# RAGING SWAN PRESS URBAN DRESSING: MINING TOWN



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

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

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#### CONTENTS

2
4
5
8
9

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

D%	
1	A pile of abandoned picks lies by the road, some with their heads snapped off the shafts.
2	Carts full of unprocessed ore are wheeled along by weary miners.
3	Shouts ring out as several dusty miners fall into a brawl, fists flying.
4	A shanty town made of tents stretches out across the field, crammed with miners.
5	Coarse laughter rings through the town, followed by a sharp crack and squeal of pain.
6	A rattle of die in a cup is followed by the groans of losers and the chuckles of winners.
7	A taskmaster's whip snaps in the air, and a man's scream fills your ears.
8	Prostitutes call in sultry voices from nearby doorways and alleys.
9	Constant hammering and clinking echoes from the direction of the main mine.
10	Smithy bellows steam and hiss as the blacksmith toils to keep mining gear in working order.
11	The chapel bell tolls, calling reverent miners to worship.
12	A clanging food bell sends miners hurrying down the streets to get in line for a hot meal.
13	A horse team pulling an old wagon along kicks up dust as clops down the street.
14	Soot-stained miners shuffle along the streets or lounge in dark corners, weariness etching their features.
15	A wealthy mine owner holds a handkerchief to his face as he eyes the grungy town conditions.
16	Injured miners stretched out on cots and mats moan and whimper as healers tend them.
17	Unmarked gravestones line the open area. A nearby pit holds more bodies simply dumped in on top of one another.
18	Wheel tracks mark a well-worn street as several wagons and mule teams plod into sight.
19	An odd stench of sulphur fills the air, though the source is indiscernible.
20	Several dead animals, fur patchy and mottled, lie discarded in the middle of the street.
21	A row of cave entrances spot the distant hillsides, their dark openings yawning in invitation.
22	Several mine shafts bore into the earth, surrounded by a milling crowd of miners.
23	Bundles of rope lie looped nearby, looking freshly twined and waxed.

24	The bones scattered around here once comprised a human skeleton.
25	The variety of spines and skulls here look to be an assortment of animal remains.
26	These tattered tents look like they've been abandoned for a long time.
27	These rows of freshly polished mining boots aren't likely to stay clean for long.
28	Drunk miners stagger and weave their way down the road, bellowing incoherent songs.
29	Stray dogs and cats slink from alley to alley, tails and heads low as if constantly expecting to be kicked aside.
30	Smoke rises above the patchwork roofs of the town, and distant cries of alarm reach the party.
31	An acrid smell twitches your nose as you pass the smelting shop, where metal alloys are being blended.
32	Cast-off horseshoes litter the alley, and several of them look spotted by rust or dried blood.
33	Chiselled boulders, with strange icons and runes worked into them, line the road.
34	An old cave-in is marked by a pile of overgrown rubble, spotted with grass and wildflowers.
35	Old mining tracks wend off into the distance towards a distant cliff.
36	Abandoned and poorly constructed homes, relics of the town's early days, sag against one another.
37	The smell of offal fills the air, but the source of the stench is not clear.
38	Urchins laugh as they scamper through the miners, playing a game of tag.
39	Among the men and women shuffling into the mine, several children lug picks and lanterns.
40	Several miners carry small, brightly coloured birds with them into the mining shaft.
41	Five dented mining helms are lined up on rough- carved sticks stuck in the ground.
42	Candles flicker in a dozen windows, as night falls.
43	A miner sits flicking playing cards into a campfire, where the pasteboards burn to ashes.
44	Miners gather around a troupe of bards who are singing and juggling for the rare tossed coin.
45	A healer moves among wounded miners, touching bloody gashes and broken limbs.
46	Campfires dot the space between clusters of tents set up around the town precincts.
47	A band of hunters stride into town, lugging packs of dressed meat and pelts.
48	Hired guards saunter down the main street, hands never straying far from their cudgels.
49	A team of nervous-looking mine inspectors scuttle around town, writing notes about everything they see.

50	Red rags have been strung up on strings at odd intervals as some sort of marker.
51	Piles of flasks of alchemist's fire are stacked well away from any open flames.
52	Scattered refuse piles force wanderers to watch their step.
53	After the recent rain, muddy footprints track to the main mine entrance and back.
54	Hollering and splashing indicates the stretch of the river where miners bathe.
55	Bleating resounds as herds of goats and rams feed in the nearby fields.
56	Piles of rubble have been heaped up beside the road, their origin and purpose unknown.
57	Shouts break out as one set of miners accuses another of claim jumping.
58	A tolling bell resounds before sunrise, signalling the start of the workday
59	Several miners chant in odd rhythm as they march to the shafts.
60	A babble of foreign prayers rises from the ranks of miners.
61	A cluster of miners talk among themselves in a foreign language.
62	A bowed-back miner shuffles by, arms and legs in chains for an unknown crime.
63	A miner stands in the middle of the town square, arms locked in stocks.
64	A sign proudly announces the town's population, though the number has been crossed out and chalked in many times.
65	An ancient shack collapsed in on itself at this spot.
66	You hear the painful creak of old pulleys straining from the mining shaft.
67	Miner's voices echo up from a series of pits in the earth.
68	Teams of braying animals pull ore carts along on rusting wheels.
69	Crashing noises clatter from deep within a larger mine shaft, followed by screams and rumbles.
70	Puffs of flame gust out at random intervals from rifts in the earth surrounding the mine.
71	The stench of a midden is inescapable throughout this section of town.
72	A handful of rocks are displayed along the wall, with fossilized bones embedded in them.
73	The way down into the mining shaft is through a series of steps cut straight into the rock. The steps are worn by many feet.
74	The miners have created a collection of wood carvings crafted during their idle times.
	This pile of rocks looks like they've been carefully
75	polished to a smooth shine. This scattering of glittery dross looks like

77	A pile of leather scraps sits in the dirt. They crumble to dust, if picked up.
78	A heap of trashed equipment lies ignored beside the mine, metal bent and wood splintered.
79	This gear has been lying here so long it has rusted into one indistinguishable mass.
80	Wagons roll by, piled high with goods to be delivered to the minersfor a high price.
81	A man hangs from a noose in the square, face blotchy in death.
82	The smell of cooking meat draws your attention to a cluster of miners gathered around a large stew pot.
83	A tinker sits with hammer and pliers, repairing gear miners have dumped beside his wagon.
84	A miner throws a handful of tattered maps into the wind, cursing them as forgeries.
85	A band of miners shout in vicious glee as they gang up on a lone man.
86	A stage has been set up in the middle of town, with actors portraying a classical show. Few miners bother watching.
87	A miner kneels and clasps his hand in prayer in the middle of the street.
88	Miners have gathered with an assortment of musical instruments and begun playing together.
89	Miners are lined up the street to get a handout from a soup kitchen.
90	Three miners have been stripped and chained to posts, where they're being savagely whipped.
91	This little shrine looks to be built in honour of a local god of luck.
92	A row of ten mining helms have been set out like gravestones, marking lives lost in a recent cave- in.
93	A hodgepodge of good luck charms decorate the eaves of these houses.
94	The miners are exchanging a variety of metal chips, perhaps as a sort of currency.
95	Robed monks shuffled through town, laying hands on miners and bestowing blessings and words of wisdom.
96	There are several distinct bands of miners in this town, each identified by the specific colour of their outfit.
97	This fine-looking house stands out from among the rabble of rundown shacks.
98	The town commander patrols the main street astride a massive stallion.
99	A bleached skull sits nearby with an old pick lodged in it.
100	With a cackle, a naked miner shoots out of a nearby building and sprints down the street.

### MINING TOWN: BUSINESSES

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

D%	
01-02	Smittle's Smelt (blacksmith) is one of the busiest establishments in town, with a big-bellied blacksmith overseeing half-a-dozen apprentices around several forges that run at all hours.
03-04	Bellyup (tavern) is empty during the day, and full of filthy miners at night, all spending hard- earned coin to wash the dust from their throats.
05-06	The Cove (inn) provides neat and tidy, if sparsely furnished, rooms for travellers; most furniture is bolted to the floors or walls to prevent thievery.
07-08	Sta'bit (boarding house) provides temporary, lodging for vagrant miners working on more transient teams who just need a place to sleep.
09-10	The Ramshackle (shanty town) offers a spot for miners to pitch their tents – for a copper a week. Crime is rampant in this part of town.
11-12	Clank's Clutter (mining equipment) deals in picks, helms and other essential mining equipment.
13-14	Vittles n' Such (grocer) has fruits, vegetables and other seasonal foods in its stalls, with guards in place at all entrances to discourage snatchers.
15-16	The Hefty Embrace (brothel) sees almost as much business as the tavern, as miners drizzle a bit of gold dust in the ladies' palms to see their pleasures met.
17-18	Fizzle's (ale house) offers finer drinks for the more discerning patron who is willing to pay with a heftier coin purse for smoother spirits.
19-20	Hayshaft (stables) has a lone stable boy who feeds and mucks out the "guests".
21-22	The Irons (law enforcement) are the closest this town has to a Watch. Seen as brutes, the soldiers here are most often called on to put down riots or other unrest.
23-24	Tower Block (guardhouse) hosts the national guards stationed in this town. None are happy to be there and often take it out on unruly miners.
25-26	Top o' the Slum (mayor's office) is the colloquial name for the mayor's den, where shady deals and shadier folks are cloistered.
27-28	Meeting Hole (town hall) is filled to the brim whenever miners have a dispute and want to resolve it with something other than their fists.
29-30	Wily Whiskers (showers and shaves) gives miners a chance to clean up before visiting the local brothel. Hot water costs extra.
31-32	The Carryall (mailroom) delivers letters and packages, but is rumoured to be lifting items of value passing through its hands.

33-34	The Conjure Coin (casino) offers miners another way to boost their luck, but most – if not all – find their weekly wages lost to Lady Luck here.
35-36	Penniless Prayer (church) is a tiny chapel, offering spiritual solace and penance to miners with anything left resembling a conscience.
37-38	The Learner (school) teaches more adults than children, with a lone instructor struggling to help miners learn to read and write their own names.
39-40	Blacky's Pit (brawler's club) lets townsfolk batter one another into submission, hoping to make a bit of blood money on the betting.
41-42	It's All Here (general supplies) is a usual knickknack store, offering everything from clothes to supplies to cheap weaponry.
43-44	Marrowmart (butcher) gives miners the gristle they need to survive another week. Their products are tough chewing, but salted heavily enough to be disease free.
45-46	Betcha Fresh (baker) is run by Poppy Ulstead, who bakes new loaves every day and is generous enough to offer more down-and-out miners the stale leftovers. Thus, she is very popular.
47-48	Smeltworks (smelter) pays for scrap metal delivered by miners and melts it down into ingots it before selling it on.
49-50	Gleam in the Eye (jeweller) is a tiny shop filled with shiny trinkets, most of whose value is a tenth of their asking price.
51-52	Payday's (money exchange) handles any sort of foreign coin passing through town, taking a hefty percentage of profit in the exchange.
53-54	The Landmark (claims office) handles territory claims in the locality and provides deeds for miners who want to found their own operations.
55-56	True Path (mapmakers) charts the surrounding lands and also details mineshafts as well, ensuring there's an accurate record of progress.
57-58	Cornerstone Inc. (construction) erects the many shoddy shacks and homes comprising most of the town. They work fast and cheap, but everyone knows you get what you pay for.
59-60	Dunnel & Sons (alchemists) sits a mile outside town, and everyone winces whenever a distant thunder is heard coming from their laboratory.
61-62	Hang Tight (rope and cords) supplies miners with the essential ropes they need to keep their harness and winches in operation.
63-64	Boly's Fixit (repairs) handles all manner of repairs, be it gear, clothes, tents or even bones – though they do a crude job of the latter.
65-66	Keen Edge (weaponry) is run by Adin Lamsley, who is quick to lecture on the need to stab your enemy before they stab you. And what better way to do that than with a discounted dagger?

67-68	Arken, Lloyel, and Wenst (legal office) handles any legal disputes in town, sometimes working for both sides of the case.
69-70	Nips (barber) tends to a constant stream of
	shaggy miners who realize their long, greasy hair
	is a hazard when working in cramped spaces lit by large lanterns and candles.
	The Den (jail) is where townsfolk languish after
	being caught in a crime. It is difficult to break
71-72	into or out of, due to the cells being situated in
	an old, gutted mine shaft.
	The Caravan (traders) is a commerce hub for any
73-74	merchants travelling through the area who might
	want to trade or sell wares before moving on.
	Miner's Union (guild hall) supposedly represents
75-76	the miners' best interests, but it spends most of
75-70	its time and staff on collecting "dues" and
	maintaining protection rackets.
	Holes Mended (tailor) is run by the white-haired
77-78	gnome known only as Ruckles, who is able to
	patch holes larger than his own head and can
	turn a threadbare shirt into a glorious robe.
	Greenfoot (shoemaker/boots) knows miners
79-80	can't work barefoot. Boots and shoes of all
	shapes and sizes are sold and mended here.
81-82	Come Rain or Snow (tentmaker) provides
01-02	everything from leather bedrolls to tents large
	enough to hold a dozen miners at a time. The Curls (drug den) is a smoky hole where
	miners dip their minds and bodies into a blissful
83-84	fog, often not emerging until they need more
	coin to pay for the next dose.

85-86	Dagny's Galley (smugglers) is a small shopfront that acts as a fence for stolen or illicit goods. It is always staffed by a lone, ever-smiling woman who is believed to be an ex-assassin in hiding.
87-88	Patcher's (healer) can take the worst near-death cases and bring them back to life. However, most miners would prefer to be dead after seeing the cost of their healing spells.
89-90	Looksie's Luck (hexer) purports to arrange "accidents" by mystical means, allowing miners to eliminate enemies and rivals without getting blood on their hands.
91-92	The Dross (metalworks) takes old metal equipment and gear and turns it all into odd sculptures it then sells to far-off artistic patrons.
93-94	To the Horizon (surveyor) works with the map- maker and claim offices to scout out new mining locales or determine the safety hazards of a newly dug shaft.
95-96	The Clamps (criminal boarding) is a high-security building where miners with criminal backgrounds are billeted until they work off their sentences.
97-98	Hoof n' Paw (work animals) keeps a steady stream of mules, goats and horses coming through town; many of them then worked to death lugging cartloads of ore.
99-100	In Blood (loan shark) is the realm of Giles Surry, who is willing to front any amount of coin to a desperate soul for an insane amount of interest on the back-end.



### MINING TOWN: FOLK OF INTEREST

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

D%	
01-02	Adway Dond (NG female human commoner 1) is a dusty mining band leader who is forever full of good cheer and cheesy jokes. He is a skilled lute player.
03-04	Joina Atlergull (CN female gnome adept 3) uses her minimal spellwork to check for dangerous conditions within a mine before the teams get to work excavating further.
05-06	Juphet Ralk (N male dwarf expert 1) handles the demolitions for most of the mining operations. As such, he's half-deaf in one ear and missing the other entirely.
07-08	Aldrt Oisa (LN male halfling expert 2) slips into portions of mining shafts most larger people can't reach, scouting out deeper portions for possible resources worth reaching.
09-10	Tasy Diburald (LN female dwarf expert 2) loves maps. She loves them so much, every inch of her skin is covered with tattooed maps from various lands and towns she's travelled through.
11-12	Oldine Emug (LE male dwarf warrior 3) is a heavily scarred town guard who takes his duty seriously and chops anyone off at the knees who tries to bribe him. He takes great delight in manipulating marks into offering him a bribe.
13-14	Polva Elange (LE female half-elf adept 3) creates illusions of beauty for the prostitutes in the brothel, making them more attractive while covering their symptoms of disease.
15-16	Lega Swagt (LE male half-orc commoner 2) has huge, scarred knuckles and has been working in this town since it was founded. A well known feature in town, he is a skilled brawler.
17-18	Alane Llaton (NE male human adept 1) has an affinity for insects and loves to prank fellow miners by having swarms attack them in the middle of a dark tunnel.
19-20	Oulis Sullit (LN male gnome adept 1) monitors the weather for the town and warns of any possible flash floods or other nasty conditions making it hazardous for miners.
21-22	Testo Drald (LG male human commoner 1) is a bent, hobbling old man who looks barely strong enough to hold onto the pick he drags along everywhere he goes.
23-24	Kinurn Endell (LN female human expert 3) knows how to handle ropes and knots better than anyone else in town, and is often responsible for securing miners in harnesses before they're lowered into a shaft.

25-26	Inga Raer (NG female half-orc commoner 2) hates hearing people argue. So if anyone gets into a shouting match around her, she just pummels them into silence.
27-28	Shellden Dyam (NG male human warrior 1) is a disgraced soldier who is working off a war crime in the mines. He rarely talks and is rarely sober.
29-30	Drasch Seng (CG female half-orc expert 2) is a popular bartender, as she always pours a hefty mug. Just don't cause trouble during her work day, or she'll spit in the foam.
31-32	Hulma Yhon (LN female human adept 3) has a talent for healing, but only tends wounded miners who are willing to pay. No coin? Good luck with that shattered leg.
33-34	Kose Ris (N male dwarf commoner 2) is often seen lugging several loaded ore carts along by himself, especially after the latest batch of horses and mules have keeled over from exhaustion.
35-36	Crough Masag (N male human aristocrat 2) officially owns this town and wants to keep it running smoothly so the profits line his velvet pockets.
37-38	Verda Rachque (N female human warrior 3) is a guard who patrols the streets at night, sending drunk miners back to their tents with well-placed kicks to their rumps.
39-40	Togue Vese (CE male human expert 1) doctors a number of claim maps on file as well as provides forgeries of claim certificates to those who pay well enough.
41-42	Omkin Atheris (NE male half-elf warrior 3) is a well-known blade for hire, and plenty of bodies found in the alleys are considered his handiwork.
43-44	lechy Dop (CE male dwarf adept 1) is constantly trying to sabotage mining efforts, causing cave- ins and other disasters – but no one's yet proved his guilt.
45-46	Bureph Tavel (LG male human warrior 2) is known for his boasts of fighting prowess, but he's actually gentle in most situations and only rises to a fight when his friends are threatened.
47-48	Molen Skeldel (CE male human commoner 2) is a lanky-haired man who supplies many miners with the drugs to which they are hopelessly addicted.
49-50	Onroth Atek (LG male dwarf commoner 3) is skinny for a dwarf, and his bald head and lack of beard (thanks to a fire and scar tissue) set him apart even further from the crowd.
51-52	Hons Teeng (N male human adept 2) is an official in the mining guild. He holds to the letter of the law and is strict in upholding regulations, no matter the circumstances.

53-54	Motac Stry (CN male human commoner 2) wanders the mining tents during the day, trying to sell strips of dried meat—though he doesn't hunt, so no one knows quite from where he gets the goods.
55-56	Alash Lenth (LE female half-elf expert 1) is a pickpocket who also loves to plunder tents and shacks when miners are away at work.
57-58	Tiain Selim (LE male gnome expert 1) monitors mine productivity and is constantly on the lookout for ways to spur miners to greater efficiency, disregarding their health and safety in the process.
59-60	Emmal Skohn (CG female human expert 3) dedicates her legal expertise to fighting fraud and theft in town, often helping miners hold on to their property despite claim jumping and other vile practices.
61-62	Thera Rustam (LE female human adept 1) is a withered crone who makes life miserable for others through her array of hexes and curses—all available for a price.
63-64	Melet Garuat (CG male human warrior 2) fought in the war and now makes a simple living through hard labour, yet he's never short of good cheer and a deep laugh.
65-66	Etban Murtano (N male dwarf aristocrat 1) is one of the larger land owners in the area; several major mines have been in his family for generations.
67-68	Bruas Rolst (CE male dwarf warrior 1) is a corrupt town guard, willing to take bribes in exchange for looking the other way when ill deeds are about.
69-70	Tosik Xek (NE male half-orc commoner 1) is the town bully who revels in cruelty and shaming others. Many townsfolk have suffered from his beatings and mocking laughter.
71-72	Risny (NG female half-elf warrior 3) is often seen strolling around town, a large sword strapped to her back. She watches the miners, but rarely interacts with them—almost as if she's waiting for someone.
73-74	Wara Kellerin (NG female human warrior 1) is a soldier who aims to keep the peace in town at all costs, though she never goes as far as killing another. She believes anyone can be reformed if given a chance.
75-76	Tinnel Schorder (CG male dwarf expert 1) loves tools and carries almost every possible piece of mining gear strapped to her broad waist as she waddles about town.
77-78	Theria Sofaf (LG female halfling adept 2) is a teacher skilled at teaching etiquette and hygiene. Consequently, she is often broke.

79-80	Dugnan Daess (LG male human commoner 2) sends almost every copper he makes to his children, who are being raised by an unknown mother in a nearby city.
81-82	Shyq Anali (N female halfling commoner 1) was crippled in a rock collapse, and now begs for the spare copper, her withered legs on display to evoke any sympathy.
83-84	Kimver Otani (N male halfling adept 3) has a pet sparrow that follows him deep into the mines and is used to sense dangerous gasses therein.
85-86	Denb Dunb (N male dwarf adept 3) claims to hear voices in the echoes of the earth. Everyone thinks he's crazy, but he has managed to escape several mining shafts moments before they collapsed.
87-88	Kalss (CN male half-orc warrior 2) is the mayor's personal bodyguard, who bashes anyone without question if ordered to by his boss.
89-90	Pera Treand (CN female half-elf expert 2) works with most merchants who pass through the area, trying to convince them to spend coin and sell goods.
91-92	Alada Kesten (CE female dwarf expert 2) works in the brothel and often drugs the miners who come to see her so she can rifle their clothes for valuables.
93-94	Vorves Kelvala (LG female elf aristocrat 1) has set up residence in town with the intent of trying to provide better living situations for the miners, though most have been distrusting of her motivations thus far.
95-96	Issgha Darrard (LN male half-orc expert 1) can crack a rock in two with a squeeze of his fist, and split a boulder with a well-aimed hit of his hammer.
97-98	Kuif Polas (LN male half-orc warrior 2) is the bouncer for the tavern and is quick to toss any troublemakers into the streets. Too much ale, though, can make him a troublemaker.
99-100	Ohina Ereurn (LE female elf adept 3) has the town mayor under a despicable enchantment and actually runs the whole place, taking whatever cut of the profits she wants.

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

D20 The party round the corner to see a band of miners standing over the broken, bloody body of their former overseer. One of the miners holds a bloody 1 dagger. If the PCs don't immediately leave, the miners try to intimidate them into keep their mouths shut. Things have finally come to a head between rival 2 mining gangs, and the PCs are wandering the streets when the two groups declare war. This town is suffering from a major food and water shortage that has miners dropping from fatigue 3 and starvation. Perhaps much of the town's food has been poisoned or deliveries of fresh produce have been interrupted by banditry (or worse). A recent cave-in has trapped dozens of miners beneath the earth. The party hears the screams of 4 the miners' families and the clamour of frenzied work at the mine head as they wander the town. The party hear rumours the mining town is a front for a massive smuggling ring. The next day, the 5 person who told them the rumour is found dead. Bandits just struck the town, making off with a shipment of valuable ore and gems. The local 6 authorities offer the PCs 20% of the shipment if they get it back. Miners are being terrorized by an unknown 7 monster lurking in the mine; miners now refuses to enter its tunnels without capable guards. The guards who patrolled this town have all wound 8 up dead, murdered in the middle of the night. Without warning, one miner draws a dagger and lunges for another in the middle of the street. 9 Quickly passersby form a circle around the men and watch the combat unfold. Almost everyone in town has been reduced to 10 gibberish—something in the water perhaps? The treasure map the merchant sold the party has led them straight to this mining town. The only 11 problem is, the buried treasure is apparently buried very near - or even in - the mine. One of the party has a legal claim to one of the 12 operational mines in the area, through a distant relative who died recently. Every piece of mining equipment in town has been 13 bent and broken by an unknown force. Work has ground to a halt. With a earth-rending blast, a gas explosion tears through the nearby mining camp. As the blast's 14 echoes fade the screams of the dead and dying fill the air.

15	An ore-laden cart has tipped over, trapping at least one person beneath it. Several folk stand around, trying to shift it so the injured man can crawl free.
16	The miners in this town employ trolls, bugbears and other beasts to work the earth for them. Consequently, fights and murders are commonplace.
17	All the miners in this town are in chains and treated as slave labour. Consequently, the town teeters on the edge of rebellion.
18	A drunken riot has broken out across the town as miners demand higher wages. Properly is damaged, shops are broken into and several mine owners are forced to flee for their lives.
19	Miners are dropping dead from no discernible cause. Panic grips the town amid talk of curses and angry ghosts lurking in the deep shafts.
20	An eerie green fog is emanating from the mine and anyone it engulfs is never seen again.



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