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URBAN DRESSING: PORT TOWN



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URBAN DRESSING: PORT TOWN

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 details to customise the port towns in your campaign. Designed to be used both during preparation or actual play, Urban Dressing: Port Town is an invaluable addition to any GM's armoury!

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PORT TOWN: SIGHTS & SOUNDS

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

D%	
1	The incoming tide sloshes beneath the docks; moored ships strain at their mooring lines.
2	A group of sailors get into a brutal brawl, fists and teeth flying, blood splattering.
3	A one-man dinghy skims the waves, bobbing across the harbour like a skipped pebble.
4	A set of sails appears on the horizon, but in the dusky light their colour remains unknown.
5	A rocky "mound" clinging to the dock wall is actually a barnacle as big as a human head.
6	Coarse laughter rings out amidst the sound of giant crab shells being cracked with massive hammers.
7	A dock worker shouts in warning as a crate tumbles and smashes to the cobbles.
8	A well-dressed dockmaster stands at the end of a pier, surveying incoming vessels.
9	Every single dock in the harbour appears taken up, and more ships wait out on the water.
10	There's not a single ship lashed to the docks, nor any anchored out in the bay.
11	The sea is choppy today, cloudy green water whipped up by the scouring wind.
12	A long ledge of grey and black clouds looms on the horizon, coming closer.
13	Dozens of dorsal fins break the surface of the water, sleek forms lurking below.
14	Hundreds of tiny, multi-coloured flags are strung between the shops along this street.
15	A massive ship just swept into the bay, looking like it could contain the whole town.
16	An imposing military fleet hangs back in the waters just beyond the harbour wall.
17	A ramshackle ship at the far end of the docks lists slightly to one side.
18	A man hollers down from where he's been strung up on a ship's mast.
19	Dock guards tromp past, rusted armour grinding and squeaking as they patrol.
20	Most walls around have a thick layer of salty grime crusting them.
21	Sailors and shipwrights' apprentices hang from ropes to scrub barnacles off hulls.
22	Tarboys run along ship lines, as nimble as circus tightrope acrobats.
23	Countless wagons have lined up to be loaded with the latest shipment.
24	Half-a-dozen rats scamper up an anchor chain and disappear into a ship's hold.

25	A crew recruiter wanders the town, calling out that various ships that are hiring.
26	A captain wearing a fine silk coat staggers past, stinking of whiskey.
27	A vendor calls out from his stand where he sells "guaranteed accurate" sea charts.
28	Only the top half of a mast shows where a scuttled ship lies beneath the surface.
29	Smoke rises and sailors scatter as fire engulfs a ship and writhes up its sails.
30	At low tide, a deadly reef is visible beyond the harbour mouth.
31	Fishermen haul their catch up onto the docks, where customers pick over the flopping wares.
32	Wooden barrels rumble as bare-armed sailors roll them down a gangplank.
33	A horse-drawn cart tumbles by, a ballista being carried in the hay-stuffed bed.
34	A member of the sailor's union bellows against the low pay and poor conditions they endure.
35	Elven sailors refuse to let human workers anywhere near the crates of wine they're unloading.
36	Two merchants argue over who provides the cheapest and cleanest deliveries of water stores.
37	Men eye bags and barrels of sand being measured out as ballast.
38	A man paces along the docks, glancing every other second out at the horizon.
39	A woman dressed all in black tosses a tear-soaked handkerchief into the waves.
40	A wide cobbled street shoots out from the docks straight through town.
41	A heap of rusted anchors block off this crooked side street.
42	The sound of snoring emanates from underneath many coils of rope.
43	A reek of week-old fish is coming from a barrel sitting off to one side, covered in slime.
44	Hundreds of live crabs scabble as they try to clamber out of water-filled buckets.
45	Pelicans swoop above the waves, occasionally dipping to scoop up fish in their beaks.
46	The recent chill has turned the docks slick with rime and frozen a few boats in place.
47	A sailor chomps on what looks to be strands of fresh seaweed.
48	These strange prickly fruits are squishy to the touch but taste like fresh pie.
49	A meat vendor claims he gets his spices from lands on the other side of the world.
50	Shipwrights inspect a recent arrival, tallying up necessary repairs and cost estimates.
51	A bright white flag flaps above the docks, showing which way the wind is blowing.

52	Seagulls soar overhead, their haunting cries echoing across the town.
53	Packs of feral cats prowl through the town, pouncing on any dropped scrap of food.
54	Prostitutes wearing silk and pearls flutter handkerchiefs and eyelashes at recently arrived sailors.
55	You overhear a few sailors discussing how best to shanghai a victim.
56	Many of the inns and taverns have "sailors welcome" written on boards out front.
57	A boy marches past, wearing an oversized ship captain's hat that almost covers his eyes.
58	A bunch of kids scream playfully as they pretend to be pirates boarding a ship.
59	A bosun's whistle shrieks through the air before being abruptly cut off.
60	Perceptive folk hear thumps coming from inside a nearby hull.
61	Bells toll out over the town, and everyone pauses to see if it's in warning of a particular danger.
62	A bonfire burns steadily atop the lighthouse set at the end of the jetty.
63	Sailors rouse themselves from a stupor for another chorus of their favourite drinking song.
64	Cranes creak loudly as they haul pallets of supplies into the air.
65	A lone lantern gleams up at the house on the cliff overlooking the harbour.
66	In this stormy weather, waves crash against the docks with a thunderous roar.
67	Several children play in the dust with an impressively large and intact shell collection.
68	Guards carefully inspect the merchants carting wares out beyond town, wary of smugglers.
69	This restaurant advertises fish soup, shark soup, mermaid soup, selkie soup and other delicacies.
70	The sign for this shop appear to be nothing more than a rotting shark carcass.
71	The town's market offers an impressive array of fresh fruit and vegetables from distant lands.
72	A wide channel cuts away from the bay, forming a convenient river inland for smaller boats.
73	Slaves trudge out of a ship hold under the watchful eyes of their owners.
74	A pile of random cargo appears to have been abandoned in this alley.
75	An auction has begun, with items sold coming from confiscated or abandoned shipping gear.
76	An eerie blue-green fog has settled over the whole harbour.
77	A nearby shop has a sign advertising carts and wagons for rent.
78	Every member of this crew wears multiple blades on their hips and looks eager for a fight.

79	A filthy urchin lines up buckets of live bait as he calls out various prices to passers-by.
80	Hundreds of crates have been stacked along this street, creating a makeshift maze.
81	Several seagulls struggle to free themselves from the rotted netting in which they are snared.
82	Dock labourers sing a work chant as they toss grain sacks into piles.
83	This dock has a large arch at the far end of it, with a gate poised to drop from a chain.
84	A hundred rusty harpoons are leaned up against the wall here.
85	This statue bears the face of a popular religious figure, but he has tentacles instead of legs.
86	A sailor wearing a dapper outfit struts down the road.
87	Every member of this crew is clad in nothing more than sodden, bloody rags.
88	A ship's captain, his arms clasped in chains, is led along by dock guards.
89	The cloudy water in that large glass tank parted just long enough to give a glimpse of the mermaid within.
90	A tiny octopus climbs up and slips into a barrel of rainwater.
91	A sharp citrus smell wafts over from a row of jugs lined up on a windowsill.
92	The breeze just turned so salty, your nostrils are burning.
93	Sailors stride along, shouting as they try to outdo one another's tall tales of sea-bound adventures.
94	Many storefronts are decorated with polished shells in spiralling designs.
95	A huge barbed chain is stretched across the mouth of the harbour.
96	Animals, many of them sickly, in wheeled cages are rolled along the docks.
97	A rowboat is being lowered from a triple-mast ship that refuses to dock for some reason.
98	A dock worker whips coloured flags around, using semaphore signals to guide a ship in.
99	A foreign ambassador disembarks from a ship gangplank, retinue in tow.
100	From prow to stern, this ship appears constructed entirely of bleached bone.

PORT TOWN: BUSINESSES

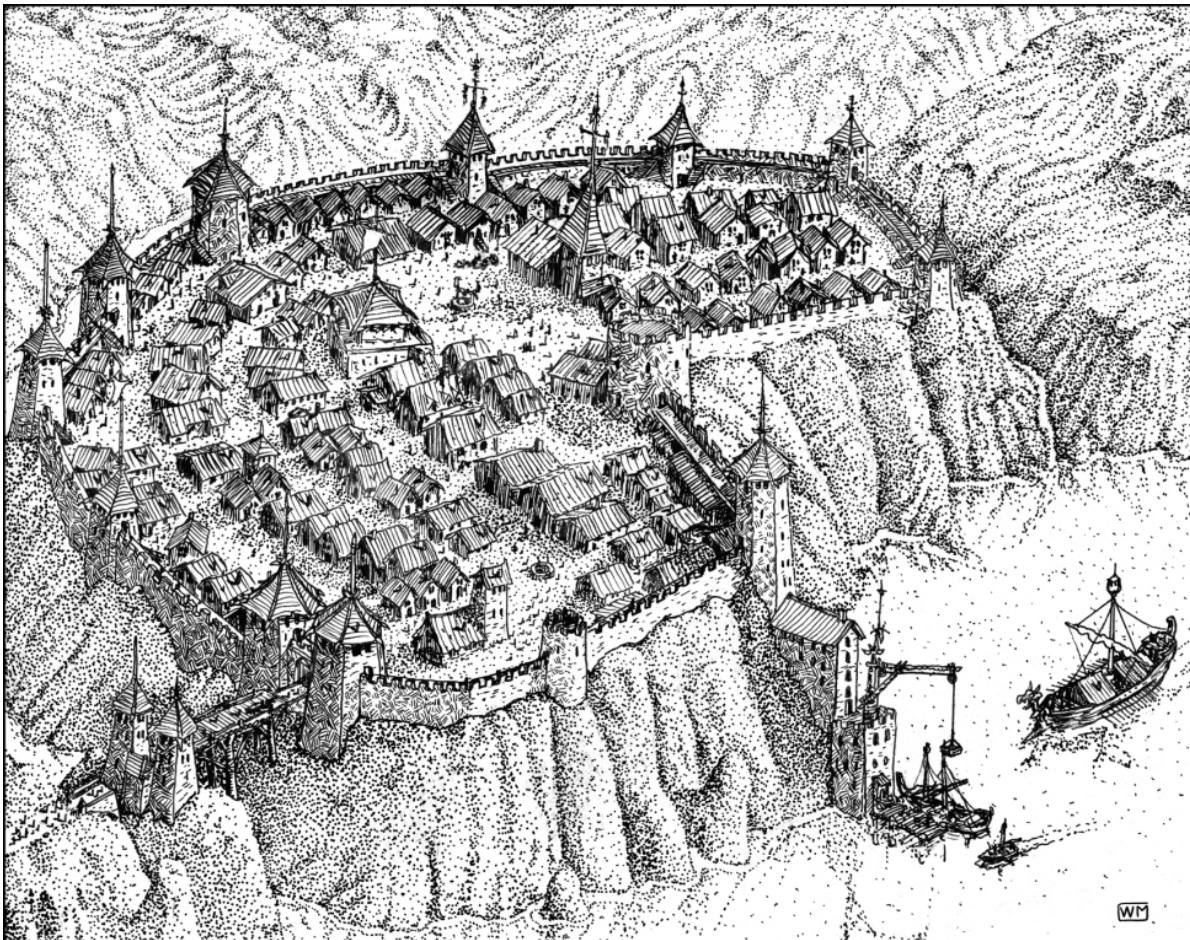
Use this table to provide the basic details of businesses the PCs come across as they explore the port town. Some may be inappropriate based on the locale's set up; ignore such results and simply re-roll.

D%	
01-02	Watergates (dockmaster) is overseen by a stout ex-captain who is never seen without his tally sheet—or a hefty coin purse.
03-04	Sailrats (recruiter) stays quite busy digging up new crewmembers for shipping ventures, by promising solid pay.
05-06	Drop Anchor (tavern) caters to sailors who are eager to swap their hard-earned coin for a few days of blissful drunkenness.
07-08	Bob and Lure (brothel) is staffed by men and women who know how to soothe the ache of long, lonely months at sea.
09-10	Three-Cords (ropemaker) is run by an old salt who enjoys trying to invent new types of knots.
11-12	Tar & Nail (ship repairs) sees to it that every ship coming into the port gets patched up before they head back out again.
13-14	Up Channel (immigration) processes any foreign travellers who are looking to make a new start in the port's home country.
15-16	Docker's Dockings (taxes) is run by a seedy man who is always sniffing around for a way to add to his "side profits" as he collects legal fees.
17-18	The Stocks (auction block) is overseen by harsh slavemasters who care little for what condition their "cargo" arrives in as long as they sell.
19-20	Tarp n' Trade (market) hosts dozens of vendors who sell food, gear, clothes and exotic wares of all sorts to crews and townsfolk alike.
21-22	Pucker (juicer) carts in fresh oranges and limes and sells to ships who prefer their crews don't suffer scurvy.
23-24	Ladle Fresh (water supplies) sells barrels and flasks of pure water, especially to ships preparing for extended voyages.
25-26	Bounder (crate crafter) comprises a team of carpenters who construct crates and barrels to replace those that start rotting out at sea.
27-28	Grindboys (dock labour) hires out manual labour teams, but offers no guarantee on the quality of their work.
29-30	Land Boats (wagon rentals) is run by a coach driver who keeps carriages and wagons available at all hours, ready to transport people and cargo. He has deals with several ship captains.
31-32	The Venerable Foam (church) was founded by a priest who believes the one true god lives in the blackest depths of the sea.

33-34	Spitchisel (barnacle scraper) keeps hulls clear of crusty growths that can cut down on a ship's ability to slice through the waves.
35-36	Hull Fittings (shipyard) is filled with the sounds of hammering, sawing and the occasional craftsman complaining about a nasty splinter.
37-38	Black Brine (tattoos) uses special, secret ingredients for its ink, which creates incredibly bold tattoos on even the darkest skin.
39-40	Sea Stitch (net mender) claims "same day" netting repairs for fishermen, though ship-sized jobs tend to take longer.
41-42	Scrapshell (trinkets) is a back-alley business run by a crone who sells every little scrap she can scrounge up around town.
43-44	Wot? (interpreter) offers a private service to foreign crews or visitors who can't speak the local tongues.
45-46	The Hold (sailing supplies) sells every possible tool and resource a crew might need to keep ship operations running smoothly.
47-48	Keelhaul (smuggler) specializes in getting illegal wares (including people) on and off ships, slipping past the dock and gate guards.
49-50	Squirm's (tackle & bait) gathers live bait and sells it with fishing gear to locals who thrive off the sea's bounty.
51-52	Deep Blessings (charms) sells charms and spells for superstitious sailors who want all the protection they can afford.
53-54	Overcliff (town hall) is where the mayor resides and holds council with captains, merchants and shipping guild leaders.
55-56	Hard to Port (inn) provides hot meals and rooms that range from a copper to a few gold pieces per night, depending on the amenities.
57-58	Captain's Cabin (luxury quarters) is an inn that offers fine dining and feathered beds, but only captains and their guests can stay here. Tough mercenary guards keep the riff raff out.
59-60	The Pearl Stage (theatre) hosts shows ranging from bawdy slapstick to the latest soaring opera performance.
61-62	Kelp Clothes (tailor) has a reputation for weaving in materials from the sea, such as shells and seaweed, into its clothing selections.
63-64	Line o' Sight (navigation tools) sells compasses, astrolabes, sextants and other devices to keep ships from getting lost at sea.
65-66	Current Currents (maps) claims to have the most accurate sea and star charts based on crew reports and captain logs.
67-68	Anchor Exchange (ship sales) acts as the middleman when a captain decides it's time to pass on their ship's charter to another owner.

69-70	Minnow Slate (school) is a tiny classroom with a single elven teacher who offers a free education to orphans and street urchins.
71-72	The Fleetmaster (shipping tycoon) has majority investments in at least half the ships and cargo loads that come through the port.
73-74	Rawfins (fishmonger) sells fresh fish daily. Not-so-fresh fish weekly. Just follow your nose when perusing the wares.
75-76	Bargains Made (contractor) is run by a savvy woman who helps connect ships with merchants who need cargo transported.
77-78	Twitcher's (mouser) is an animal shelter where cats are trained as deadly rodent hunters and then sold to ships to keep their holds pest free.
79-80	Shark's Teeth (hired swords) offers mercenaries to guard docked ships while their crew can head off and carouse.
81-82	The Gull Wings (embassy) houses foreign ambassadors and provides meeting rooms and dining halls for diplomatic events.
83-84	The Tanks (aquarium) is a small warehouse filled with exotic aquatic species brought in by sailors. Copper per entry.

85-86	Fishbones (surgeon) gets most of its business when a ship arrives with a crew riddled with gout or odd skin growths.
87-88	Wave Raisers (salvage) is a small fleet of rowboats and divers who trawl beyond the main harbour for lost cargo and ships.
89-90	High Flyin' (flag maker) designs and weaves flags according to client design, though the proprietor refuses jobs featuring skulls or crossbones.
91-92	Prowbust (figureheads) is run by a carpenter who crafts the most lifelike faces and figures for a ship's prow.
93-94	Captain's Larder (liquor) stocks the finest whiskies for ship commanders who prefer to stay in their cabins most of the voyage.
95-96	Deadweight (ship weapons) crafts ballistae and ship-to-ship harpoons for those wanting to battle out on the waves.
97-98	The Chops (quarantine) is out by the jetties where ships are confined until their crews can prove themselves disease-free.
99-100	Corkscrew (scuttler) offers a dastardly service for those who want to see a particular ship sunk. Most can't afford the fees, though.



PORT TOWN: FOLK OF INTEREST

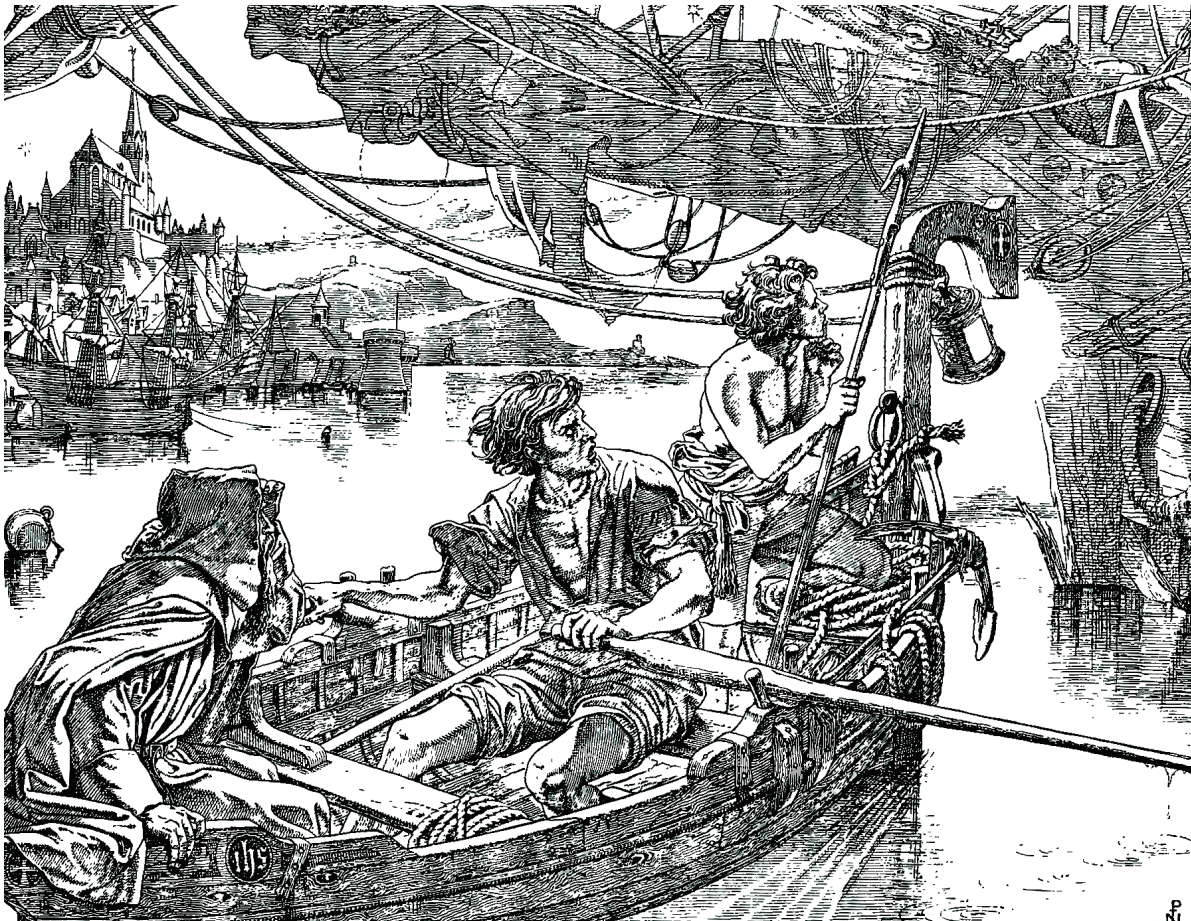
Use this table to generate the basic details of folk the PCs encounter as they explore the port town. Use these details as a base from which to portray the NPC.

D%	
01-02	Donnor Ry (CN male human commoner 2) is trying to get out of paying his debts by sneaking aboard the next ship heading out of port.
03-04	Bornnuit Cenar (N male half-elf adept 2) is a dark-skinned sailor who was born on a boat and intends to die on one.
05-06	Hildgrid Sugara (LE female human commoner 2) runs an orphanage that also doubles as a "recruitment" site for ships needing cabin boys.
07-08	Gorma Seanric (LN female halfling expert 1) paints ship hulls with designated names and intricate designs for easier identification.
09-10	Kimmah Eldbyrt (NG male halfling commoner 1) spends most of his days out on the piers, fishing line trailing out into the water.
11-12	Phiales Vulmon (NG male elf warrior 3) is a rangy, hard-eyed fighter who claims he's prophesied to die while out at sea.
13-14	Ahnric Stenders (LG male human warrior 1) is a gate guard who despises smugglers and thoroughly inspects everyone going in or out of town.
15-16	Fucara Aubryl (CE female human commoner 1) is a comely woman who's been threatened by local prostitutes if she keeps soliciting sailors alone.
17-18	Suroahn Leehid (LN male half-elf aristocrat 1) has been frantic ever since his latest shipment of fine silks didn't arrive last month.
19-20	Mandgen Nen (NE male human expert 1) loves to gamble with drunk sailors, leaving them without a coin to their name.
21-22	Erthel Riesu (N male elf expert 1) spends his time inspecting dock ropes and mooring lines for any sign of fraying or other flaws.
23-24	Clamar Afril (CG female half-elf commoner 3) runs the town's theatre, bringing in shows that appeal to both poor sailors and wealthy merchants.
25-26	Scevir Jaan (CE male human commoner 2) searches the alleys behind taverns for blacked-out sailors and then steals all their belongings.
27-28	Cenda Diegel (N female human warrior 2) is an ex-pirate who discovered working as a sword-for-hire is actually far more lucrative.
29-30	Thonsa Ellers (N female halfling commoner 2) loves to collect sailors' stories and then embellish them until they're utterly outrageous.
31-32	Kesandi Brimmen (LG female halfling commoner 3) work the town's bell tower, announcing ship arrivals or tolling out warnings of pirates.

33-34	Triis Bornpha (CE female dwarf expert 3) is believed to be the saboteur responsible for several ships sinking in the past year.
35-36	Lannos Sithmull (N male human expert 2) is a bloated man who distils incredibly potent liquor and sells it by the flask to thirsty crews.
37-38	Matomis Peccat (LE male human adept 1) sells fake sea charts to unwary captains, often promising them routes to uncharted lands.
39-40	Prissa Gomathgar (NG female dwarf commoner 1) sleeps in the mud under one of the larger docks, where she catches tiny crabs for meals.
41-42	Sanmira Rennuel (LN female human aristocrat 1) is known for her ruthless management of a growing cargo fleet.
43-44	Donda Burntbait (CN female dwarf commoner 1) works in the shipyard, carting off wheelbarrows of sawdust to be used as packing materials.
45-46	Mukkel Rang (CE male half-orc warrior 2) follows sailors to taverns, intending to provoke them into bloody fights.
47-48	Farlen Robboh (NG male human expert 1/warrior 1) runs the most popular tavern in town, abiding no troublemakers or brawls.
49-50	Heelan Macfurse (LN female half-elf warrior 2) patrols the docks, searching for anyone with a bounty on their head who might be trying to stow away.
51-52	Carbel Andlay (LG male human adept 2) sells charms and spells to sailors who want magical defences against the sea's dangers.
53-54	Brandin Ruthman (CN male human expert 3) is a skinny man who has a knack for training cats as mousers.
55-56	Thowerd Erejen (CG male halfling adept 3) uses her spells to keep lanterns and torches lit across town at all hours.
57-58	Tribs Kever (CN female half-orc warrior 1) is the bouncer at the town's most popular brothel. Don't ask what her price is for personal services.
59-60	Dasma Alsway (LG female elf adept 1) is a silver-haired elf who has maintained the lighthouse for as long as anyone remembers.
61-62	Leof Kadin (CE male halfling expert 1) is a crowd runner who takes official bids from those participating in slave auctions.
63-64	Neltri Herogda (CG male half-orc aristocrat 2) is a retired ship captain who made his fortune carrying dangerous cargo across the waves.
65-66	Marlm Werks (LG female half-orc expert 3) is the town's finest negotiator when any two parties are at odds about cargo fees.
67-68	Wynna Garkoden (N female human aristocrat 2) owns many of the shoreside businesses catering to visiting crews.

69-70	Ingami Hakev (NG female human commoner 1) scrapes salt deposits off hulls and then sells it in vials as "food seasoning."
71-72	Mila Drigesc (NE female human commoner 1) has been seeking work in-town ever since being kicked off her last crew for spreading mutinous rumours.
73-74	Nyenk Chael (LE male halfling commoner 2) can help you find practically anything for purchase on the town's black market.
75-76	Afty Mondcar (NG female halfling commoner 1) uses her tiny spear and swift feet to hunt down rats in ship holds and around town.
77-78	Lassha Pehrrod (CG female human expert 3) always carries her bow around town, shooting down seagulls in midair.
79-80	Nasfelt Onald (NE male human commoner 1) is a dock inspector who gladly accepts bribe from captains who don't want their ships observed too closely.
81-82	Isener Gardcha (LE male human adept 2) always finds a way to add surcharges to shipping supplies deliveries.
83-84	Ceol Sinwilf (LN male half-elf adept 2) is a lanky fisherman who runs a small fleet that brings in hauls of fresh fish daily.

85-86	Wigger Santun (LN male dwarf commoner 1) is a stodgy labourer who can heft heavy crates with his bare hands.
87-88	Sarasmog Marmit (LG female dwarf expert 1) is fascinated with navigation equipment even though she's never been on a boat in her life.
89-90	Hadrug Pulsk (NE male dwarf expert 1) is a grizzled figure who works with a band of smugglers, specializing in weapons transport.
91-92	Holph Lopest (CG male human expert 2) is the town's surgeon, despite being blind in one eye and having shaky hands.
93-94	"Nobble" (LN female half-orc warrior 3) is a mercenary often hired to protect wealthy captains while they're in town.
95-96	Thasri Mardyll (CE male elf adept 3) enjoys summoning little whirlpools in the harbour to torment crews.
97-98	Gusl Chank (CN male half-orc commoner 3) is a member of the dock guard but tends to spend a lot of his time chumming with sailors in the bars.
99-100	Todoct Hewjer (CN male dwarf warrior 2) claims a ship murdered his family and has been known to attack hulls with his axe.



PORT TOWN: HOOKS, COMPLICATIONS & OPPORTUNITIES

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

D20

1	A crate hits the ground and cracks open, spilling golden treasure all around. Everyone freezes for a breathless moment before scrambling to scoop up as much as they can.
2	Warning bells resound across the town, signalling the black sails of pirate ships have been spotted on the horizon. They'll likely arrive within the hour.
3	A single, poorly tossed pipe match has set the whole of the docks ablaze, and the party are conscripted into a water crew to help stop the fire at all costs.
4	These two crews seem determined to slaughter one another. Unfortunate, then, the party are standing right between the groups of murderous sailors.
5	Deep in his cups, a ship captain asks the party to take back his ship from the mutinous crew that stole it from him. He'll take them anywhere for free, if they succeed.
6	A local merchant has highly valuable cargo that needs to be transported down to the docks, but he doesn't trust any of the usual hired hands to see it done. He asks the party for help.
7	The harbour has entirely frozen over—in the middle of summer. And overnight. Townsfolk and crews are on the hunt for the magic-mucker responsible, and strangers in town are getting harassed as possible suspects.
8	A swarm of rats five thousand strong just flooded off a ship, infesting other boats, the docks and much of the rest of the town. Nothing but bones remain of the ship's original crew—so how did it dock?
9	A grizzled old man approaches, offering quite a bit of gold if the party would just help him secretly scuttle a ship that belongs to a wealthy local merchant.
10	A woman runs up to the party in hysterics, claiming her son has been kidnapped by sailors and is being forced to serve as a cabin boy on a ship set to sail on the tide.
11	Glancing over the side of a dock, a PC spots the face of a gorgeous woman. She smiles and waves before diving below the surface, flicking her fish tail in farewell.
12	As the ship glides into the dock, people scream as they realize the crew is composed of nothing but animated skeletons.

13	By the gods, that had to be the most horrendous sailing trip the party have ever taken. Not a day without heaving their guts over the sides. At least they've made it to the port—which appears to be under attack by bloodthirsty marauders.
14	A head of the sailor's union wants an objective party to investigate rumours of corruption in the dockmaster's office, with ships being charged massive "docking fees" and cargo off-loading taxes.
15	The head of the local ship registry offers a decent stipend if the party help him hunt down and arrest a captain who's been shirking taxes for the past several visits.
16	As the latest shipment of slaves goes up for auction, a PC recognizes one of the slaves as an old friend. Their eyes meet just as he's shoved up onto the block for bidding.
17	The docks and many ships have become overrun with giant, man-eating barnacles that use their internal tendrils to grab anyone who gets too close.
18	The water in the harbour seethes and foams as dozens of scaled and web-footed humanoids emerge from the sea and begin attack townsfolk with claws and coral tridents.
19	Buildings shake and windows rattled as a single explosion rattles over the town. Everyone starts racing that way.
20	A smuggler sends word he's looking for a few talented folks who could help him transport a goodly amount of contraband outside of town, circumventing the dock inspectors and gate guards.



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