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# URBAN DRESSING: SLUM TOWN



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# URBAN DRESSING: SLUM TOWN

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

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## SLUM TOWN: SIGHTS & SOUNDS

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

D%	
1	A warren of ramshackle shanties stretch as far as the eye can see.
2	The once-flowing river winding through the slum is now little more than a channel of sludge.
3	Mountains of garbage and filth form miniature ranges across the slums.
4	Thick, stinking smoke coils up from the dung fires people are cooking over.
5	Colourful rags hang from crisscrossed lines of frayed rope, strung between shanty roofs.
6	Gaggles of dirt-crustied urchins stream through the streets and play throughout the refuse piles.
7	Crows swarm so thick over a mound it is impossible to tell if it's garbage or a body.
8	The skeleton of a horse lies half-buried in the muck, buckteeth grinning at passers-by.
9	Plump, hairy rats sizzle on skewers over nearby fires, sold at half a copper apiece.
10	A group of beggars have slathered themselves in mud to avoid baking as they sit in the sun all day.
11	These huts look to be built from nothing more than dried mud, packed hay and sticks.
12	The path ends in a wide cesspool; rodent corpses, faeces and scraps of food float within.
13	The people here are starving: bellies protruding, cheeks cavernous and eyes empty of hope.
14	Children play around a pigpen, occasionally running in to gulp handfuls of the slop.
15	A haphazard line of twitching bodies leads back to the dark entrances of several drug dens.
16	Slavers roam the street, scanning for specimens healthy enough to chain up and cart off.
17	A cleric shuffles by, murmuring prayers for the downtrodden and lost.
18	A single home stands packed with dozens of people, leaving barely any room to sit or stand.
19	The stinking breeze is briefly replaced by the wafting scent of strange spices being cooked over a distant fire.
20	A squad of guards stalks past, their armour mismatched, their weapons dull and rusting.
21	Warped boards have been laid down across the street, letting people walk without getting stuck in the deep mud.
22	A merchant calls out the dubious promise that everything he sells goes for a copper or less.
23	A few young folks stalk through the area, holding nets and buckets in hopes of catching a rat or two for dinner.

24	The slabs of meat this vendor sells are tinged green and covered by maggots.
25	A yeasty smell hints at flatbread being baked nearby.
26	The workers in this packed sweatshop keep their heads bent, backs bowed.
27	These tunnels look to lead into the sewers; grime and rust cover the grates.
28	This rare open area forms a community space where people gather to gossip and share meals.
29	A rundown bakery sells week-old bread that tastes of grit and dung.
30	A group of women sit in a circle, talking, knitting and pounding cornmeal.
31	A row of painted clay pots sits outside a tiny shop; several are cracked or crumbling.
32	A woman offers you a handful of mouldy herbs, asking for a copper for the whole bunch.
33	Painters splash whitewash across the huts here, trying to create a false sense of cleanliness.
34	Obscure graffiti spots and speckles the walls along this stretch.
35	A gang strolls by, eyeing everyone as a potential victim, searching for trouble.
36	Women chatter as they kneel around brass pots, washing clothes and linens in scummy water.
37	Prostitutes lounge in the shade, tattered veils covering little of their emaciated figures.
38	Insects buzz about pools of stagnant water, which people kneel to drink from.
39	A tiny garden sits ruined in the corner, sickly vines and herbs trampled down.
40	A wagon blocks the middle of the road, one axle broken, wheel spokes snapped.
41	Shattered glass, a few shards stained with blood, litters the street, glinting in the harsh sun.
42	Two men exchange vicious punches as they scabble over a loaf of burnt bread.
43	A meat vendor plucks handfuls of feathers from pigeons waiting to be roasted.
44	Lepers totter by, clothed in bloody rags, shouting warnings against anyone getting too close to them.
45	A madman sits off to the side, pouring handfuls of dust over his head as he mutters nonsense.
46	After the rain, water drips constantly off shanty roofs, slicking every surface.
47	A moneylender sorts through stacks of coins, eyeing the crowds for a next client.
48	A drunkard bobs and weaves his way along, stumbling against walls and over ruts in the road.
49	Several upper class citizens stroll by, protected by personal guards as they gawk at the sights.
50	Hundreds of people line up outside a day hire office, desperate to claim one of the limited jobs.

51	A military recruiter calls to passing youths, promising meals, clothes and steady pay.
52	A woman uses a simple stick to draw sweeping vistas in the dirt as people tread over her temporary masterpieces.
53	People get down on hands and knees to slurp ale spilling into the road from a broken cask.
54	A person dashes by, snagging a fistful of clothes off a wash line before sprinting away.
55	A crowd has gathered around a community soup pot, tossing scraps of ingredients into the steaming water.
56	A row of shaded pallets is lined up to the side, where drunks can sleep off their hangovers without being trampled.
57	Children sit gnawing on bones, their lips and cheeks stained with meat juices.
58	A series of charcoal-sketched "Wanted" posters adorn the slumping walls, detailing all manner of brutes and ruffians.
59	A missionary's shouted message goes unheeded as slum denizens shuffle by his corner post.
60	In the middle of the street, stairs appear to lead down into nothing but an earthen pit.
61	Hot clay bricks are shovelled out of their kilns laid aside to cool before sale.
62	Grubby couriers dash about on bare feet, slipping down tight streets with lifelong ease.
63	Men and women use stones to pound old scrolls and tomes into wet pulp to plaster their walls.
64	Rows of burnt hovels line this street, a few families still lingering in the ashen shells.
65	A pile of cracked and shattered furniture has been tossed into the road.
66	A massive wall surrounds the entirety of the slum, a stony divide between it and the proper city beyond.
67	A walled estate is a singular landmark in the middle of the slum, gates guarded by fierce-looking soldiers.
68	A lone black tower rears over the slum, absent of any windows or doors.
69	A woman walks along the filthy streets in a perfectly clean robe, face serene.
70	A rowdy wedding ceremony bustles along, people dancing, singing and drinking with abandon.
71	A funeral ceremony slouches by, filling the air with weeping and the occasional agonized wail.
72	A crowd has gathered for a communal feast, families mingling as they share a rare bounty.
73	Every street and home in the area stands flooded with a couple feet of water.
74	A woman in a luxurious robe passes out handfuls of sweets to a gang of children.
75	A child dips a hand into a woman's purse and ducks away with a few coppers.

76	Tiny bird skulls dangle from a chain across an open window; black feathers cover the sill.
77	A midwife rushes by, hands still stained with blood from a recent birth.
78	A drink vendor appears to be selling mugs of dirty water as a cure-all for diseases and curses.
79	A band of ragtag musicians play clattering music on bent and broken instruments.
80	A man's bare arms display dozens of jagged tattoos and scars.
81	The gutters along this narrow road are clogged with sticks, mud and hair.
82	A mound of shattered wooden tankards sits outside the door to a crammed tavern.
83	This merchant appears to sell nothing but tiny pins of copper and tin.
84	These gallows look so rickety it's doubtful they'd actually hold a person's weight.
85	The cracked stones and cobbles along this street are streaked with blood.
86	These slum buildings have been built up around an ancient crypt, hovels interspersed with the tombs.
87	Dozens of children peer down at passers-by from the rooftops.
88	Rows of buckets have been lined up under the eaves to catch water from the recent rains.
89	The rotting wood walls and roofs creak and sag toward their inevitable collapse.
90	Each shack here is built on a massive boulder, though the stone foundations are crumbling and cracked with age.
91	Birds flap frantically overhead, wings caught in a series of strung-up nets.
92	People scramble to pick through piles of mouldy fruit and vegetables dumped at random.
93	Hand-scrawled signs have been tacked to the occasional corner, noting street names and neighbourhoods.
94	A band of scrawny thugs squat over a game of knucklebones while watching passers-by.
95	A maze of dark paths leads off into the distance with no discernible pattern or signs.
96	Filthy curtains have been hung around, forming torn and temporary "walls" to separate living spaces.
97	Overgrown vegetation crams into the spaces between lopsided bricks while thorny vines writhe across every surface.
98	A broken door hangs halfway off its hinges, latch snapped beyond repair.
99	The shacks here stand on tall stilts, letting channels of sewage run underneath.
100	Every building in this part of the slum has been constructed from columns and slabs of bone.

## SLUM TOWN: BUSINESSES

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

D%	
01-02	Copper Casting (penny spells) offers divinations, charms and other magical services on the cheap. Quality not guaranteed.
03-04	Shortchange (moneylender) provides loans of all amounts at suspiciously reasonable interest rates.
05-06	Paddock's (warehouse) contains several blocks of private storage spaces for local merchants.
07-08	The Drabs (gang hideout) is a well-hidden den for the area's primary gang that collects a "toll" from anyone passing through their territory.
09-10	The Blocks (slaver) has a constant string of bodies brought up to be sold to the highest bidder.
11-12	Churnup (mudraker) scrapes through the mud and muck of the slums for any possible scrap that could be sold for the smallest profit.
13-14	Netter (bounty hunter) is the nickname of the fighter who constantly combs the slums for hideaways and runaways with prices on their heads.
15-16	The Basin (washer) is where people bring their laundry to futilely scrub away at stains that never actually fade.
17-18	Made to Fit (tailor) is overseen by a surprisingly dapper young man with a keen eye and hands that deftly wield needle and thread.
19-20	No Nails (cobbler) sells shoes made out of wood, rope and almost any other substance besides leather or cloth.
21-22	Fixum (tinker) is operated by a grey-haired blind man who somehow can patch up any broken object brought to him.
23-24	Whereyago (guide) provides guides who'll take visitors anywhere in the slums for a fee, and double that to be brought back out again.
25-26	Bloodleech (healer) is where only the most desperate go for healing thanks to the surgeon's horrific techniques and doubtful skill.
27-28	Taldy's Teachin's (school) is a charity school, open every day, but rarely attended by any children of their own free will.
29-30	Anklechains (sweatshop) offers a pittance to its workers, nor do they get any breaks during the day. Missing a quota invites harsh beatings.
31-32	Hankerings (drug pit) offers everything from the latest smokes to the driest spice-beetles for those who can afford the entry fee.

33-34	Aggies (witch) is where women go for all manner of hexes and cures. No male is allowed inside, ever.
35-36	Liar's Lyme (soap maker) is the sole source of cleaning supplies around, but no one quite knows where the proprietor gets her soap-making supplies.
37-38	Muddy Dove (church) rarely gets any worshippers as most people in the slums are too hopeless to believe in prayer anymore.
39-40	Sellstalls (marketplace) is a central market that sells everything from worthless scrap to clothes stripped from the recent dead.
41-42	Pebbleswap (black market) is an invite-only underground market, found only by those in possession of charmed pebbles.
43-44	Scumdrum (brewer) sells back-alley ale and liquor that people claims is magically made from rainwater and mud.
45-46	Cheap Sleep (beds) is where drunks and rare slums visitor go for tiny rooms with tinier cots.
47-48	Filthy Foam (ale house) is run by an aging curmudgeon who supposedly was once the king's own wine taster.
49-50	Toddle's (tax collector) is run by a sprightly spinster who believes even the city's poorest are not immune to their financial duties.
51-52	Fumings (garbage burner) sees to the ever-burning piles of rubbish around the slums, keeping the flames from spreading further than they should.
53-54	The Clutch (food stores) is a heavily guarded series of silos on the edge of the slums that is constantly attacked by starving residents.
55-56	The Pens (guard shack) are designed like a massive jail from which the guards rarely emerge to go on any actual patrols.
57-58	Flotsam (river dredger) is owned by a team that constantly culls the river for anything of possible value to cleanup and turn for a copper.
59-60	Craven Coin (military recruiter) offers an escape from the slums for any desperate enough to sign up for the royal army.
61-62	Stumblebums (beggar's guild) is ruled by the Beggar King, who takes tithe from all the beggars in the slum and throughout the city beyond.
63-64	The Carter (corpseman) has a never-ending job circling the slums and dragging off bodies to be burned or sold.
65-66	Leaves 'n Weeds (herbalist) sells fresh herbs and spices, though few know where the young woman who owns the place gets her wares.
67-68	Cracker's (bonesetter) is noted by the occasional snap of bone and the resulting screams of the patient having their limb properly reset.



69-70	Draindry (gutter tender) is a small group of men who clean the grates and drains to keep the sewers running and avoid constant flooding.
71-72	Chinup (barber) is run by a spindly barber who charges a ha'penny for haircut, but offers shaves for free.
73-74	Moist Marrow (chophouse) considers any body, animal or otherwise, to be prime pickings for butchering. Who cares where the meat comes from?
75-76	Spackle's (artist) presence is noted by the occasional whitewashed mud wall plus random murals painted throughout the slum.
77-78	Spellspit (mud mage) is run by a wizard who believes true magic is only found in the filth of life. He likes living in the slum – much to the bewilderment of his clientele.
79-80	Natty's Nettles (orphanage) is run by a black-robed priest who is rumoured to organize the children into a gang of pickpockets and thieves.
81-82	Hire Here (day hires) arranges day labour and other temporary jobs for the crowd gathering outside every morning.
83-84	Tossit (junkier) takes everyone's trash in trade for coin, food and other goods. What the junkman does with it then is anyone's guess. His rickety shop is crammed full of junk – and it smells like several cats have died within.
85-86	Sticks and Stones (trinkets and toys) caters to slum urchins, crafting cheap games and toys out of scrap and selling them for practically nothing.

87-88	Suppit (cafe) is little more than shanty where a large family makes fresh tea and herb-dusted biscuits fresh every morning. The food here is surprisingly good.
89-90	The Drags (landlord) is the main residence of the obese man who technically owns most of the slum properties. Groups of rough-looking hired thugs lurk in the surrounding streets, looking after their master.
91-92	The Melt (leper colony) is the hellhole of the slum, where those with incurable diseases are sent to die in agonized isolation. The moans of the dying fill the air; no sane person would want to be treated within.
93-94	Flags n Rags (rag mender) is run by a seamstress who can make colourful draperies out of the drabest materials.
95-96	Run fer a Coppa (messenger) is the fastest way to get a message or package delivered within the slums; most actually arrive.
97-98	Scowley's (health inspector) is a thankless and hopeless task, trying to bring higher awareness of sanitation and hygiene to the slumfolk.
99-100	Longfinger's (snatcher) is a renowned and reviled kidnapper who specializes in catching urchins and selling them to a wide variety of clients across the slums and city.



## SLUM TOWN: FOLK OF INTEREST

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

D%	
01-02	Lasbet Wentom (CE female human expert 1) is a wily child who runs in an urchin gang of pickpockets, doing anything necessary to survive.
03-04	Skabra Grel (LG female half-orc adept 1) tries to use fire and water to wash and cleanse portions of the slums, though the magic tends to get away from her and cause occasional hazards.
05-06	Brichit Thobeos (LG male gnome expert 2) uses his architectural prowess to help shore up and rebuild the shanties and shacks, avoiding dangerous collapses.
07-08	Corhik Davino (CN male dwarf commoner 1) hobbles around the slum, dragging one lame leg as he searches for anyone willing to hire him.
09-10	Stanth Alddra (CN male human commoner 2) is rumoured to be the current Beggar King; he wears a ragged cape and an eye patch embroidered with a crimson bowl.
11-12	Taelia Cunnel (CE female half-elf commoner 1) will sell anything to anyone and gladly takes orders for custom deliveries, no matter the payload.
13-14	Esclee Caroy (NE female human expert 2) has escaped from prison more times than she can count, each time turning her grey eyes flintier and colder.
15-16	Sonwig Dolham (LE male human commoner 1) is a tax collector who is all-too-willing to give himself a hefty cut of the proceeds he gathers.
17-18	Girdum Hollo (LE male halfling adept 3) satiates his love for fire by helping burn down the ubiquitous piles of garbage and refuse. Better yet if someone's trying to sleep in or on them.
19-20	Pylau Naggert (CG male halfling adept 3) works on a gutter team, trying to keep the sewers from backing up and flooding the whole slum.
21-22	Griggy Allmays (N female half-orc commoner 1) has a fondness for mint tea and spends much of her day clasping a steaming tin mug in her massive hands.
23-24	Eala Isennit (N female human aristocrat 2) visits the slums once a week, clad in plush robes as she distributes food and coin to the downtrodden.
25-26	Andtha Disthil (NG female elf aristocrat 1) will fix golden eyes on you and tell her tales of falling from a life of wealth and glory...for a copper.
27-28	Vinna Fanhildi (CG female gnome warrior 1) is a slum guard who is actually one of the few to keep to her patrols, knocking people in line at every opportunity.

29-30	Frithers Tolrol (CN male human warrior 2) claims he took a vow of poverty during his adventuring years, and now owns nothing more than his worn leathers and a dull sword.
31-32	Irian Noral (NG male half-elf aristocrat 2) still wears the remnants of a once-vibrant robe that marked him as a noble, though those days are years past.
33-34	Viala Cottins (NG female halfling adept 2) makes a wide variety of sweet-smelling soaps, though she has to remind people to use them to bathe rather than as food.
35-36	Gaisen Manath (LN male human commoner 1) is a polite blind man who aimlessly wanders the slum and spends each night in the nearest shack he finds. No one ever has the heart to turn him out.
37-38	Sayge Redasmus (N female human commoner 2) is a skinny woman who runs the biggest slum orphanage and is called "Mama" by most.
39-40	Walden Muelben (CE male human adept 3) uses the nastiest healing practices possible on his patients, including drilling skulls and amputating without any attempt to deaden the pain.
41-42	Layfen Baldson (LN male gnome warrior 3) makes a living tracking down runaway slaves hiding in the slum.
43-44	Wulfma Nanye (NE female human expert 1) takes any sort of meat and bone and muck to turn it into the questionable sausage she sells to the starving.
45-46	Krisciel Vemoth (NG male elf expert 2) was a popular city artist before running afoul of his patron and being cast down from high society.
47-48	Wennick Ocles (LN male gnome commoner 1) goes about bald thanks to a recent lice infestation, and is forever paranoid about insects and other biting bugs.
49-50	Ranthil Ovil (N male half-elf warrior 1) is a muscular soldier who stands at the main gates into and out of the slum, keeping traffic moving.
51-52	Elmra Lusdu (NG female human warrior 1) uses her broadsword and scarred knuckles to protect a string of poor families from a local gang.
53-54	Bolg Nurtharg (CE male half-orc expert 2) can whip up an addictive substance out of almost any ingredients on hand, and is happy to then sell it to those souls desperate for a fix.
55-56	Odan Refdun (N male dwarf commoner 1) is a slump-shouldered tinker whose work has suffered as his eyesight began failing.
57-58	Roso Drasmiel (LN male half-elf commoner 1) spends most of his day whipping a set of throwing knives into rodents scampering across his path.



59-60	Delil Rianta (LG female elf aristocrat 1) is seen visiting a particular shack every so often, and it's believed she has some relation to the young half-elf who lives there.
61-62	Lithers Lerst (LG male human commoner 1) is proud he's never missed a single production quota in the sweatshop he's worked in since he was a child.
63-64	Doru Borrun (NE male halfling warrior 2) helps protect the main slum warehouses, dealing viciously with anyone who dares intrude.
65-66	Seric Arkelnunst (NG male gnome expert 3) uses his keen, bright blue gaze to patch up even the toughest tear in clothes with barely a seam to be seen.
67-68	Aoro Hlud (LE male dwarf warrior 3) terrorizes the area with his rusty greataxe, acting as the muscle for one of the slum's main landlords.
69-70	Felma Bracesack (LE female halfling commoner 1) is a sweatshop overseer, delighting in punishing anyone who fails to meet their daily quota.
71-72	Mas Acarton (CE male human adept 2) is believed to be behind the collapse of dozens of bulidings that killed almost a hundred people not too long ago.
73-74	"Aggie" (CN female half-orc adept 2) does what she can to keep the slum women healthy and cares for their many birthing and other private needs.
75-76	Burja Bechar (NE female human commoner 1) makes her way by slipping poisons into people's food and drinks and then slipping into their homes while they lie ill to steal anything valuable.
77-78	Olsa Cesperit (CG female gnome commoner 1) is one of the more popular slum bakers, and her daily fresh flatbread sells out within an hour or two.
79-80	Rumtooth (N male half-orc commoner 1) has a single fang he uses to threaten anyone who he thinks might want to steal his latest drink.
81-82	Nasmeth Flit (NG male elf expert 2) tends a tiny garden that grows inside his shack, which has a hole in the roof to let in sunlight and rain.
83-84	Sephans Herord (CG male human commoner 1) clambers over the garbage heaps, searching for any glint that might indicate an item worth selling.
85-86	Reb Mirde (NE male dwarf adept 1) has hard eyes and a bristly beard, and constantly mutters about getting revenge on the wizards and mages who live in the city proper.
87-88	Londra Gammidge (NG female halfling aristocrat 2) has designs to tear down and rebuild part of the slum into better abodes if she can just convince the people there to move for a while.

89-90	Hahdar Hudden (LG male dwarf commoner 2) is forever inspecting various sections of the slums, believing hidden treasure is buried all about.
91-92	Tirden Unst (CN male human commoner 1) shambles about on leprous legs, rotting flesh falling from him in strips and scraps.
93-94	Charra Eolni (CN female halfling commoner 1) is a fleet-footed courier, and entirely trustworthy if you pay her enough.
95-96	Aseric Lenneth (CG male gnome expert 1) offers his skills as a barber to slum dwellers, standing on crates to reach most of his clients' heads.
97-98	Marmut Keadel (LN male gnome aristocrat 1) has the unenviable job of being the slum's official health inspector, a hopeless job that has turned his hair a shocking white.
99-100	Inlun Mestrit (LG male half-elf expert 2) is known as the "Net Dancer," forever traipsing across the ropes and nets strung up along the slum as if they were main roads.



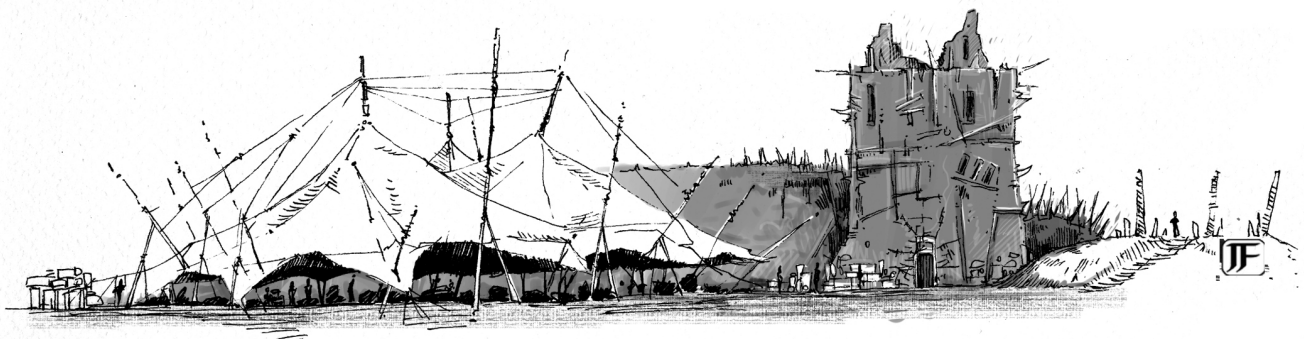
## SLUM TOWN: HOOKS, COMPLICATIONS & OPPORTUNITIES

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

### D20

1	No one knows what started it, but a small fire has turned into a massive blaze that threatens to consume the whole slum if not stopped!
2	The PCs are approached by someone who wants to hire them to track down and return a noble's slave who is believed to have fled into the slums. The slave could have stolen something from the noble, or could even have eloped with one of his impressionable, young daughters.
3	A wealthy patron has brought a wagonload of fresh food to hand out to the less-fortunate, but he's being attacked by a hunger-crazed mob. He sees the PCs and screams for help.
4	Dozens of guards tromp through the area, clearing out the slum with merciless, violent efficiency under the king's orders.
5	A PC spots a person skulking about the slums who has a massive bounty on their head...but who now wears the colours of a local, deadly gang.
6	Everywhere the PCs go, starving families are dying on the streets and in their homes. Not a scrap of food can be found.
7	A child snatches a PC's purse and darts deeper into the slum, laughing and daring them to follow. It could be drawing them into an ambush. Alternatively, the PCs could catch the child just as it reaches its ramshackle house.
8	With an ill-timed step and bump against a rotting wall, the shanties all around begin to collapse, threatening to bury the PCs in rubble.
9	A serial killer is at work in the area, leaving dozens of bodies around, each marked with a wide-open eye carved into the victim's forehead.
10	A mob of labourers have gone into full revolt against their taskmasters and are now rioting, tearing down workshops and homes at random.

11	A group of beggars silently surrounds the party. They suddenly become physically aggressive, producing weapons and growling threats unless the party hand over everything they own.
12	A PC wakes up chained to a workbench, under the grim eye of a whip-wielding overseer. As he shakes the sleep from his eyes, the overseer screams at him and starts whipping his back.
13	A PC wakes up naked and half-buried in a cesspit, with a massive bump on his head and no recollection of events from the day before.
14	A golem has arisen, formed of garbage and refuse, and has begun trashing the area, squashing shacks and people alike.
15	The party receive a message from an urchin, summoning them to attend an audience with the so-called Beggar King.
16	A wealthy merchant wants to hire the party to escort him through the slums, seeing that neither his wares nor his person is threatened along the way.
17	A PC spies an odd-looking relic glinting in the nearby rubbish heap, strangely pristine despite the surrounding filth. It looks valuable and could be a symbol recently lost by a secret, evil cult operating in the slums.
18	The slums are being torn down by a noble looking to build more valuable property, and the party have been conscripted to run the "squatters" out of the area.
19	One of the party's close friends has been banished to the slums for an ignorant slight made against city royalty. They've since disappeared and are feared dead.
20	A noble's daughter comes to the party in disguise, asking them to act as her guide and guard as she explores the slums to better understand the plight of those who live there.



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