotic or distant lands can enjoy their privacy.		
75-76	The Brood (orphanage) is overseen by Master Simly, who cares for children separated from their caravans. Persistent whispers tell how many of these children have disappeared over the years.		
77-78	March's End (slave block) hosts regular slave auctions, which many townsfolk have decried—but guildmasters overrule such opposition due to the wealth the trade brings in.		
79-80	Pig's Bristles (black market) is marked by a black hog painting, leading to dark corners where darker deals are made. Much can be had here—contraband, illegal goods or dubious services—for the right price.		

TRADE 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	Sigel Ginherd (CG male halfling) can tell if a wagon is riding too high or too low for its supposed cargo just by eyeballing it. He is a perceptive fellow, feared by smugglers.
03-04	Shirlen Rimbell (LG female human) came to town as a caravan driver but found safer and better-paying work as a bartender. She loves her job.
05-06	Hedra Grisben (LG female dwarf fighter 3) works on the town guard, and is one of the few to never accept a bribe, no matter how big. When she is working at the gate, smugglers and thieves stay away.
07-08	Khidili Vamir (CE female half-elf) is a surly whelp who enjoys stealing any loose goods left unwatched or unattended for more than a minute. She is a wild child, and a known troublemaker.
09-10	Ubu Grumbu (NE male half-orc) has an appetite for horseflesh, which leaves most traders and caravan drivers wary of his presence. He is strong, burly and wholly without any skills of value.
11-12	Khoul Belver (NG male dwarf fighter 2) is a stout guildmaster who handles the majority of his guild's taxes and accounting. He loves the detail of numbers, and is a deadly-boring conversationalist.
13-14	Palmiera Bayla (LE female human fighter 3) is a short, thin woman whose rapier proves deadly for anyone who threatens her latest master. She is a mercenary for hire, and is always true to her word.
15-16	Rows Stour (LN female gnome) inspects incoming goods for the artisans' guild, seeking craftwork worth investing in. Her favour is highly sought by such folk, and she receives a constant stream of gifts and invitations to dinner and the like.
17-18	Lestren Aerindel (CE male elf thief 2) is blond with dagger-sharp ears, and often accused of trying to sell contraband. These "baseless accusations" are wholly accurate. Lestren will sell anything to anyone.
19-20	Delba Thonbult (N female halfling) is an elderly mender who loves fixing broken mechanical contraption. His workshop is piled high with spare parts and interesting projects.
21-22	Nemeth Awluyin (N female half-elf fighter 1) has worked as a bodyguard for numerous merchants when they visit town. She is respected but not loved.
23-24	Colbin Camawlings (CE male human fighter 3) is an obese man who loves wearing large rings when smashing fists into the faces of his defeated mercantile foes. He's a nasty piece of work.
25-26	Marcho Berilac (LN male gnome) helps manage the town bank, where he ensures no copper is out of place. He is incorruptible, and has an eye for detail and the patience of a dragon.
27-28	Bergel Jermol (CN male half-elf fighter 2) considers himself a fine product, always up for sale to the highest bidder. He's never lost a fight, and is in danger of becoming overwhelm by hubris.
29-30	Gidoua Miku (NG female dwarf fighter 1) holds a permanent frown around people, but can't stop smiling when at the stables with her beloved horses.
31-32	Yater Magrogran (LN male half-orc cleric 1) is a blind oracle who is often hired to tell if a trade will turn a profit. His divinations can be brought with gold or strong liquor.
33-34	Wogo Haffson (NE male halfling) is an informant for the thieves' guild, letting them know when a wealthy merchant has arrived.
35-36	Quendig Soakes (CN male gnome) is a crippled beggar who keeps trying to get hired by caravans, with no success, as a watchman.
37-38	Olinda Goodbin (LE female halfling) loves writing up trade contracts so confusing, no one notices there's always side profit for her. Her embellishments and handwriting are beautiful.
39-40	Abbi Lumella (N female human) assists the head quartermaster, double-checking goods coming in and going out.
41-42	Barlun Nurasak (CE male dwarf) is a shaggy-bearded cobble sweep who likes leaving loose stones to trip others up. He often lingers near his latest trap, for a laugh before repairing to a tavern to celebrate.
43-44	Kostru Menegilt (NG female gnome) has a tiny frame that belies the power she wields as one of the town's tax collectors. She knows no fear, and will not be dissuaded from collecting exactly the right amount of tax. She is incorruptible.
45-46	Vindra Dradis (CG female gnome) is constantly covered in soot thanks to her tireless labour in the ironworks. She is burly, strong and cheerful.
47-48	Almyra Minkeyls (CE female human) is a slim, fast lady who has poisoned more than one food shipment for the fun of it. She's currently working as server in a tavern, and can't wait to serve a rude customers so she can poison them.
49-50	Phaisie Tituvalen (LN female human wizard 3) oversees the mage guild, gladly accepting spell duels from would-be usurpers before thrashing them. She loves being important and always wears her official guild mistress regalia.
51-52	Andwise Stedes (N male halfling cleric 2) always wears white robes as she casts spells to detect potential diseases in transported foodstuffs.

53-54	Dolpho Fethel (CG male gnome) would make a fine drug merchant if he'd stop sampling his own wares.		
55-56	Higig Adag (NG male half-orc fighter 2) is missing a leg, but that doesn't stop him from acting as a town lookout for bandits.	81-82	Foid Dumnim (CE male dwarf fighter 1) is a caravan guard for a band of devil-worshipping foreigners, but they sure do pay well. He doesn't worship the same god—he's consumed with greed and will work for anyone for enough coin.
57-58	Jiaden Heilee (LE female human fighter 1) is a scarred slave trader who was once a slave before she fought free. She sees no irony in her current position.	83-84	Zildirk Skash (NE female half-orc fighter 2) uses her massive tusks to scare off anyone who gets too close to the warehouse she guards. In battle, she loves to grapple and bite her foes.
59-60	Airl Respin (LG male elf) is a master painter who decorates wagons with unique vibrancy and flair. His paints resist the elements well and his services are much in demand.	85-86	Maelynn Trydstun (LG female dwarf fighter 2) is a warty fellow with a knack for building nigh-unbreakable crates and barrels. His wares are in much demand, and merchants often sell them on once they have no more need of them. They rarely lose any money on the deal.
61-62	Lauder Britius (CE male gnome) loves eavesdropping on guild dealings and reporting them to opposing guild members. No one voluntarily trusts Lauder with a secret, but many merchants engage his services.	87-88	Fastrel Gamba (N male gnome cleric 2) uses his magic to dry out muddy streets after rain so no wagons get stuck. He accepts small payments, in thanks.
63-64	Otrath Doroul (LG male dwarf fighter 2) is proud of his reputation as a courier who has never failed to deliver a message. True, he might be slower than others, but he always gets through.	89-90	Ralbic Norlook (LG male halfling fighter 1) uses his cherubic looks and quick wits to disarm many a rowdy trader before things get out of hand. As a town guard, he has never raised a weapon in anger—which is lucky as he's not particularly good at fighting!
65-66	Vielna Gyth (NE female human wizard 1) hires herself out to snoop on other traders, stealing business secrets for clients, and sometimes using what she learns to turn a tidy profit for herself.	91-92	Ruli Mebbleshew (LN young male dwarf) is a dwarven youngling who loves pestering merchants about business contract minutiae. Fascinated by all manner of detail he is destined to become a rich and powerful merchant prince.
67-68	Weldon Westkott (CE male human fighter 3) enjoys framing merchants for dirty business so he has an excuse to kill them. For a muscle-bound thug, he is surprisingly intelligent. Many people underestimate Weldon; all regret it.	93-94	Dathra Agragar (LN female dwarf fighter 2) runs the only inn in town where no humans are allowed to drink or stay. It's a quiet, safe haven, as a result, for visiting demi-humans.
69-70	Timba Worrol (CE female halfling cleric 2) is missing an eye, and so thinks it's only right to hex wagons to lose a wheel at random times. If she's suffering, others should suffer too.	95-96	Arrol Feist (CE male human thief 1) loves snatching items from one vendor and selling them to another quickly before the original owner realises anything has gone missing. Arrol is fleet of foot, gifted with considerable charisma and has contacts with all the town's fences and morally flexible merchants.
71-72	Odi Wimbleston (CN male gnome thief 1) often goes barefoot and enjoys making a game of dashing across the tops of wagons and loaded carts. She is not beloved by the town's merchants.	97-98	Ren Tarrol (LE male half-elf fighter 3) oversees all aspects of the slave trade in the town and its surrounds, and keeps traders from getting out of line and sourcing their wares too close to home. While he is not a popular fellow, most of the townsfolk acknowledge that things could be much worse if he wasn't in charge.
73-74	Gharza Druggem (CG female half-orc fighter 3) is a gate guard who nearly killed several other guards who were caught taking bribes. She was lucky to escape punishment—luckily, she could prove her claims. Her anger could yet get her into serious trouble.	99-100	Saria Rilissa (N female elf fighter 3) possesses keen green eyes and patrols the streets—but for no known master. Some say, she has a bond with the spirit of the town itself.
75-76	Deuarla Sileive (LE female half-elf) is the mayor's svelte assistant who many are certain is scheming to take over his office. She is charming, gracious and has the mercy of a starving tiger.		
77-78	Piriphil Hulvinyir (LE male half-elf ranger 1) oversees the hunting guild and has a trophy room with more than just animals in it. No one who sees his trophies is allowed to tell of them.		
79-80	Tomkin Storkle (NG male human) is an easygoing day labourer whose laugh inspires the others to work harder. He is a popular man.		

TRADE TOWN: ADVENTURE HOOKS

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

D%	ADVENTURE HOOK
01-05	Multiple traders have had shipments stolen without any seeming rhyme or reason, and business is suffering. The town mayor offers a reward for anyone who helps recover the missing goods.
06-10	Merchants are in an uproar as counterfeit coins have been passed around—and they want the heads of the counterfeiters at all costs!
11-15	The slave traders are fighting against a revolt by escaped slaves. At this point, they'll pay well for every slave returned, dead or alive. If nothing is done, the poorer sections of town quickly begin to resemble a war zone.
16-20	A band of beggar-priests under a vow of poverty are threatening to burn down the temple dedicated to the god of commerce and wealth. They see it as an affront to their beliefs. The two priesthoods are on the cusp of all out war.
21-25	Laughing maniacally, a man randomly begins throwing fistfuls of gold into the air in the middle of a crowded street. Chaos results as townsfolk scabble about on the ground in pursuit of free money.
26-30	Every wagon along the street suddenly breaks down in unison, wheels falling off and axles snapping.
31-35	Yet another tax hike by the mayor and guildmasters has people muttering murderous threats. It's said anyone who convinces the town leaders to rescind the hike will be considered heroes.
36-40	No matter how many times a visitor leaves or enters town, the gate guards expect a hefty bribe. It's just business. Nothing personal.
41-45	A shadowy figure offers a heavy purse if the characters will poison a recent food shipment and leave no evidence or witnesses of their doings.
46-50	A caravan driver visited the stables to discover his horse teams had been stolen in the night. A reward is out for their return.
51-55	A major warehouse has caught fire! The party are begged to join the bucket brigade and stop it before the blaze spreads through the neighbourhood.
56-60	One guild leader approaches the party and requests they quietly assassinate an opposing guild leader in retribution for a deal-gone-bad.
61-65	When a character tosses a copper to a beggar, they lean in and whispers, "Want to know the path to the black market, where the real lucrative business is held?" Another coin secures the directions.

66-70	One of the party's friends has been kidnapped and held for ransom—apparently a rapidly growing business in a town full of wealthy merchants.
71-75	A representative of the thieves' guild approaches the party bearing a valuable item they've stolen from one of the characters. The only way to get the item back is to do the guild a "small favour".
76-80	With an ear-blasting roar, an unnatural gale sweeps through the open market, knocking over stalls and people alike. Goods are scattered about as the townsfolk seek cover.
81-85	A new group of slaves are prodded up to the auction block; they appear to be some form of undead creature. It seems the trader commands them with a strange, iron-wrought amulet of curious design.
86-90	The townsfolk aren't happy with the latest taxes, so the mayor asks the party to protect the collectors and enforce the law.
91-95	In the middle of a busy day, several traders have apparently gone mad and are smashing and burning their own goods and equipment.
96-100	A perceptive character has to get closer to check, but they're pretty sure the town's largest meat vendor is selling human flesh amidst their normal offering.



The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Urban Dressing Trade Town. ©Raging Swan Press 2021; Author: Josh Vogt.

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Urban Dressing: Trade Town* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Josh Vogt to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.



EVERYTHING

is Better with

Tentacles



