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URBAN DRESSING: DECADENT TOWN



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URBAN DRESSING: DECADENT TOWN

Tired of your towns and cities being boring, bland places in which your PCs show little or no interest? Want to bring them alive with cool, interesting minor features of note? Then Urban Dressing is for you! Each instalment in the line focuses on a different kind of town and gives harried GMs the tools to bring such locales to life with interesting and noteworthy features.

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

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

Published by Raging Swan Press
October 2014

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DECADENT TOWN: SIGHTS & SOUNDS

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

D%	
1	A lady walks by with a pair of miniature ponies on leashes.
2	A mime stands on a street corner, tugging on an invisible rope.
3	Two duellists have drawn swords and are now pacing off a circle in which to fight.
4	Street criers run by, shouting about several deaths that occurred the previous night.
5	Guards tromp by, shields, armour and weapons gleaming in the sun.
6	The noble's bodyguards give the party a nasty look whenever they move too close to their boss.
7	The massive estate rears over the town, large enough it looks like it could hold the entire population at once.
8	This vine-covered wall stretches for several blocks without a single gate.
9	A PC feels the unique sensation of a pickpocket dipping their hand into his purse.
10	The drunk in the gutter wears a vibrant crimson and purple coat, gilded with silver.
11	A noble with a scarred cheek stares at a PC.
12	The priest striding down the street wears an ornate robe and numerous jewelled rings on his fat fingers.
13	A distant baying suggests a group of nobles have begun a fox hunt.
14	A line of chained slaves trudges towards the marketplace.
15	A caged wagon rolls by, the prisoners within proclaiming their innocence even as urchins throw mud at them.
16	A crowd throws rotten fruit at a theatrical troupe bumbling its way through a scene.
17	The savoury smell of fresh bread fills the street.
18	Patrons lounge in the chairs of an open-air restaurant, tended by uniformed waiters.
19	Gated estates crowd this section of town, each separated by high walls.
20	A fancy carriage, with servants clinging to the outside, lumbers its way down the road.
21	Guards patrol the block, swords drawn, obviously looking for troublemakers.
22	The throaty arias of an opera singer float out from the theatre down the way.
23	Street entertainers juggle, joke and jiggle as passersby toss them the occasional coin.
24	Lavishly dressed prostitutes toss perfumed silk handkerchiefs down from their balconies.

25	An unflattering portrait of a local official's has been painted on a wall.
26	A statue of the town's founder is erected here, cast in bronze and covered in bird droppings.
27	Fruit trees and lilies adorn this well-tended garden.
28	An oversized marble fish spouts water into the base of this magnificent fountain.
29	Wooden scaffolding surrounds a portion of a home as workers build an addition to the building.
30	An elderly gardener works clippers along a row of thorny rose bushes.
31	The sweet scent of grapes fills the air beneath a vine-covered trellis.
32	A series of nobles' portraits are displayed in the window of this art gallery.
33	Grim gargoyles leer down from the rooftops all around.
34	With a gasp, a woman swoons and is barely caught before she falls into the mud.
35	A wine barrel rolls off the back of a cart and crashes to the ground, spilling crimson liquid everywhere.
36	A window shatters, and a cry of alarm rises around the corner.
37	A grungy street sweeper trudges along, brushing up the rubbish littering the ground.
38	A puppet show has drawn a crowd of children who laugh at the ongoing antics.
39	As they're both wearing lacy dresses and short hair, it's impossible to tell if the two children are boys or girls.
40	An official rides a horse down the street, accompanied by guards who bear the unmistakable royal crest on their armour.
41	Stained glass windows cast rainbow reflections in shattered fractals over the area.
42	The exterior walls of this church are plated in what looks like gold.
43	A shrine to a god of prosperity has been erected in the middle of the main town square.
44	Noble crests adorn every major estate or business, denoting their allegiance.
45	Flags fly from almost all eaves, a kaleidoscope of colour, showing nationalistic pride.
46	Whoever constructed this part of town must've had a thing for marble columns.
47	The town park is surprisingly green, and full of flourishing plants. Well attired folk stroll among the flower beds.
48	A man jumps from rooftop to rooftop, carrying a small sack.
49	A band of gray-cloaked figures loiter by the mouth of an alley.

50	Beggars shake alms bowls and cry tales of woe and pain to passersby.
51	A merchant in furred robes sniffs in disdain at a shopkeeper's haggling attempts.
52	A priest has stripped himself to the waist and lurches down the street, flogging himself with a whip as he goes.
53	Caws, mewlings and hisses come from a shop selling exotic pets.
54	A shifty set of rapscallions scan the market crowd as if picking out their next victim for a mugging.
55	A person lies slumped in the alley. His velvet vest is torn and bloodstained.
56	Doves and pigeons coo as they peck the ground for scraps of food.
57	Roars, bellows and screeches sound from the public menagerie, where all manner of creatures prowl and flap in their cages.
58	Hawking vendors try to outshout one another, clamouring for passersby's attention and coin.
59	Musicians play an assortment of stringed and metal instruments, though a bit out-of-tune.
60	Artists have set up easels and are now painting the buildings, landscape and people.
61	Fliers have been tacked up everywhere, announcing an upcoming opera with exorbitant admission prices.
62	A performing wizard conjures all manners of illusions to the delight of the crowd.
63	Intricate paint and gem-studded murals decorate almost every flat surface in sight.
64	Dancers twirl and spin to a drumbeat and chant as onlookers clap along.
65	The party overhear a couple of wealthy patrons discussing the exploits of their favourite artists.
66	This grim alley leads into the slum hidden by otherwise elaborate facades.
67	Servants dash about on errands for their masters or mistresses.
68	Slaves are led to an auction block as the crowd calls out bids for each in turn.
69	A man and woman draw daggers and begin circling one another.
70	With a scream, a commoner is trampled by a team of horses – yet the carriage in question careens on without slowing.
71	Dozens of incredibly lifelike marble sculptures line the street.
72	The mausoleums in the graveyard could double as whole homes in poorer towns.
73	A large bell tower tolls the time in a sonorous tone.
74	The clang of rapiers echoes through the street as students train in a fencing court.
75	Plates, saucers and other fine china are displayed in the windows and shelves of a shop.

76	Exotic herbs and spices fill the air with the heady scent of far-off lands.
77	People dressed in rags line up to receive a ladle of soup for the day from a soup kitchen.
78	A man clothed in nothing but sackcloth decries the rich, proclaiming their doom for their selfish ways.
79	Muscle bouncers keep scruffier patrons out of a well-lit tavern.
80	At least a dozen footmen and attendants clear the street to make way for a woman reclining on an opulent litter.
81	The goods in this store's window are covered in thick dust, as if no one's shopped inside for years.
82	Several foreign ambassadors in odd-looking robes and hats stride by.
83	Vibrantly coloured tents have been set up in the square. The circus has arrived!
84	Every building along this block is heavily gilded and glitters blindingly in direct sunlight.
85	Trumpets resound in the distance, announcing the arrival of some important official.
86	Masons patch up a crumbling stone wall with plaster and bricks.
87	The clash of metal fills the air as the local garrison practices weapon skills.
88	The lady's trained parrot repeats a series of pithy phrases, to her endless entertainment.
89	A trained monkey dances on the street corner to the tune sung by its mistress.
90	A well-dressed half-orc saunters along, a silver and black cane in hand.
91	A purse-snatcher cuts the strings of his victim's pouch and dashes away in front of the party.
92	A band of black-masked strangers sprint down the street, shoving people aside in their haste.
93	The festival is in full swing, with singing, dancing, food and drink everywhere.
94	Emerald, ruby and golden illusions burst into shimmering flowers in the sky.
95	Sounds of loud carousing echo from one of the nearby bars.
96	A leather-clad bounty hunter strides by, hard eyes constantly seeking his prey.
97	The scrap of paper floating in a puddle looks to be an invitation to a fancy ball later in the week.
98	The same Wanted: Dead or Alive poster is plastered all around the town.
99	The person with the flowing blond hair and wearing the purple dress definitely has a thick, black beard.
100	People point and shout, just as a figure leaps from the top of a nearby tower.

DECADENT TOWN: BUSINESSES

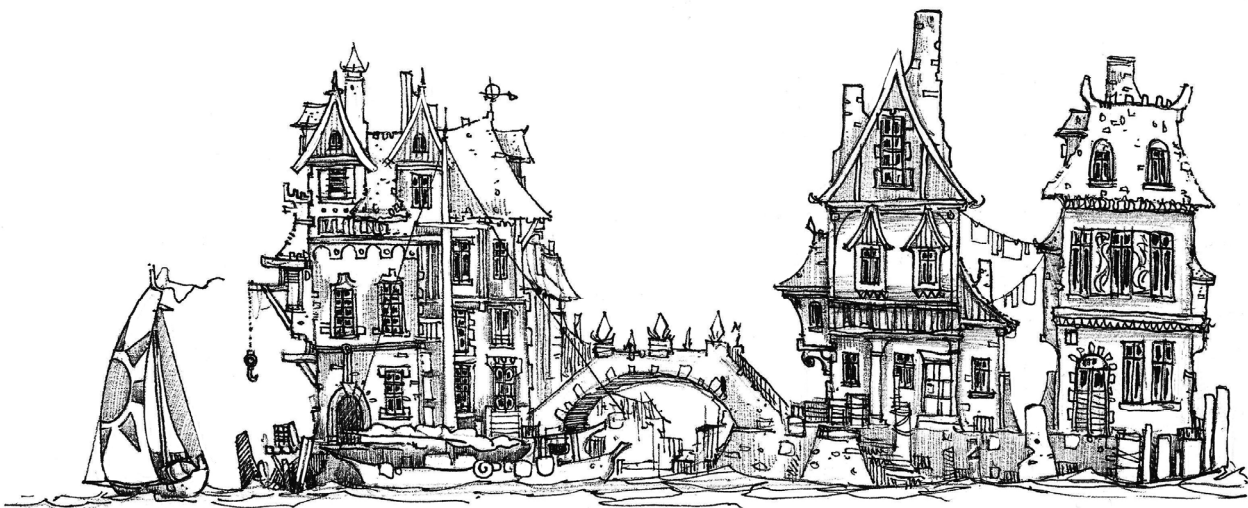
Use this table to provide the basic details of businesses the PCs come across as they explore the decadent town. Some may be inappropriate based on the locale's set up; ignore such results and simply re-roll.

D%	
01-02	The Hub (large market) brings together all major business owners and merchants in an open-air market that is the town's centre of commerce.
03-04	Lila's Sips and Sups (tea parlour) offers private parties and sitting rooms for the women in town who prefer the company of others. Plenty of gossip is exchanged in these rooms.
05-06	Done-Ups (hairstresser) tends to the increasingly elaborate hairstyles that are all the fashion these days.
07-08	The Fire Within (jewellery) caters to gem collectors and jewellers, and carries a guarantee against any sort of forgery.
09-10	The Personage (family crests) craft family crests into any sort of memento or artistic piece desired, allowing anyone with a heritage worth displaying to do so.
11-12	The Shades (drug maison) is a discrete establishment that satisfies the most illicit appetites and provides personal attendants to oversee any indulger during their visit.
13-14	The Vusivier (opera house) commands a rapt audience with the performances of its current diva, Lady Offly.
15-16	When in Need (fine weapons) provides well-crafted weapons for nobles as well as the local guard garrison.
17-18	Polished Wares (silversmith) has been the unfortunate victim of several robberies lately, losing a pair of particularly valuable silver candlesticks to one such thief. They have increased security as a result.
19-20	Certain Shavings (carpenter) is the establishment of Slately Mundulv, a renowned woodworker who handcrafts every piece he sells throughout the town and beyond.
21-22	Wendel's Mendings (blacksmith) offers every service from horse-shoeing to weapon mending and beyond. His services are in high demand.
23-24	There and Back Again (couriers) sees to it that any message is delivered on time to the intended recipient reputedly without fail.
25-26	Blooms Tended (gardener) dispatches highly trained gardeners to oversee the verdant lands and estates around town.
27-28	Wise Preparations (coffin maker) cautions everyone to invest wisely in the details of their final days. Why live a life of luxury and yet be buried in an ordinary box?

29-30	Graven and Co. (law office) manages the town courts, seeing justice is done – so long as they're paid their enormous fees.
31-32	First Blood (duelling court) teaches would-be duellers the fine art of swordplay. Many students go to this school and return either permanently scarred or in a coffin.
33-34	Tacked (coach rentals) provides for-hire coaches and livery for the wealthy who need a trip across town without getting their boots dirty or who want to get home from the opera in the rain.
35-36	Fashioned to Fit (dress maker) creates the most delicate and detailed dresses, worn to the many major balls or events in town.
37-38	Salma's Savouries (bakery) delivers dozens of loaves to customers each day, sprinkled with a variety of exotic herbs.
39-40	Edwurd's Spirits (fine wines & spirits) sells only top-of-the-line drinks and has several wines that date back at least two centuries.
41-42	Finely Framed (art gallery) brings together patron-funded artists and displays their work for the world to see, often holding numerous exhibits each month.
43-44	Beddlestone's Beds (bunkhouse) caters more to transient labourers who can't afford rent in even the poorest sections of town.
45-46	South Quarter HQ (military garrison) keeps a constant patrol on the streets to ensure citizens remain safe at all hours.
47-48	Cormick Currency (moneylender) helps out those who are down on their luck and don't have the coin to sustain the lavish lifestyle they've come to take for granted.
49-50	Royal Union (bank) provides highly guarded vaults for those whose wealth needs safe-keeping.
51-52	Powder & Lace (courtesans) requires a hefty entrance fee, and the services the men and women within provide come with exponentially rising costs.
53-54	Sir Nalm's Centre of Reading (library) was founded as a institute to bring literacy to even the poorest child, and is one of the few buildings open to full public access in town.
55-56	The Hardtack (gentleman's club) gives the wealthier men a private gathering place where they can imbibe their favourite drinks and enjoy the special attention of "personal attendants."
57-58	Billory's Betting (race track) specializes in horse and dog races, though it is often claimed these events are rigged from the start.
59-60	The Toss (casino) is a high-stakes gambling hall where many a fortune has been lost or made within a matter of hours, if not minutes.

61-62	Claimant's Union (guild hall) handles the needs and interests of most manual labourers within the town, from carpenters to masons to merchants and beyond.
63-64	Iron Edge (private security) hires out well-trained bodyguards contracted to risk their lives for their employers. The fee for a single day of this service is more than most commoners make in a month.
65-66	Willow Reeds (country club) hosts numerous town parties and is a general events centre for when high society-types gather to flaunt their lifestyles.
67-68	The Busker (gymnasium) is where many young men go to engage in a variety of fitness regimens, including boxing, vigorous stretching and foot races.
69-70	Steam & Soap (public & private baths) allows citizens to scrub off the dust of the day, as well as enjoy secluded rendezvous in the back rooms for an extra fee.
71-72	The Wendelston Theatre (theatre) excels in drawing in wandering acting troupes, rotating through an annual schedule of shows to delight all ages.
73-74	Institute of Etiquette (school) turns wayward and unruly children into the epitome of politeness and culture – whether they want it or not.
75-76	Essence of Essentials (accessories) stocks its shelves with purses, trinkets, monocles, canes and all the other important style statements a person needs to distinguish themselves.
77-78	Top It Off (hat shop) handles the latest in hat fashion for both men and women, including custom-fit pieces.
79-80	The Livery (stables) delivers full-service stabling seeing that all horses are groomed, fed and kept comfortable.
81-82	Windings (fine metalworks) crafts many of the fences and gates and metal sculptures warding the many noble estates in town.

83-84	Glint's (glassworks) not only repairs broken windows, but also crafts detailed etchings and stained glass for its wealthy clientele.
85-86	The Iceblock (butcher) delivers the freshest, juiciest cuts of meat to those with a hankering for cooked flesh. Supposedly they even have unicorn steaks, on occasion.
87-88	In Every Corner (house furnishings) provides furniture of all shapes and sizes for those who need to fill the many rooms of their mansions.
89-90	The Waystation (bard lodging) dedicates itself to lodgings for travelling bards who frequent the town, as their comfort is paramount to being able to perform well while visiting.
91-92	Cozy Corner (private rooms) is where anyone goes who wants to perform business in absolute privacy, protected from prying eyes, ears or spells.
93-94	Puffery (cigar & pipe shop) is most often visited by elderly gentlemen and young dandies who think themselves quite cultured for smoking rolled, dried leaves.
95-96	Lace and Things (unmentionables) serves the discerning woman (and occasional man) who wishes to accessorize their smallclothes with more unique options.
97-98	The Red Pony (inn) welcomes all the town's guests, giving them warm beds, hot breakfasts, and a comfortable meeting pace for business.
99-100	The Gutter (black market) is where people go clad in large cloaks and hoods to hide their identity while perusing all manner of illegal or stolen goods—including the occasional person.



DECADENT TOWN: FOLK OF INTEREST

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

D%	
01-02	Skella Omrsale (CN female human warrior 3) is a sword-for-hire who rotates through protecting a number of nobles and wealthy merchants in the town.
03-04	Rakkina Issame (CG female half-elf adept 2) is a gutter cleaner who enjoys her job and often stops to chat with everyone she sees along her routes.
05-06	Whasl Krump (NG female dwarf commoner 2) is a server in one of the drinking houses. She loves social environments, but won't abide a pinch on the rump.
07-08	Vorlvor Shraight (LG male dwarf aristocrat 3) owns a hefty portion of the town's real estate and has parleyed this into massive power which he tries to wield with a sense of honour and justice.
09-10	Banelma Kotai (CE female gnome expert 1) fancies herself a master thief and is forever cooking up one scheme or another to rob from the rich to give to...herself.
11-12	Zhain Umdhi (LG male halfling adept 1) is a crossbow-wielding guard who often monitors the town from the rooftops where few take note of his presence.
13-14	Dage Howor (LG male gnome expert 3) is the town engineer, responsible for finding new ways to expand its property holdings or raze old buildings in exchange for bigger, more luxurious establishments.
15-16	Radagh Etich (NE male half-elf commoner 1) is a scraggly beggar who survives by luring victims into alleys and stripping their corpses of everything down to their smallclothes.
17-18	Iahon Roduntu (CG male halfling adept 1) uses his minor magical talents to keep the town clear of rodents and other pests.
19-20	Deori Arrady (CG female elf aristocrat 2) is a guild leader who fights to secure fair wages and working conditions for any sort of labourers serving the town. Consequently, he has many enemies.
21-22	Kim Delm (LE male human commoner 2) masquerades as a servant to infiltrate rich estates and then makes off with whatever silver he can hide beneath his coat.
23-24	Kalath Ireche (CN male human expert 3) is a patron of the arts who sponsors a wide variety of creative persons within the town, so long as they provide him with steady sales (and profits).

25-26	Toro Lerzad (N male gnome adept 3) is a town crier who does his best to ensure everyone is informed of the latest happenings, be they good or ill. His shrill voice carries far and causes many passersby to wince until out of range.
27-28	Dyn Cheuv (LN female human commoner 2) is one of the most polite beggars in town and is sure to thank benefactors with a kiss on the hand and regal bow.
29-30	Rilya Quemle (CE female elf adept 2) is linked to several cases of poisoning that has felled various nobles over the years. Yet her beauty and charm has kept her in high standing in the social circles.
31-32	Entim Emaugh (LG male elf warrior 1) loiters around the town's graveyard at all hours, as if he's guarding the dead from an unknown threat.
33-34	Nits Shyl (LE female human aristocrat 1) is a wiry, tense woman who seeks political power and influence through any means, consequences be damned.
35-36	Nalwor Angrovir (NG male half-elf warrior 2) is a night watch guard who patrols the areas near the rowdier drinking holes to ensure drunkenness doesn't get out of hand.
37-38	Wechy Achsin (NE male dwarf expert 3) is blamed for several fires that have ravaged the town in the past, but the accusations could never be held up in court.
39-40	Ghapereng Rytold (LG female human warrior 2) wears full plate armour as she patrols the town walls, a stalwart defender of the innocent and defenceless.
41-42	Rakimtor Orshay (NG male half-elf warrior 2) is a retired soldier who is always ready to give a coin to beggars and sweets to children. He's seen as one of the most eligible bachelors in the area.
43-44	Laich Tryad (LN female dwarf expert 3) is a sculptor who is funded by one of the wealthiest patrons in town. Her work can be seen gracing the grounds of many estates.
45-46	Yero (NE male gnome commoner 1) loves defacing artwork, and many a statue, painting or mural has been ruined by his hammer and chisel.
47-48	Quin Vesack (NE male gnome aristocrat 1) is a spy for a foreign nation, seeking ways to compile military and economic intelligence in light of a brewing war.
49-50	Kain Driser (NE male human adept 2) kills any wild animals found within the town confines, supposedly as a social service. However, he then sells the remains to various food merchants.
51-52	Nikin Cluthon (LE male human warrior 2) enjoys goading people into fights and then thrashing them — though he stops just short of killing them, so he's never been charged with murder.

53-54	Ustag Yedeng (LN male dwarf warrior 2) is a gate guard with a keen eye for faces and strong memory for names. Anyone who passes under his scrutiny is remembered long after they've gone.
55-56	Sali Reughs (LG female halfling expert 1) is a marvellous cook who often receives personal invitations to create meals for nobles and other wealthy individuals in the comfort of their own homes. She loves to cook, but hates the waste these events often create.
57-58	Nadrany Coorald (NG female half-elf commoner 3) is an innkeeper who loves to provide good food, good drink and soft beds for travellers. He charges fair prices and doesn't turn anyone away.
59-60	Lorace Quiathe (CN female elf aristocrat 1) is a wealthy heiress who takes little note of current affairs and prefers to simply acquire as much new artwork as possible for her private collection.
61-62	Smey Keebin (LE male gnome adept 3) has an unhealthy fascination with corpses, but his job running the town's morgue leaves many happy they don't have to deal with such dirty business.
63-64	Keldan Zoash (CG male halfling adept 1) is often seen in a pristine white robe, providing free healing services for beggars and nobles alike.
65-66	Mough Shatenth (NG male human expert 1) is a bard of some note, though he has yet to go beyond local fame or small theatrical performances.
67-68	Ettun Munlye (CN male half-orc commoner 2) provides basic labour around town, often being hired for odd jobs, after which he goes to drink away his earnings.
69-70	Geul Toncha (NE female dwarf warrior 1) is an assassin-for-hire, and is renowned for bumping off victims in ways that are obvious murders, but are untraceable back to her or her clients.
71-72	Dalda Risding (LN female dwarf commoner 2) is an architect who is constantly trying to repair some of the older portions of the town before they're torn (or fall) down.
73-74	Elmbur Tiartin (CE female halfling expert 2) uses her diminutive size and nimble hands to infiltrate even the most secure estates and slip off with valuable heirlooms she then holds for ransom.
75-76	Beldran Cyenum (CG male elf warrior 2) loves an honourable duel and is forever on the lookout for someone against which he can test his prowess.
77-78	Issul Schoedin (N female human adept 3) is an elderly woman who monitors the town's flock of carrier pigeons, sending and receiving messages for a fee. Often heard cooing to herself.

79-80	Rile Mryn (CG female halfling commoner 3) is tiny, even for a halfling, but is one of the fastest couriers around, delivering messages across town with startling speed.
81-82	Hoar Banack (N male dwarf aristocrat 1) has bought out several businesses in the area in an attempt to muscle in on the local economy and set himself up for financial dominance.
83-84	Mosle (CN male halfling expert 1) is an up-and-coming artist known for everything from elaborate paintings to intricate wood carvings. He desperately craves a wealthy patron and takes every opportunity to ingratiate himself with such folk.
85-86	Zhuald Achbanso (NE male gnome adept 1) leads a team of crooks, mostly children, who act as pickpockets and funnel goods back to him for pawning off. He dwells in relatively luxury deep in the slum.
87-88	Warach Tughle (NG male human expert 3) acts as the town's primary investigator, looking into murders, thefts and other crimes in an attempt to bring the culprits to justice.
89-90	Souris Meught (N female gnome warrior 3) is an unassuming bodyguard, especially with her pink hair and eyes, but she's laid all opponents low so far and is highly sought after as a result.
91-92	Suidli Danyer (CN female human expert 1) is a locksmith who is known to have provided door security and safes for most businesses in town.
93-94	Necer Somaneth (LG male half-elf expert 1) is a horse trainer who often provides patrons with guided (and guarded) excursions into the nearby countryside. Gossip has it that he offers other services on these excursions.
95-96	Ruld Ghan (LE male dwarf adept 1) has a series of tunnels beneath town that lead into the basements of several rather wealthy establishments and homes. He makes use of these to steal small items that likely won't be missed – particularly fine food and drink (on which he gorges).
97-98	Byther-Mustun (CE female half-orc expert 2) runs a widespread crime ring, dabbling in anything from drugs to slaver to counterfeiting. Physically a coward, she is wealthy and has many hired thugs at her command.
99-100	Ludart Caitash (CG male half-elf commoner 2) wanders the streets, proclaiming himself "emperor" of the town and bestowing his blessing upon all those who bow in fealty. He is widely thought of as mad. Many people, laughingly indulge his fancies. Individuals who don't earn his ire.

DECADENT TOWN: HOOKS, COMPLICATIONS & OPPORTUNITIES

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

D20

1	In passing on the street, a PC bumps shoulders with a dandy, who promptly draws his rapier and challenges him to a duel for the insult.
2	With a frenzied whinny, the horses pulling a noble's carriage barrel down the road straight toward the party and several oblivious children.
3	A squad of guards stop the party and insist they pay a local "tourism tax" or be evicted from the town. They are accompanied by a well-dressed, handsome man whose belt is heavy with spell component pouches.
4	The party spot a well-known noble masquerading as a peasant beggar, yet no one else seems to have realized his true identity.
5	The body of a murdered merchant lies bleeding out in the middle of the street. A child darts up, grabs a ring from the corpse's finger and runs away.
6	A well-dressed, silver-tongued thief offers the party a decent amount of gold to be a distraction in an upcoming heist.
7	A PC recognizes the personal slave of a noble as an old friend.
8	The guards tromp up and announce they have a warrant for the party's arrest, but refuse to say just what the charges are.
9	A PC is handed an embossed note inviting him (and his companions) to a private gambling hall.
10	A courier hands a PC a scented note which invites him to a fancy art gallery opening.
11	Two arguing nobles challenge each other to a duel – however, they pick champions out of the gathered crowd to fight for them, and one points at the largest PC.
12	The party has come to this town because they received a post-mortem message from a dead relative, claiming one of their number had inherited property here.
13	A PC spots a valuable piece of jewellery lying in a gutter. This is a trap laid by local thieves to waylay idiots and the greedy. The jewellery is fake.
14	The faded portrait of a richly dressed man is leaning against a wall in an alley.
15	A PC leans against a portion of a stone wall and it swings open on hidden hinges, revealing the secret entrance to an estate.
16	The top of a nearby tower suddenly and inexplicably bursts into flames.
17	A young man bursts out of a bakery with an armload of cakes. The baker runs out after, shouting "Thief!"

18	A fine-dressed woman in a voluminous skirt flees past the party, chased by a mud-covered man waving a sword.
19	When they've entered the town, people keep pointing and whispering at the party. Apparently one of the PCs has been mistaken for royalty of some sort.
20	Rumours abound the mayor of the town has gone insane and barricaded himself in his mansion, which is chock full of priceless art and gems.



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