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URBAN DRESSING: MARSH TOWN





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URBAN DRESSING: MARSH 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 marsh town in your campaign. Designed to be used both during preparation or actual play, Urban Dressing: Marsh Town is an invaluable addition to any GM's armoury!

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MARSH TOWN: SIGHTS & SOUNDS

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

D%	
1	Every surface is slick with green and black moss, making each step potentially perilous and ready to tumble the unwary to the ground.
2	Eerie screeches cut through the air, but the townsfolk act as if nothing is wrong.
3	Every door has a garland of dried herbs tied above the threshold, and occasional sigils are carved into the wooden frames.
4	The incessant drip of water follows the party everywhere; a slow, steady, maddening plop of liquid that intrudes on every thought.
5	A winged shadow whisks by; those who glance up see a creature with leathery wings disappear into the trees.
6	Two red, bulbous eyes watch the party from just above the surface of the murky water.
7	Frogs chirrup in a cheerful chorus that seems out of place for the dismal state of this town.
8	Swarms of tiny insects hover about the party, no matter where they go. Swatting at them only seems to make them buzz louder.
9	Sagging willow trees form a gray curtain along one edge of the town, drooping branches hiding anything beyond.
10	This boardwalk ends in a jagged plank of wood with strange char marks.
11	A whole home appears to have collapse and lies toppled, half-sunken into the marsh.
12	Turtles squat on rocks and logs all around town. There must be hundreds of them.
13	A massive roar makes the whole town and surrounding trees tremble. Everyone pauses for a moment before resuming their activities.
14	A sulphuric stench engulfs the town.
15	A patch of mud burbles and bubbles, releasing a cloud of foul, green gas into the area.
16	Warped boards creak underfoot with every step, and no surface in town feels particularly solid.
17	A stand of thorny vines appear to be writhing slowly all on their own.
18	Shouts come from over near the docks, followed by several loud splashes and cheers.
19	A single temple steeple rises above the moss-covered trees. Looks like a bird nest sits atop it.
20	Planks of wood form makeshift boardwalks across stretches of rank water, connecting the town's structures.
21	A man pushes a wheelbarrow along, which looks to contain nothing but mud.

22	The stone statue of one of the town's settlers has begun to sink into the earth, and is now only visible from the waist up.
23	A food vendor offers a variety of well-cooked snake-on-a-stick skewers.
24	Through a window, the party see a variety of animal skins being stretched out to cure.
25	Townsfolk drag buckets through the water and sift through the contents they dredge up.
26	A person staggers by, entirely nude, but also coated almost completely in a thick layer of mud.
27	The insects have become particularly aggressive, biting every inch of exposed skin.
28	A nest made of muddy twigs contains a handful of eggs—but these have been cracked open and now stand empty.
29	Small stacks of rocks, like miniature cairns, are spaced out every fifty feet, leading deeper into the marsh.
30	A gnome works on a strange brass contraption that chugs black mud out of several pipes.
31	Grave headstones lean at awkward angles all along this thickly overgrown hillside.
32	A robed woman walks by, carrying a jar filled with dozens of black leeches.
33	Townsfolk walk the marsh on stilts, striding through the water as easily as walking on land.
34	A woman with a hook for a hand patrols the town; her other hand clutches a small crossbow.
35	A pair of strange, cloven tracks lead down the path here. They're fresh, made just minutes ago.
36	A halfling screams for help as he flails in the water, unable to gain purchase.
37	A troll's tongue has been nailed to this door, and it continues to writhe of its own volition.
38	The town's message board has mouldering parchments pinned to it, with charcoal sketches of people who've gone missing recently.
39	Townsfolk slosh around the submerged roots of certain trees, searching the cavities underneath.
40	Large teeth, talons and swatches of scaled leather hang in the windows of this shop.
41	Twangy music played by two old-timers sitting on a porch and plucking at their banjos floats through the town.
42	Barrels of salted meat are set outside the butcher's shop, with prices marked in chalk on the sides.
43	Crafters slap together a line of bricks, using the mud all around them as spackling to hold the wall together as it dries.
44	A burst of fire spouts from the rickety chimney of a nearby house.
45	A woman staggers past in plate armour, soaked from head to toe.

46	A performer sings off-tune and is well into the thirtieth round of a popular drinking song.
47	Light rain falls as the wind stirs the trees and churns up the water.
48	Two boats launch from the docks, bobbing in the shallow water as they are poled along.
49	Kids run past, laughing as they fling gobs of mud at each other in mock battle.
50	The wall of this temple has collapsed, exposing the interior and letting vines and other plants grow throughout the building.
51	A pair of mangy cats toy with a bloody bird corpse, bright feathers scattered everywhere.
52	For a brief moment, the sun slices through the cloud cover, bright light making the town appear even dingier than normal.
53	Enormous lizards blink from their perches atop a pile of rotting logs. They appear unimpressed.
54	A boy holds a small wooden spear and eyes the water, looking for a frog to skewer.
55	With a mighty splash, an alligator erupts from the water and chomps a bird out of mid-air.
56	A woman uses a rusty blade to scrape layers of mud off the walkways. She holds her hand out for a coin as the party pass by.
57	Harsh bird cries erupt from nearby trees, as branches quake and leaves flutter to the ground.
58	An emerald viper slithers across the road.
59	Someone has hung a wind chime made of dried bone from the eaves of their ramshackle home.
60	A pile of rotting nets lies abandoned by the path; a few mouldy bones are tangled in the webbing.
61	Mushrooms grow throughout town, and the townsfolk occasionally pluck one as a snack.
62	Townsfolk appear to have planted moss gardens all around, cultivating crops of vibrant colours and varying growths.
63	The water ripples as something swims away just under the surface, its body not quite visible.
64	A trapper glares at the party suspiciously as he tends to repairing one of his snares.
65	Several dead humanoid reptiles are hung up on display in the town centre.
66	Low stone walls stretch along here, but are mostly overgrown with leafy vegetation.
67	What looks like a hand sticks up out of the mud.
68	Flies buzz around a rotting animal corpse.
69	A low cackling comes from a thatched hut.
70	A refined-looking woman walks along, leading a large lizard on a leash.
71	The town gates have large, humanoid mud statues on either side—rumours circulate these are inactive golems.
72	Every town guard has rusting weapons and armour, and mud clings to their old boots.
73	The trees form an oppressive roof over part of the town, casting deep shadows.

74	The ground squishes underfoot; it is disturbingly soft and moist, almost like water-logged flesh.
75	Dozens of trees thrust up from beneath the dark water, forming a watery forest that stretches out across the marsh.
76	Two kids launch a raft of rough-hewn logs lashed together by crude ropes.
77	A hunting party of halflings trundles into town, carrying many animal corpses strapped to wooden poles.
78	A humanoid frog ambles through town, a quiver of arrows and bow strapped to her back.
79	Everyone in town seems to have patches of moss growing on their skin.
80	A skull-shaped ball of moss could contain a skull or just a large rock.
81	This lone hut has been brightly painted to stand out from the drab surroundings.
82	A series of wooden signs warns anyone from venturing further into this area of the marsh.
83	Vibrant purple flowers grow all over the area, but smell of pepper and make anyone who sniffs them sneeze for hours afterward.
84	A centipede the length of a man's forearm crawls out from under a door and scurries off.
85	Bright berries dangle from bushes, but the townsfolk carefully avoid them.
86	Ghostly lights flicker in the distance, barely visible through the thick tree line.
87	Most houses are built off the ground, letting the sluggish marsh currents remain undisturbed.
88	There appears to be a body lying face-down in the muck just down the way. It isn't moving.
89	Dead fish bob along the current, creating a stink.
90	A man tends to a large crop of reeds in a watery patch; bulging fruits hang heavy off the stalks.
91	The pale strands draping from the surrounding trees could be dead vines or giant spider webs.
92	Odd stone pillars stand around town, with druidic symbols chiselled deep into them.
93	Green-blue moss covers the whole surface of the water, creating the illusion of a grassy field.
94	The townsfolk are in the habit of taking daily mud baths, citing its healthy effects on their skin.
95	The air hangs heavy and thick with the promise of coming rain.
96	Insect shells crunch underfoot.
97	Almost every roof has several bird nests on it, and bird droppings coat most of the walkways.
98	It looks like a giant rat walking on hind legs just ducked behind that nearby building.
99	Every tree in sight looks to be dead or dying, some having already collapsed under their own weight, exposing black cores.
100	With a low drone, a massive insect appears silhouetted against the moon, wings a blur, and sword-like proboscis poised to stab deep.

MARSH TOWN: BUSINESSES

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

D%	
01-02	The Slivers (Carpenter) is run by two sisters in constant demand to build new wooden structures and repair old ones.
03-04	Rack and Pull (Repairs) offers rapid repairs for tools, farming gear, weapons, carts and most other work implements.
05-06	Fumings (Smith) is run by a pot-bellied blacksmith who keeps the town's metal goods from rusting away.
07-08	The Trot (Constable) is staffed by three guards who swap patrol shifts every few days.
09-10	Clamps' (Trapper) deals in snares but also sells furs, fresh meat and other animal goods.
11-12	The Sinkhole (Jail) is little more than a deep mud pit with an iron gate latched over the top, where criminals are held before trial.
13-14	Pylough's Plots (Deeds) offers cheap deals on unsettled marshland for pioneering souls.
15-16	The Stinks (Lab) is overseen by a husband/wife team who perform strange experiments on the substances and specimens gathered from the marsh.
17-18	Bobbin' (Fishing Supplies) is owned by a half-deaf halfling who cheerily supplies all his customers' fishing needs.
19-20	The Hauls (Docks) is where the day's catch is brought in, be it fish, marsh snakes, alligator or other delicacies.
21-22	The Swills (Drinking Den) keeps its varied wine and ale selection chilled thanks to a surprisingly deep, well-constructed root cellar.
23-24	The Drenched Duck (Inn) provides cheap beds and cheap meals for travellers passing through.
25-26	E'erfound (Tracker) can help you find anyone and anything around town or throughout the marsh itself—for a price.
27-28	Plucksies (Mulcher) collects garbage from around town and carts it off into the marsh to keep the homes and paths clear.
29-30	Lemsey's (Lender) has a seemingly endless supply of wealth to offer those in need, at ridiculously high interest rates, of course.
31-32	The Digs (Archaeologist) scouts out ruins and sites of historical import throughout the marsh.
33-34	The Barbers (Mercenaries) are actual brothers who began as barbers until they discovered another, more profitable use for their razors' sharp edges.

35-36	Thatcher's (Roofer) tends to the town's constantly leaking and rotting roofs.
37-38	Bucket n' Barrel (Supplies) stocks travel and camping gear for anyone wishing to venture into the marsh's wilder areas.
39-40	Dunghill (Gambling Den) offers plenty of rigged games to keep townsfolk from getting too attached to their coin.
41-42	Straps n' Stitches (Leatherworking) can take any sort of skin or fur and turn it into clothing or hardened leather armour.
43-44	Redfeather's (Fletcher) crafts fine bows and arrows for hunting marshland creatures.
45-46	The Bald Raven (Oracle) communes with the marsh birds in attempts to scry the future.
47-48	The Slops (Mud Quarry) is a questionable mining operation run by a couple dwarves who believe the area holds a motherlode of precious gems.
49-50	Knacker's (Bone Sculptor) is owned by an artist who converts animal bones into disturbing sculptures he plants around town.
51-52	"Stick in the Mud" (Lawyer) is the nickname for the local legal expert who also acts as a judge when needed.
53-54	Underbog (Cemetery) is the town's most recent burial ground, after the first two were flooded.
55-56	Wendings (Transportation) offers both wagon and boat rides, guided by a family of gnomes who've lived in town for several generations.
57-58	Mossmeat's (Farmer) provides much of the town's fresh produce, though how they get certain crops to grow in the wetlands is a mystery.
59-60	Daily Catch (Fisher) sells a variety of freshwater fish caught in the area, including the infamous skipfin.
61-62	Three-Twined (Netter) is run by a half-elf who has a knack for turning both vines and ropes into sturdy nets.
63-64	Firm Foundings (Mason) works in town, shoring up buildings in danger of being engulfed by the soft earth.
65-66	The Quills (Insurance) gladly sources insurance policies for adventurers wishing to seek their fortunes within the depths of the marsh.
67-68	Lastgasp (Leecher) is the purview of an elven healer who supposedly has the ability to telepathically communicate with the leeches she uses in her healing craft.
69-70	Burning Torch (Alchemist) conjures up all manner of tinctures and potions from ingredients scrounged up from the marsh.
71-72	Pickering's (Scavenger) is a shanty filled with "valuables" the old proprietor brings back from monthly trips into the marsh.

73-74	The Gulps (Restaurant) is actually rather popular, especially for its skipfin fried platter.
75-76	Old Aggy's (Marsh Witch) specializes in the application and removal of all manner of curses and hexes.
77-78	Mudplows (Boats) crafts clunky but practically unsinkable boats for plying the marsh's waterways.
79-80	Skimmer's (Maps) does a lively business helping people not get lost along the marsh's winding paths.
81-82	The Clutch (Bounty Hunter) is run by an elf who has set up shop tracking and capturing wanted people hiding in the marsh.
83-84	The Rusting (Bank) is where most townsfolk store extra coin, when they're not stashing it about their own homes.
85-86	Boughbends (Tree Tender) works to keep nature from encroaching too much on the town, trimming trees or removing rotted ones.
87-88	The Weeping Canvas (Paintings) incorporates only natural elements such as coloured clay and moss in its highly textured works of art.

89-90	Edga and Sons (General Store) is where everyone goes for all their miscellaneous essentials (and gossip).
91-92	Whistler's (Animal Handler) is run by a stout woman who displays her mastery of beasts by showing off her tamed albino alligator.
93-94	Them Stones (Druid Circle) is a meeting area for local druids, many of whom are looked at with suspicion by the townsfolk.
95-96	Heads n' Hooves (Taxidermist) turns any animal head or hide into a trophy worth displaying on a wall.
97-98	Snuffler's (Forager) is owned by a half-orc who spends most of his time digging up pricey mushrooms in the marshy environs.
99-100	Sucker's Roost (Mosquito Hunter) specializes in tracking and eliminating the giant mosquitoes that make the marsh their home.



MARSH TOWN: FOLK OF INTEREST

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

D%	
01-02	Nicol Diggins (NG male halfling commoner 1) spends most of his days fishing or frog-hunting, though he rarely catches anything.
03-04	Crestinne Lyll (LG female human warrior 3) is a burly fighter who belongs to a family of the town's original settlers, and will willingly die defending the place.
05-06	Milisand Daya (NE female human commoner 1) is a young thief who prefers to prey on visitors, offering them help while picking their pockets.
07-08	Ogma Hartz (NE female half-orc adept 2) is a witch run off by the townsfolk, but she lingers to cause trouble for the village whenever she can.
09-10	Isake Degore (CG male human commoner 2) runs the town's inn and prides himself on offering fair prices—to everyone but elves, that is.
11-12	Randol Alderman (CN male human expert 3) is one of the most accomplished hunters in town and often leads parties out for big game.
13-14	Tretta Skab (CE female dwarf warrior 2) is a scarred mercenary who enjoys offing targets and burying them in the nearest bog.
15-16	Lordag Gaxard (N male dwarf expert 1) is the town's undertaker, who works to ensure all corpses remain undisturbed.
17-18	Adelina Mathils (CG female human commoner 2) is a server in the town's main restaurant, and will gladly kick out anyone who makes trouble.
19-20	Lodda Wintin (CN female human adept 1) is the town's oracle, always seeking signs of danger to avoid flooding, bandits or other mishaps.
21-22	Fidgi Hoorjen (NG male dwarf commoner 2) is always darting in and out of town with supplies and maps, seeking a legendary stockpile of precious gems buried in the area.
23-24	Quinrel Banaise (N male half-elf expert 2) sells himself as a tour guide through the marsh, taking visitors to see notable landmarks or places where past townsfolk have died rather ignominious deaths.
25-26	Onuph Rabart (LN male human expert 2) is a mason who works tirelessly to create a stronger foundation for the town, rather than see it slowly sink into the marsh.
27-28	Romnor Mantlemore (LN male dwarf warrior 1) acts as one of the constables who rotates patrols around town to keep people safe.
29-30	Petra Chaeyen (CE female half-elf warrior 2) is ex-military who can be heard arguing loudly with herself when she gets drunk.

31-32	Riche Meldioc (NE male human commoner 1) has an odd habit of sneaking into people's homes when they're out, napping on their beds, and helping himself to their larder. Finders keepers, after all.
33-34	Reeve Lungkin (LG male human expert 1) is a sage who is testing out certain theories he has about amphibious creatures and certain species of fungi found only within this particular marsh.
35-36	Timira Guilaine (N female elf aristocrat 2) has come to this backwater town to ply her healing arts on those less-fortunate. She has a haughty air, but means well in her ministrations.
37-38	Shadba Bor (NG female half-orc commoner 2) works hard labour around town, often switching between carpentry and masonry as is needed by local master craftsmen.
39-40	Gylbin Runk (LE male human commoner 1) owns a good deal of swampland in the area and is constantly trying to find buyers interested in investing in new real estate development.
41-42	Madoc Windersol (LG male halfling adept 3) is the priest of a minor deity who revels in growth and nurturing life, even in the most squalid circumstances.
43-44	Ancelin Jun (N male human warrior 3) is a constable who mostly patrols during the night shift. He never carries a torch and likes to tell stories of seeing strange lights off in the distant swamp during the darkest hours.
45-46	Aggy Rowes (CN female gnome expert 3) doesn't actually know magic, but has figured out how to manipulate enchanted objects to create the illusion of being a powerful (though benign) witch.
47-48	Merigo (N female half-orc commoner 1) is a would-be hunter who tromps through the marsh so loudly, it's a wonder she returns with any game at all. She claims to chase down most of the wild animals she brings back, killing them with her bare hands.
49-50	Urtle Dan (CG male half-elf commoner 1) was drawn to the marsh thanks to his love of wet, humid areas, and often bathes in the swamp.
51-52	Mentha Jovet (CG female gnome expert 2) is a ditzy alchemist who lost most of her hair in an experiment-gone-wrong, yet is thrilled with the endless supply of reagents the marsh provides.
53-54	Clayben Whittier (NE male gnome adept 1) lurks around town, believing the marsh holds an artefact that can unlock his true sorcerous power.
55-56	Theo Pewman (CE male halfling expert 3) is a renowned bounty hunter who is tracking a serial killer believed to be hiding in the marsh.

57-58	Varfu Mills (NG male half-orc commoner 1) spends most of his time sulking around the docks, waiting for someone to hire him for odd jobs.
59-60	Zurgha (LN female half-orc warrior 1) is a bouncer at the main drinking den, keeping a leery eye on anyone who gets too rowdy or might threaten to smash the place up.
61-62	Tilly Greem (LG female human expert 2) is a scout for an archaeological team seeking ancient, lost ruins within the marsh, hopefully to bring valuables back to a museum for proper preservation and public education.
63-64	Villiam Talbot (N male human commoner 2) wages a one-man war against filth in the town, constantly sweeping the muddy pathways and cleaning moss and grime off building walls.
65-66	Tolf Ansiau (LE male human warrior 3) is seeking an escaped slave who he believes has disguised herself and hidden among the townsfolk. It's only a matter of time before she's returned to her rightful owner—and he's paid for the retrieval.
67-68	Farilla Plank (LE female halfling adept 1) belongs to a cult that meets deep within the marsh. She spies on the townsfolk, relaying information to the other cultists as they prepare their foul ceremony.
69-70	Remda Legwenn (CN female dwarf commoner 2) oversees the general goods store, with a staff mostly comprised of her dozen children.
71-72	Eida Ranchor (CN female human aristocrat 1) has rented a home in town and is looking to hire adventurers, but refuses to tell anyone why.
73-74	Withelin Faille (LN female elf commoner 1) is the town's legal resource; an oil lamp always burns in his office window late into the night.
75-76	Gerreg Sundgren (CE male dwarf commoner 2) has started several mining operations in the area, but his workers always revolt at being overworked and underpaid.
77-78	Sanchi Hildenven (CG male gnome expert 2) has a knack for taming wild animals, and then sells the trained creatures to townsfolk and travellers as either companions or beasts of burden.
79-80	Balthen Trissness (LE male half-elf adept 3) collects bones dug up from around the marsh and assembles them into curious sculptures he then positions around town, supposedly for an artistic project.
81-82	Dogarre Godon (NG male human commoner 3) is a cook popular in town for his ability to make even the greasiest fish or grimmest reptile into a delectable stew or steak.

83-84	Fouchet Bersem (N male human expert 2) is a fastidious soapmaker who is refining a cleaning solvent recipe based on ingredients found within the marsh.
85-86	Hatty Phinnay (LG female half-elf commoner 1) is a clerk at the town bank. He far prefers the company of his record books, rather than people, and enjoys few things more than a properly balanced account.
87-88	Heymin Jacques (NE male human warrior 1) is a mercenary who enjoys fighting with, of all things, a barber's razor.
89-90	Lunda Vaignes (N female gnome commoner 1) is a surveyor who might disappear into the marsh for weeks at a time, but return with detailed maps of unexplored expanses.
91-92	Nauden Oldus (CN male human commoner 1) is missing both a nose and ear, and he claims a particular alligator has gained a taste for his flesh.
93-94	Husawaya Bett (LG female human warrior 2) is a slip of a woman who prefers to fight with a rapier and has proven deadly to criminals causing trouble in town.
95-96	Marius Noakes (LE male halfling commoner 2) is a moneylender whose keen eyes can skim financial records in mere moments to determine how best to get any potential profits in his pockets.
97-98	Seetta Lesiene (N female human expert 1) crafts and mends the nets and ropes many of the townsfolk use during their daily lives.
99-100	Stiria (CE female lizardfolk adept 3) leads a small tribe of her people as they seek to awaken dark powers within the marsh to obliterate the town.



MARSH TOWN: HOOKS, COMPLICATIONS & OPPORTUNITIES

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

D20

1	The town is slowly sinking into the marsh, and the party are asked to help in the efforts to both rebuild collapsed areas as well as shore up sections to keep more buildings from being lost.
2	A swamp troll is terrorizing the town and surrounding area, scaring off wild game and eating the occasional townsfolk. The townsfolk know where its lair is, though.
3	A few people have gone missing recently, usually after a number of will-o-wisps are spotted flickering deep in the marsh at night. Now, people refuse to leave their homes after dusk.
4	A tree on the edge of town is draped with vines that writhe whenever anyone gets too close. A couple of townsfolk have wound up dangling from these like hangman's nooses.
5	Townsfolk are exhibiting odd behaviour, ranging from manic violence to near-catatonia to nonstop laughter. The only thing linking these behaviours is a recent eruption of marsh gas.
6	A well-known trapper is rumoured to have gone insane and is now setting snares for the villagers and anyone who wanders too far into what he's claimed as his "territory." Meat is meat, after all, right?
7	Dark-robed figures have been spotted going to-and-fro within the marsh and approaching the town's outskirts. Whispers speak of an ancient cult that may have been resurrected, though their purpose is unknown.
8	A golden moss has begun sprouting all over town, replacing the usually grey, green and blue moss the area usually exhibits. None of the townsfolk appear to notice this sudden change.
9	After being driven out of town for a hex gone wrong, a witch now haunts the nearby marsh, spying on townsfolk and laying curses on innocents as a form of revenge.
10	Every wooden structure in town is suddenly falling apart. Even the freshest, driest wood is rotting away, and no one seems to have any clue how to stop the town's total collapse.
11	A number of bloated, mutilated corpses have surfaced in the waters around town. No one has identified them yet, but they all appear to have been killed by savage attacks with a blade.
12	The town's annual mud-run is this week! Bountiful prizes are offered to anyone who can beat the champion marsh-racer through a hazardous course through the swamp.

13	A shambling figure has been lurking on the edge of town, origins and intentions unknown. Those who've gotten a close look say it appears to be a man made of mud, vines and stone.
14	A set of ancient ruins have been found just a couple miles away from the town. All sorts of remains and artefacts are just waiting to be recovered by anyone willing to brave the attempt.
15	The town is under siege by a gathering of ravenous alligators. Even edging close to the shallowest bodies of water puts people at risk of an alligator lunging out and trying to drag them down to their doom.
16	A civilization-hating druid is causing the plants and wildlife in the area to react violently against any townsfolk who have been deemed "enemies of Nature." The PCs are included in that list.
17	Every time the party travel through the marsh beyond the town's borders or stray off the trails leading through the swamp, the terrain changes. No map is trustworthy. No landmarks are familiar from one day to the next.
18	All throughout the marsh, animals are dying in droves. Reptiles, birds, small mammals...all look to be simply dropping dead in their tracks. Is it a plague? A curse?
19	At least a dozen children have gone missing in the last week alone. A reward has been announced for anyone who can help with their return.
20	A plague of giant, bloodthirsty mosquitoes are plaguing the town. At dusk, a swarm of the monstrosities descend to suck townsfolk dry and lay their eggs in the corpses.



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