

RAGING SWAN PRESS

URBAN DRESSING: DOCKS



THE SUNKEN PYRAMID

A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking far beneath the Sunken Pyramid?

"All in all, we get one awesome, first class underwater module...you'll never find an underwater module as easy to run as this one while still remaining engaging, concise and just smart - even beginner's DMs should have a nice time running this..."

—Endzeitgeist (five stars and seal of approval)

"I recommend this product as highly as I can...written by clearly experienced Gms who have gone to great lengths to make your play experience as enjoyable as possible. This has my highest recommendation."

—Strangeport (five stars)

"...this adventure has everything you need to run it successfully. Very well done."

—DM Jeff (five stars)

Available in print and PDF

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URBAN DRESSING: DOCKS

Tired of your towns and cities being boring, bland places in which your PCs show little or no interest? Want to bring your towns and cities alive with cool, interesting minor features of note? Then Urban Dressing is for you! Each instalment in the line focuses on a different common urban fixture such as shops, stalls, thieves and so on and gives the harried GM the tools to bring such features to life with interesting and noteworthy features.

This instalment of Urban Dressing presents loads of great features to add to the docks in your campaign. Designed to be used both during preparation or actual play, Urban Dressing: Docks is an invaluable addition to any GM's armoury!

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

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CONTENTS

A: Characteristics and Appearance	2
B: Docked Ships	5
C: Hooks, Complications and Opportunities	5
D: Sights & Sounds	7
E: NPCS.....	8

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A: CHARACTERISTICS AND APPEARANCE

Docks come in many different shapes and sizes; most are used for commercial activity but others may be for the exclusive use of the navy, members of the nobility or even the local ruler.

D%	DESCRIPTIONS
1	A small dock with one pier, where an old man quietly fishes.
2	A small dock with one pier. Two wooden chairs sit empty at the end.
3	A small dock, with one ramshackle pier.
4	A small dock with one pier; rusted chains are wrapped along an outer pillar.
5	A small dock with one pier, heavily packed with crates and barrels.
6	A small dock with two piers, loaded with lobster traps.
7	A small dock with two piers, with an old dog tied to one of the pillars.
8	A small dock with two piers; the smell of decay hangs in the air.
9	A small dock with piers; an old stone stairway leads from one pier down into the water.
10	A small dock with two piers; two halflings struggle to load a large keg onto a docked ship.
11	A small dock with two piers. Vines, with pink and yellow blossoms, grow along the pillars.
12	A small dock, with two piers. Old stone foundations can be seen through the clear blue water.
13	A small dock, with two piers, speckled with barnacles after the last high tide.
14	A small dock with two piers. A small ship is unloading the day's catch.
15	A small dock with two piers; a young couple holds hands, sitting on a pair of crates.
16	A moderately sized dock, entirely manned by dwarves.
17	A moderately sized dock, reeking of urine.
18	A moderately sized dock, well-guarded by regular patrols of the city watch.
19	A moderately sized dock, busy with porters unloading several newly docked ships.
20	A moderately sized dock, smelling of spices and incense.
21	A moderately sized dock, filled with the noise of drunken quarrels.
22	A moderately sized dock covered in shadows from the city's buildings.
23	This moderately sized dock is beset with a cold northern wind.
24	A moderately sized dock. The music of a tavern is a faint counter to the dock's bustle.
25	A moderately sized dock, with colourful banners that lead to the main merchant's row.

26	A moderately sized dock, with more than its fair share of seagulls.
27	A moderately sized dock, with a lively fish market.
28	A moderately sized dock, where a large ship is unloading a long line of travelers.
29	A moderately sized dock. The smell of fresh meat pies fills the air.
30	A moderately sized dock where a small troupe of performers has moored. Acrobats flip back and forth.
31	A moderately sized dock where keen-eyed youths have gathered round a trickster displaying a simple shell game.
32	A moderately sized dock. The left side is an open port; the right is devoted entirely to the navy.
33	A moderately sized dock with a number of children scattered amongst the piers, waiting for the fishermen to finish their dealings.
34	A moderately sized dock with bits of rotten fish strewn this way and that from the kitchen windows of local inns.
35	A moderately sized dock, with harshly mismatched paints colouring the walls of its inns, residences and storehouses.
36	A moderately sized dock whose southern side has begun to sink slowly into the harbour. It has a slightly lopsided appearance.
37	A moderately sized dock with strange green and white arcane symbols carved into the foundations of each building.
38	A moderately sized dock whose planks have become fragile and rotten.
39	A moderately sized dock, kept immaculately clean by a small group of workers.
40	A moderately sized dock, filled with an erratic energy as the piers fill with foreign traders.
41	The legs of this dock are wreathed in seaweed.
42	This dock has obviously been repaired recently – new wooden beams stand in stark contrast to their old neighbours.
43	Berths on this dock are marked by large, faded whitewashed numbers painted on boards.
44	This moderately-sized dock boasts innumerable smaller piers stretching out in the harbour for quite some distance.
45	A large wooden statue of a grizzled sailor stands watch over this dock.
46	Where this dock narrows, hand rails stand to stop travellers falling into the water.
47	Several missing planks create a dangerous part of this dock. In places old crates and boxes have been placed over such areas.
48	A half-dozen fishing boats are tied up at this dock; the smell of fish pervades the air.

49	Small wooden pillars bearing the sea god's sigil stand at intervals along this dock.
50	This moderately-sized dock is in bad repair; in places the planks are rotten.
51	This moderately sized dock links several bare shards of rock together that thrust above the harbour's water.
52	This dock features fixed ladders that can be used to climb down to small, docked vessels.
53	Small watchman's huts are scattered along this moderately-sized, but long, dock.
54	This dock has four piers; one is clearly storm damaged and not in use.
55	Dozens of sea birds nest under this dock.
56	The piers of this dock are lower than the dock and are reached by slippery wooden steps.
57	This dock has long sections of covered walkways.
58	Benches are dotted along this wide, but low dock.
59	This dock has a muddle of small piers leading away from it.
60	Cargo nets hang down along this high dock; many vessel's decks are below the height of the dock.
61	The burnt out hulk of a vessel lies close to this dock; the corresponding section of dock is scorched and burnt.
62	Wooden cranes stand along this dock ready to help with loading and unloading.
63	Floating piers bob on the water surrounding this dock.
64	Flags flutter proudly from poles spaced along this long dock.
65	Warehouses cluster close by this old, but serviceable, dock.
66	The burnt remnants of an old pier stand nearby to a newly constructed dock.
67	This dock is a bizarre mix of building styles; obviously it has been built up over time.
68	A small office – the harbour master's – stands overlooking this dock.
69	A sloped walkway leads down to a network of small docks and piers.
70	The figureheads of old ships have been affixed to the end of this dock.
71	Large, but old, notice boards stand along this dock; adverts and notices of sales cover them.
72	This dock has stone legs, but a wooden walkway.
73	Gibbets – holding the rotten remains of thieves and the like – “decorate” this dock.
74	The side of this dock is daubed in a prayer to the god of storms.
75	This large dock bustles with traders and porters.
76	This large dock has a central processing warehouse to inspect for illegal goods.

77	This large dock is modelled in the style of a great seafaring nation of older days.
78	This large dock had to be expanded quickly due to demand. Many of the newest piers are made of makeshift materials, salvaged from old boats.
79	A large dock with tastes of civilization and the wild. A lower pier allows easy access to canoes to ease the trade of nearby barbarian tribes.
80	A large dock with a significant “neutral quarter” built out along the piers, that technically doesn't fall within the bounds of the city and its laws.
81	A large dock, loud with the unloading of goods.
82	This large dock has an adjoining circular pier where aquatic races can swim up and trade goods.
83	A large dock dominated by imposing naval ships.
84	A large dock in use since ancient days. Old stone buildings stand side by side to newer wooden structures.
85	A large dock strung with colourful banners and filled with the delightful smell of fresh roasted nuts.
86	Large wooden gates control access to these docks.
87	This large dock is badly damaged from where a ship crashed into it; repairs are ongoing at a frenzied pace.
88	Several small branches for much smaller craft lead away from this large, central dock.
89	A single heavily guarded vessel is docked at this large and impressive dock.
90	A section of this dock can be raised to allow ships to pass underneath.
91	The legs of this large dock are constructed from gigantic trees – in places their bark yet remains
92	A wooden archway – bearing the sigil of the sea god – stands at the dock's mouth.
93	This large dock runs parallel to the sea wall.
94	This large dock runs all the way to a fortified island dominating the bay.
95	This large dock is for the exclusive use of nobles and their pleasure craft. Guards keep the riff raff away.
96	Posts – topped with magical lights – illuminate this dock at night.
97	This large dock is a frenzied hive of activity.
98	Four large warships are berthed at this protected dock.
99	This dock is of heavy stone construction; it doubles as the sea wall.
100	Rusty, iron statues watch over this wide, busy dock.



B: DOCKED SHIPS

The most prominent feature of most docks are the ships making port there. Whether the PCs are on the docks to find a certain ship or on another matter their interests may often lead them to those floating vessels.

D%	DESCRIPTIONS
1	The Salty Bird
2	Red Storm
3	Henral
4	The Billowing Leaf
5	The Smoking Betty
6	Angry Androf
7	The Slightly Intoxicated Mermaid
8	The Young Maid
9	Cloud Chaser
10	The River Arrow
11	Black Bolt
12	The Minnow
13	The Lost Devil
14	Prestige
15	The Surly Lass
16	The Yellow Tailed Falcon
17	The Falconer's Wife
18	My Ex Wife
19	The Great Swan
20	The Ugly Gosling
21	Blue Mess
22	Dart
23	Wave Quick
24	Oak Lightning
25	The Musical Gale
26	Silence
27	The Gray Ghost
28	The Unknown
29	The Albatross
30	The Dire Ostrich
31	The Rusty Kraken
32	The Snap Crackle
33	The Red Boot
34	The Archer
35	The Abolitionist
36	The Wooden Lung
37	The Poppy Biscuit
38	The Acorn Tree
39	The Backwards Breeze
40	The Royal Care
41	The Czar
42	Haunted Limb
43	Wave Crest
44	The Greasy Shark
45	The Royal Madame
46	Sapphire of the Sea
47	The Seasoned Cannibal

48	The Island Hopper
49	The Singing Cricket
50	The Leaky Teapot
51	Honey Wicket
52	The Witches Broom
53	Gonzola
54	Leaky Barrel
55	The Visiting Vision
56	Monday's Lunch
57	The Takei
58	Father's Pride
59	The Missing Mate
60	The Trash Barge
61	The Water Wax
62	The Sea Zipper
63	Mountain's Envy
64	Green Guardian
65	The River Bride
66	The Broken Pearl
67	The Angry Peacock
68	The Shipwreck
69	The Dusty Porter
70	Goblin Breath
71	The Underhanded Barmaid
72	The Crusty Halfling
73	Slim Shot
74	Island Breeze
75	Veron Stars
76	Jumping Jerl
77	Maggot
78	The Timely Teakettle
79	The Clean Spicket
80	The Blue Monkey
81	The Fighting Crab
82	Old Lady
83	The Original Lightning
84	Lightning VII
85	Melody
86	The Once and Future
87	Aching Loganne
88	The Pirate's Niece
89	The Ugly Parrot
90	The Captain's Boyfriend
91	Albon
92	The Seaweed Cutter
93	The Spiked Dragon
94	The Trapped Muse
95	The Magic Decanter
96	Uncle Sealegs
97	The Seal
98	The Indescribable Horror
99	The Friendly Fireball
100	Pop

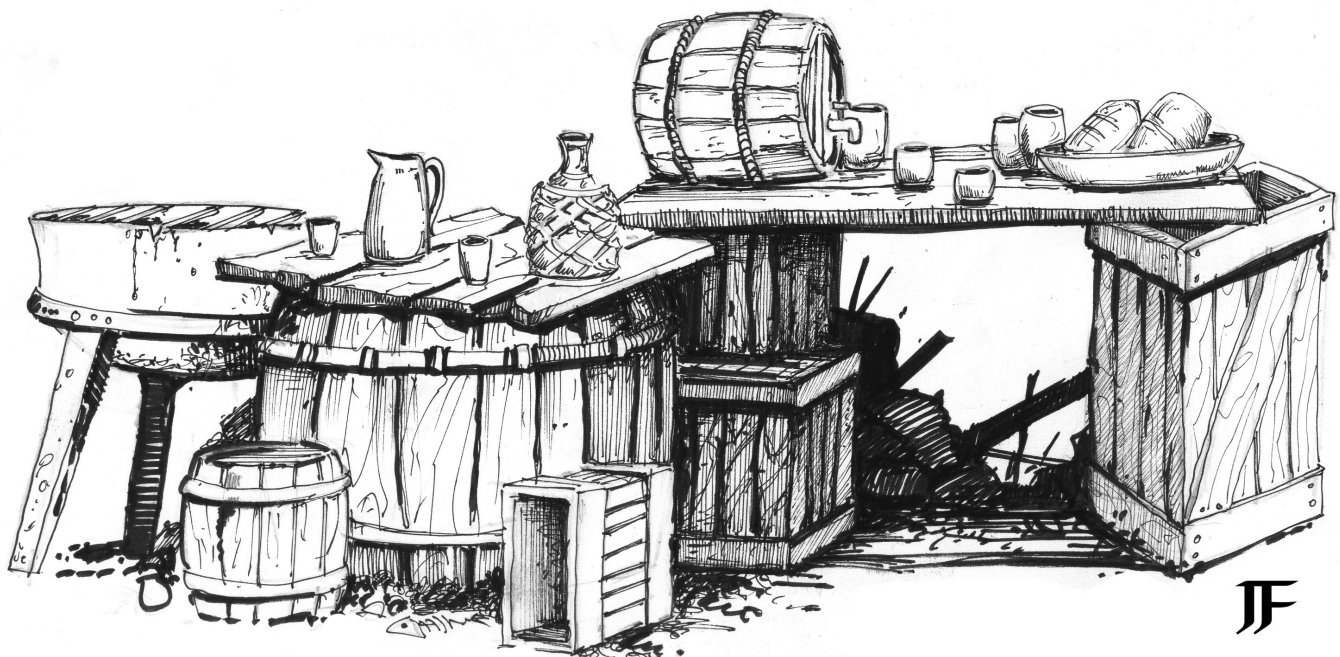
C: HOOKS, COMPLICATIONS AND OPPORTUNITIES

Docks are often the mercantile centre of a settlement, and provide all manner of reasons to break up the daily grind of peasant life. Use this table to determine what special occurrence the PCs may encounter while passing by.

D20

1	The dock is sinking by about half a foot a day into the harbour without explanation. The townsfolk are worried the town will go next.
2	All the men in town have vanished. An old woman cries out for fear of sirens and mermaids.
3	A sailor stands in front of a moderately worn boat with a sign that says "Free to a good home."
4	Two young men are busy filling in all the empty knotholes among the piers, claiming that an infamous peg-legged pirate is rumored to make dock any day now.
5	Pier Three was completely covered in seaweed overnight.
6	A sailor loudly seeks out more crew, for a job to sail to the edge of the world.
7	A strike by the town's prostitutes are making the sailors surlier than usual.
8	All ships have been asked to stay in port due to the influence of a local cleric who claims an ocean bound, sin seeking disease will soon be set loosed upon the waves.
9	The whole town is getting ready to host the Great Sea Lane Relay, which pits the best ships in a multi-legged race.

10	A ship has recently unloaded a delivery of produce which city officials are arguing about whether they should be sold. The goods look perfectly normal, except they smell strongly of rot.
11	A band of young rebels have taken over the southern side of the docks, including two ships.
12	A ghostly vessel has been seen docking under the full moon, but none dare approach it.
13	A gang of wererats has taken up residence in planks under the docks.
14	A mysterious fiddler fills the air with music in the docks every night. Those who approach him wake up penniless outside of town.
15	Pirates have been spotted by the town watch and are sailing this way!
16	The docks are developing a serious stray cat problem. The mayor offers a sealed treasure map to whoever can catch the most felines.
17	An old sailor claims to have lost his hand to a kraken and is hell bent on get it back.
18	The town is in the midst of its annual seaweed festival, where it celebrates crafts, food and brew made of all sorts of aquatic plant-life.
19	All the town's rum has gone missing. One of the "merchant" vessels departed in the middle of the night and has quickly received the blame.
20	Mermen have swam up to the dock looking to trade, but seem only interested in items of magic.



IF

D: SIGHTS & SOUNDS

Docks are busy places; characters exploring them will no doubt hear and see many things.

D%	
01-02	The air is heavy with the tang of salt and the curses of sailors.
03-04	Sea gulls and other birds wheel and turn overhead.
05-06	Boxes and barrels are stacked haphazardly at the foot of a gangplank leading to a large cog.
07-08	A large pile of vomit covers the dock; several dogs lick greedily at it.
09-10	Four drunk sailors stagger along the dock; one slips and almost falls into the water.
11-12	An old sailor sits on a box while singing a lusty sea shanty and drinking heavily.
13-14	Small children dart in and out of the press of sailors and porters.
15-16	A half-dozen porters stagger down the dock carrying matching sea chests.
17-18	Curses and shouts in a half-dozen languages fill the air.
19-20	A large splash followed by a shout announces the fall of a heavy box into the sea.
21-22	A sinister fin cuts the water near the docks.
23-24	Sea birds wheel and dart above a large ship as its cook throws food scraps into the harbour.
25-26	Children laugh and shout as they dive into the harbour from the dock.
27-28	Broken wood, scraps of food and other rubbish float on the water surrounding the dock.
29-30	A scream is followed by a loud splash as a sailor falls from the rigging of a docked ship.
31-32	A patrol of four watchmen surrounding an official of some sort push through the press.
33-34	Two mangy dogs dart through the press; one has a string of sausages in its mouth.
35-36	A waterman tries to sell his wares to thirsty sailors.
37-38	A sailor – a parrot on each shoulder and a heavy bag in each hand – walks away from a large ship.
39-40	The dock shivers as a large vessel, badly steered, thuds into its side.
41-42	A sailor charges down the dock chasing a small child who carries a small sack.
43-44	Boxes and barrels are stacked neatly along the dock.
45-46	A rowing boat bobs next to the dock and the occupant shouts before throwing the PCs a line to tie off.
47-48	The old dock creaks alarmingly as the PCs cross a certain section.
49-50	Lobster pots fill one side of the pier.

51-52	A young man, foppishly dressed and with a forlorn look upon his face, stands at the end of this dock staring off into the distance.
53-54	Two sailors snatch a minute's rest with a wine flask while swapping lies about their previous voyages.
55-56	Sailors are painting the hull of a docked ship.
57-58	A plank cracks under a PC's weight.
59-60	A peasant stands in a rowboat beneath the dock busily filling several bags with seaweed.
61-62	Several folk sit at the end of the pier, fishing rods in hand.
63-64	The smell of fresh fish is heavy in the air.
65-66	A small gang of thuggish men loiter on the dock; the threat of violence hangs over them.
67-68	A fist fight suddenly breaks out between rival crews over some imagined slight.
69-70	A seasick passenger staggers off a ship, drops to the ground and kisses the dock.
71-72	Buckets of sand – ready in case of fire – are positioned at strategic places long the docks
73-74	A sailor is busy swabbing the dock – he appears to be trying to remove a large bloodstain.
75-76	The smell of tar and paint permeate the air.
77-78	A sea captain argues loudly with a city official.
79-80	Two sailors drag an unconscious fellow down the dock. They are both drunk and laughing uncontrollably.
81-82	A pile of ballast stones almost blocks the dock.
83-84	A sailor – shouting loudly that his vessel needs new crewmen – walks up and down the dock.
85-86	Several people are swimming in the water of the harbour. Suddenly, one of them is pulled beneath the surface.
87-88	The sounds of a violent argument emanate from a docked vessel.
89-90	An artist sits sketching nearby vessels.
91-92	A performing bard strolls up and down the dock calling out the local news to new arrivals.
93-94	Four watchmen march down the dock dragging a badly beaten prisoner with them.
95-96	A sailor strolls up and down the dock shouting that his vessel is available for hire.
97-98	Perceptive PCs notice (DC 20 Perception reveals) a figure lurking in the shadowy water under the dock.
99-100	Cries of alarm and fear, and the sight of smoke rising from a docked ship, spark a general panic on the dock

E: N P C S

Use the NPC bios below to portray the those encountered on the docks. Either determine randomly which NPC the PCs encounter or choose a suitable candidate.

D20	NPC
1	Captain Fabius Redfeather
2	Livia Ruso
3	Devin the Shiv
4	Big Haf
5	Salsvin Everymist
6	Grifo Curran
7	Goldie Quick
8	Kufu Elderman
9	Buckey Wetfoot
10	Avina the Green

CAPTAIN FABIUS REDFEATHER

CN male human ranger 2/rogue 5

Appearance: Long curly black hair, with fine, foppish red clothing.

Personality: Always smiling, though he's not all that happy.

Mannerisms: Talks with his hands, with grand flourishes.

Hooks: Captain Fabius travels from port to port, taking odd jobs and running legs of the regular trade routes. He keeps an eye out for members of a previous crew, where he was ridiculed as a young cabin boy.

LIVIA RU SO

LN female commoner 1

Appearance: Brown hair tied in the back; she wears simple clothes of cloth and leather.

Personality: Keeps a resolute look in her eye.

Mannerisms: Listens carefully before speaking.

Hooks: Livia is a porter and messenger, moving throughout the city, but is often found in the docks. Her position has given her access to a lot of secrets, but her own code has kept her honest. Now a group of assassins has been hired to make sure she never gets the chance to break that code.

DEVIN THE SHIV

CE male dwarf fighter 2/rogue 1

Appearance: Rough face, with a close beard, and a vest with no shirt.

Personality: Quick to anger but rarely is brought to violence except under his own terms.

Mannerisms: Laughs at inopportune moments.

Hooks: Devin is a thug, through and through. He takes pleasure in the pain of others and would do most anything for money. One thing he won't do is set foot in the water. He may

be comfortable on the docks but is terrified of ever being submerged. There are squid in there, after all.

BIG HAF

N male half-orc warrior 5

Appearance: Thin black hair, bulging muscles and a dominating frame.

Personality: Quiet most of the time; he has a throaty chuckle when amused.

Mannerisms: Stands very still while waiting for orders.

Hooks: Big Haf acts as both a porter and member of the city watch. He's not very bright, and has been known to allow illegal activities to proceed right in front of him when given a creative excuse.

SALSVIN EVERYMIST

CG female elf druid 3

Appearance: A youth, with dirty blonde hair and blue-ish green robes.

Personality: Salsvin is generally happy though not overjoyed. She watches the world serenely.

Mannerisms: She always has a gentle smile on her face.

Hooks: Salsvin has a deep connection to the ocean and generally hires herself out to sailing ships as a scout, guide and occasional weather witch. She thinks she may have discovered some very old underwater ruins on her last journey and seeks companions to help her explore.

GRIFO CURRAN

CN male human bard 2

Appearance: A bit portly with a dignified beard, he always wears his family colours.

Personality: Good natured but a bit strange, Grifo is a very curious soul and is quick to make friends.

Mannerisms: He's always at least partially distracted by his own thoughts, making his replies sometimes puzzling nonsensical.

Hooks: Grifo is always looking for the next story to tell. He bends the ear of any and all travellers who will put up with him, regaling them with poetry and pressing them for lore and news. He doesn't scare easy or at least doesn't seem to care whose business he's asking for details about.

GOLDIE QUICK

CN female human ranger 3

Appearance: Bright red hair, and fine linen clothes with a well-tailored coat, and prominently hung cutlass.

Personality: Intelligent and resourceful, Goldie is always looking for the next useful thing.

Mannerisms: Her eyes are always moving and her wiggling fingers are never far from the hilt of her sword.

Hooks: Goldie is a independent merchant which means she's a smuggler and pirate. She keeps an eye out for foolish mistakes in others that can be profited from and won't hesitate to finger a possession that's been left unguarded by a PC.

KUFU ELDERMAN

N male human expert 3/rogue 1

Appearance: An older fellow with a long white beard and wide brimmed hat.

Personality: A bit passive, Kufu is content to observe while most of the world passes him by.

Mannerisms: Almost always chewing on a bit of fruit or tobacco. Possibly both.

Hooks: Kufu once served as the cook on several vessels of ill repute but has since settled down to pen his memoirs. If the captain of the guard knew who he really was he'd be strung up for piracy without trial.

BUCKEY WETFOOT

CG male halfling rogue 2

Appearance: Bushy brown hair with a loose white shirt and thick black belt.

Personality: Always says what's on his mind in quite a rude manner.

Mannerisms: Paces about when bored.

Hooks: Buckey is a professional sailor who makes home in every port. He's got a girl in town who is carrying his child and has yet to commit to a proper marriage. The pressure is building from the girl's father who also happens to be one of town priests.

AVINA THE GREEN

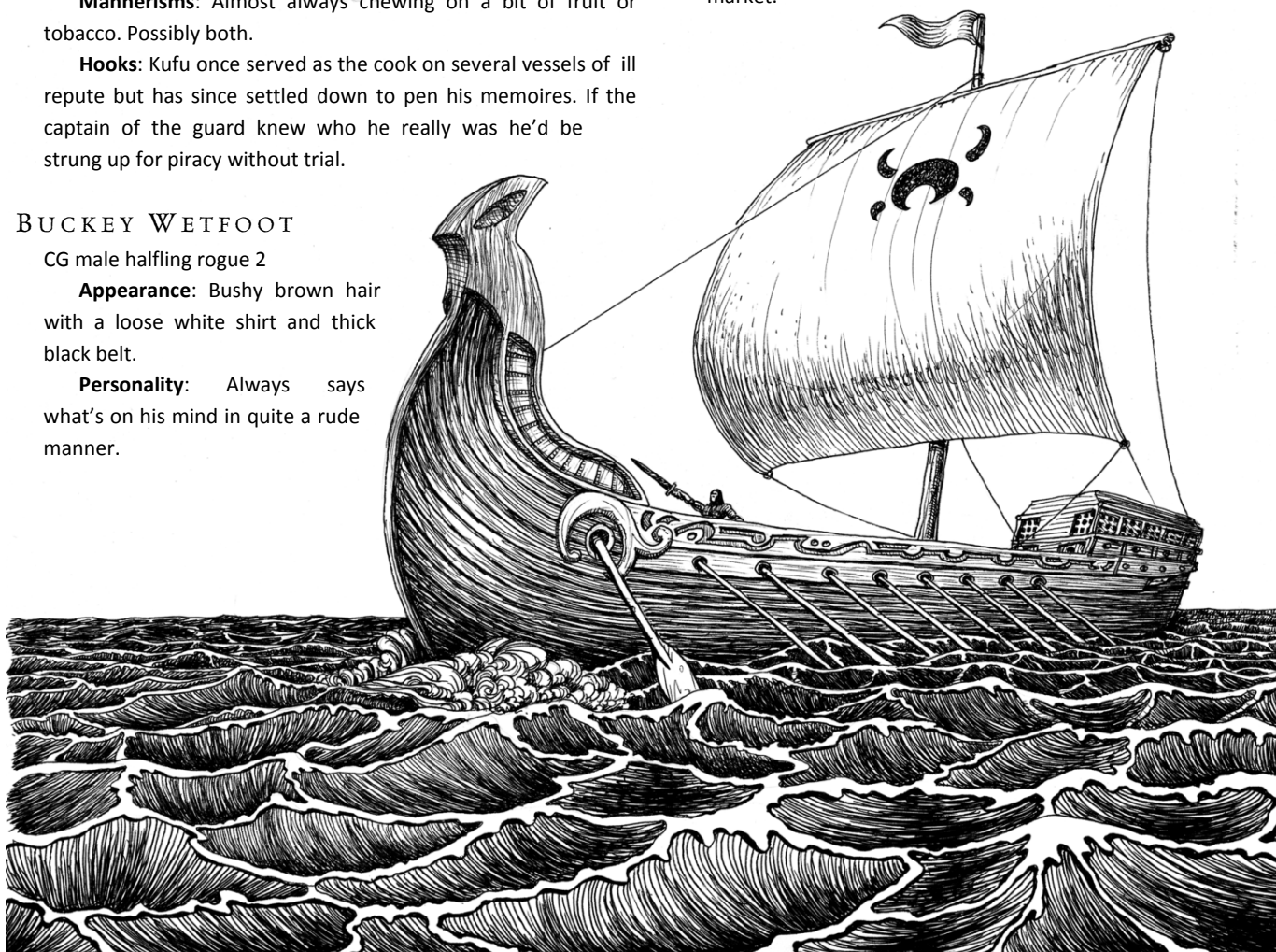
NE female human bard 1/rogue 2

Appearance: Dark hair with an almost red skin and loose fitting clothes decorated with jewels.

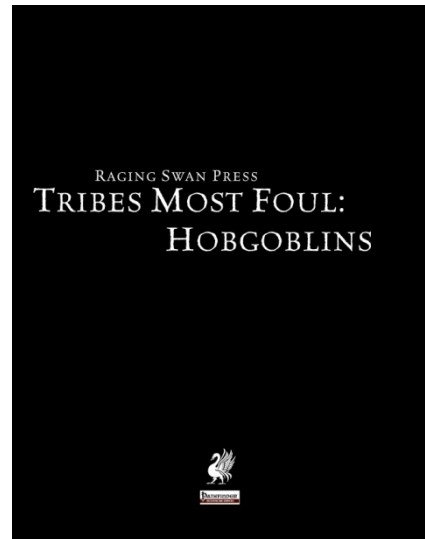
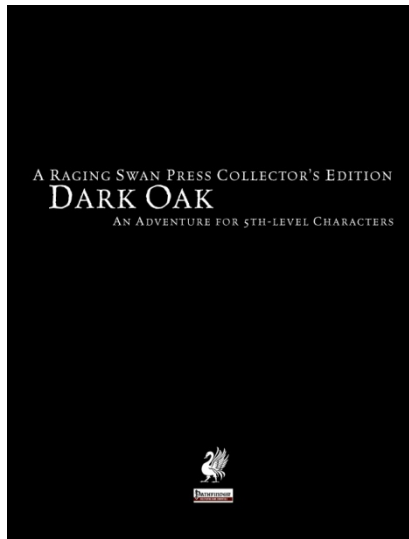
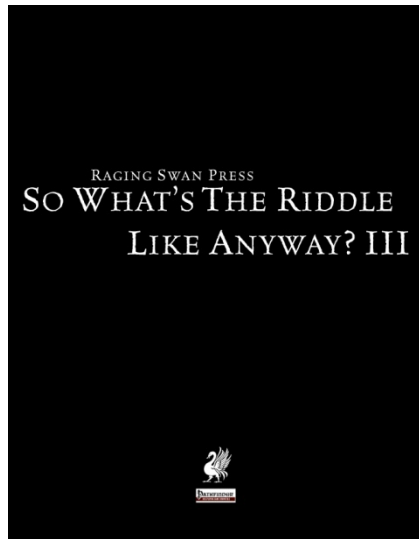
Personality: Deceptive, constantly keeping a knowing smile on her face.

Mannerisms: Gets close to speak, making gentle physical contact.

Hooks: Avina is a skilled con artist and plant for the thieves guild. She poses as a simple trader, selling charms on the docks. She watches for lone travellers, or those easily separated from their friends to capture and send to the underground slave market.



YOU MIGHT ALSO ENJOY



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