

RAGING SWAN PRESS

URBAN DRESSING: WAR-TORN TOWN





YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

URBAN DRESSING: WAR-TORN TOWN

Tired of your towns and cities lacking verisimilitude? Want to add cool details to your creations but don't have the time? Want to make your towns and cities feel more realistic? Then Urban Dressing is for you! Each instalment focuses on a different type of urban area. Within, find 100 sights and sounds, 50 businesses, 50 NPCs and 20 adventure hooks ready for your campaign.

Designed for easy use during game prep or actual play.

CREDITS

Design: Josh Vogt

Development: Creighton Broadhurst

Art: Paul Daly and William McAusland. Some artwork copyright William McAusland, used with permission. Some artwork copyright Paul Daly, used with permission.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2021.

CONTENTS

Credits	1
Contents	1
War-Torn Town: Sights & Sounds	2
War-Torn Town: Businesses.....	4
War-Torn Town: Folk of Interest	6
War-Torn Town: Adventure Hooks.....	8
OGL V1.0A	9

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit
patreon.com/ragingswanpress



OSR

WAR-TORN TOWN: SIGHTS & SOUNDS

Use this table, to generate the sights and sounds the characters experience as they move about the town.

D%	SIGHTS & SOUNDS
01	Ash has drifted down from the skies to coat every surface in sight.
02	The buildings along this street are all leaning, as if their foundations are crumbling.
03	Smoke plumes into the air as tongues of wicked fire lick the buildings.
04	A weeping string of black-garbed widows and orphans line the street as a squad of men-at-arms marches by.
05	This whole block has been reduced to nothing more than heaps of rubble and wreckage.
06	Piles of broken and shattered armour, battered beyond use, lie strewn on the ground.
07	Snapped spears and mangled swords are piled on one side of the street.
08	Six corpses, laid out on their own bloodstained shields, are carried by the dead's companions.
09	The sound of sobs and choked weeping fills the air.
10	A priest in a gilded robe strolls by a line of recruits, laying hands on each in blessing
11	A zealous rebel stands on the corner, ignoring glares as he shouts a creed of violent defiance.
12	A trio of soldiers are strung up; their arms and legs lashed to spears driven through their chests.
13	A family cries for help as soldiers raid their home, taking every scrap of their food.
14	This band of recruits comprises little more than wide-eyed, terrified children.
15	Hard-eyed mercenaries lounge about, drinking and scowling at anyone who meets their eyes.
16	A silent warrior entirely encased in plate armour stands nearby, watching everyone.
17	Air-quaking screams suggest the local surgeon is hard at work amputating more limbs.
18	These beggars use dented and rusted helms as bowls and claim they're veterans too old to fight.
19	A scattering of metal and wooden shards on the road is all that remains of a knight's shield.
20	In the distance, a line of people on mounts is silhouetted against the horizon.
21	Distant cries and clashes indicate fighting has renewed with increased ferocity.
22	Droop-shouldered sentries trudge along the tops of the walls, rarely bothering to watch beyond the town.
23	A horse careens passed, saddle empty, its mouth and mane coated in froth.

24	A robed figure nails a flier to a post, announcing fresh recruitment efforts.
25	This wall is engraved with all the names of the dead—there must be hundreds of them.
26	A group of children have turned a trash heap into the epicentre of their “king of the hill” game.
27	A cart trundles by, weighed down by a dozen stiff and rotting bodies.
28	This street vendor appears to be selling scraps and goods scrounged from those killed in battle.
29	A hedge witch rasps out offers of charms and spells to protect one against death.
30	As a squad marches by, a woman trails after, screaming for one of the soldiers to return home.
31	A soldier limps by using his sword as a cane; a grey beard hangs down to his waist.
32	A skinny youth clatters passed, his armour far too big for his lanky frame.
33	The sewers and gutters of the town are full of bloody water and crimson mud.
34	Terrible shrieks tear through the air as a team of horses are slaughtered to provide food for the townsfolk.
35	The heads of enemy soldiers are stuck on pikes all around town.
36	This building has been brightly painted in loyalist colours and insignia.
37	A bundle of flags burn in the middle of the road.
38	A group of rioters storm down the street, chanting violent threats.
39	Cries of fear sound as several soldiers kick down the door to a large home.
40	A soldier sits rocking back and forth, cradling his sword as if it were a babe.
41	The stink of gangrene makes people retch as they pass by the local apothecaries' home.
42	Agonised weeping comes from the makeshift hospital tents set up along the street.
43	A family kneels in the street in the wake of a squad, offering up prayers for protection to their god.
44	A pile of battlefield loot sits in the middle of town, ignored and untouched by all.
45	Whatever this building used to be, all that remains is an ashen husk.
46	Soldiers pound on every door, searching buildings for hidden food caches, deserters and spies.
47	Spiked wooden posts, and piles of rubbish, barricade some streets.
48	A sentry tower stands ablaze on the edge of town, casting sparks and embers onto the nearby rooftops.
49	A waft of rot emanates from a nearby shop, which has shuttered windows and a barred door.

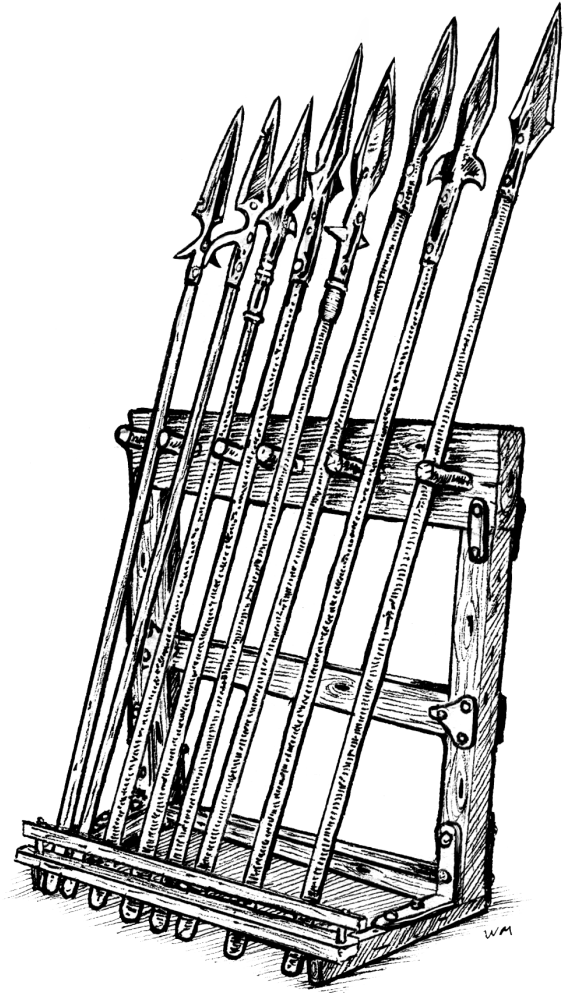
50	The supply caravan lumbering into town looks like most of its goods have been pilfered by its guards.
51	The person off to the side has a shifting gaze as they sketch out a map of the area.
52	A herd of pigs has been outfitted with miniature armour and sports iron-capped tusks.
53	A pack of snarling, slavering war hounds tug at their master's leashes.
54	As a person walks by, a brand under his rags—labelling him a deserter—is briefly visible.
55	This miserable lot of scarred and wounded slaves looks to be culled from enemy ranks.
56	Men nail up a variety of charcoal sketches detailing a fresh batch of soldiers wanted for desertion.
57	The officer staggering passed reeks of whiskey more than the most drunken beggar.
58	A pair of soldiers shows off a weapons demonstration to a group of grubby children.
59	Two people stand in the street bellowing a mix of military propaganda at one another.
60	A blind oracle shambles past, muttering the word "doom" over and over again.
61	The town's walls are in a bad state of repair.
62	The main gates to the town lie knocked off their hinges and cast to the side.
63	These painted slogans look to be the work of a bunch of soldiers.
64	An enemy soldier peers out from behind the bars of the town prison.
65	A large tent serves as a forward command centre.
66	A uniformed courier dashes by, boots polished and sabre rattling in its sheath.
67	The squad marching through the town bears the royal colours and insignia.
68	Every home in town shows some sign of disrepair or damage, from caved-in roofs to shattered windows.
69	A shadowy figure ducks down an alley and vanishes into a gutter opening.
70	Off to one side, a person touches a brick in a wall and a secret door slides silently open.
71	A haunting melody fills the air as a band plays dirges as they shuffle passed.
72	The doors and windows of these home are laid across with thick chains.
73	The entire town is blanketed with an unnatural silence.
74	The screams in the distance have been going on for hours, and they don't sound human.
75	A single soldier tries to protect himself as a mob of townsfolk fling curses and rocks at him.
76	Children scuttle by, digging through garbage and heaps for any crumb of food.

77	A group of soldiers stand around the entrance to a cellar as smoke pours up the stairs.
78	A goodly number of tripwires, bear traps and hastily concealed pits defend this street.
79	Villagers have gathered to work on crumbling and charred portions of the town walls.
80	Townsfolk work alongside guards to construct a catapult from scavenged wood and rope.
81	These stocks stand empty, but the fresh gore on the wood indicates recent usage.
82	A lone lute, strings cut and frame cracked, lies in the middle of the road.
83	A whip cracks as a deserter has his back turned into a bloody mess beneath the lashing.
84	A shirtless man strides by, back straight despite his torso being a mass of scars.
85	This puppet show is little more than a demonstration of gory ways one can be killed in battle.
86	Several youths flee from a pair of guards who look too wearied to give proper chase.
87	A child clutches the ankle of a man, pleading for "Papa" to not leave.
88	An enemy soldier hollers down from atop the tower, taunting anyone to try and remove him.
89	One soldier falls to the ground in mid-step and is left there as his unit marches on.
90	Townsfolk stream along the main street, carrying dozens of sealed coffins to the graveyard.
91	Enormous stones form a giant cairn in the middle of town, dedicated to "All Who Have Fallen."
92	What looks like a heap of muddy and bloody rags is actually a pile of discarded enemy uniforms.
93	The harsh cawing of buzzards grows louder as a flock settles over the town.
94	This chapel has been set ablaze; flames pour from every window and doorway.
95	Several figures crawl down the street, trailing filth and blood from their bodies.
96	This once-bustling marketplace has been entirely shuttered and closed.
97	The road is clogged with abandoned wagons, whose axles and wheels are broken.
98	Men, women and children scream as they sprint away from approaching soldiers.
99	The skies have been blood-red for a week now, all day, all night.
100	Every guard in town stands perfectly still; peering through the bars of their helms reveals each one is an animated skeleton.

WAR-TORN TOWN: BUSINESSES

Use this table, to generate the basic details of businesses the characters come across as they explore the town.

D%	BUSINESS
01-02	Chancer's (recruiter) is overseen by a silver-haired soldier in gleaming armour who welcomes the fortune-seekers and desperate alike.
03-04	Flinch (morgue) has been rapidly running out of coffins and grave plots since the war started.
05-06	Proper Sendings (mourner) makes sure even unknown battle victims receive the sorrowful burials they deserve.
07-08	Heartshield (charms) is run by a hedge witch with an iffy track record of magical success.
09-10	Blume's (blacksmith) is run by two brothers who donate much of their time to the war effort.
11-12	The Notch (weaponsmith) has been on back-order for months now, and their blade quality has suffered some lately.
13-14	Haypricks (stables) is a lonely place indeed since the last horse in town got nabbed by a military courier with royal orders.
15-16	The Pins (military HQ) has headquartered so many different units, it's hard to keep track of who is actually meant to be inside.
17-18	Slitter's (armoury) has a team of labourers keeping the forge blazing at all hours.
19-20	Bags n' Barrels (supply depot) has been forced to give the local garrison a hefty discount on all goods, and is not happy about it.
21-22	Featherfeet (courier) claims to be a neutral messenger service, with confidentiality guaranteed on pain of death.
23-24	Fleabit's (spy HQ) is a local merchant who gladly sells regional information to the highest bidder. He has no morals and only cares for coin.
25-26	Off the Edge (maps) is run by a frustrated cartographer who feels compelled to redraw border and town maps after every skirmish and battle.
27-28	Meckle and Sons (masons) donates many hours to help rebuild the town's homes and walls.
29-30	Flitche's (pawn shop) is where many battlefield scroungers go to sell valuables and mementos taken from the fallen.
31-32	Cracked Jugs (tavern) is run by a bartender whose only rule is "no talking about religion, money or politics." Brawls are rare here, as a consequence.
33-34	The Jabber (chapel) is said to be cursed since its head priest went insane after seeing the senseless suffering of war victims.



35-36	Danglers (hanging square) has seen plenty of use lately, what with all the deserters and spies captured in town. Many corpses, in various states of decay, yet hang here.
37-38	Stockwall (garrison) houses the few local guards who haven't already gone off to the battlefield; only old men and boys live within.
39-40	Bastion (main gates) is overseen by a guard captain who enforces a hefty safe passage tax on anyone coming or going.
41-42	Bone's Throw (prison) is where deserters, spies and other rabble-rousers are imprisoned to await their judgment and execution.
43-44	Dogmaw (dump) is a stinking crevasse townsfolk often visit to toss unwanted items into the depths, be it rubbish, night soil or a body.
45-46	Slicknails (looters) is headed by a band of thieves who raid the homes of people killed by soldiers.
47-48	Helping Hands (lenders) is glad to offer anyone high-interest, emergency loans.

49-50	Light's Touch (healers) is run by a popular married couple who somehow remain joyful and hopeful amidst the violence.
51-52	Pickering's (remains collector) offers—for a fee—to search battlefields for proof a particular person is dead. For an extra fee, they'll even bring back the deceased's body.
53-54	Summation (death tallies) is run by a team of clerks who carefully notate the names and details of those who fall in battle.
55-56	The Restless (spirit soother) tends the nearby battlefields, sending the souls of the dead to eternal rest so they don't haunt the town.
57-58	Copper Cobbles (landlord) has struggled to keep much of the property it owns from being reduced to so much rubble and ash.
59-60	Chum's (cook) once-expansive larder and kitchen is reduced to serving scraps of meat, greatly aged cheese and sour wine.
61-62	Crack n' Sunder (slaughterhouse) is owned by a butcher who has somehow procured a constant supply of fresh—if questionable—meat. No matter, his customers don't ask too many questions.
63-64	Tramplin's (stockyards) is kept under heavy guard by soldiers using the livestock as emergency rations.
65-66	Fitted Fashions (tailor) devotes much of its labour to producing or repairing uniforms as well as flags and regiment standards.
67-68	Rattlerag's (tinker) sells anything in stock for a single copper coin, so long as the customer doesn't ask where the items came from.
69-70	Knuckle's (martial school) is headed by an elderly monk who teaches townsfolk the art of bare-handed self-defence.
71-72	Gravelute (bards) is hard-pressed to pen the jaunty tunes it was known for in such a sombre atmosphere.
73-74	Mudcloak's (rebel HQ) is a tiny drinking house that conceals a young, yet growing band of rebels full of righteous fury.
75-76	White Flags (diplomat) has seen at least three negotiators come into town, with each dead within a month of trying to secure peace.
77-78	Dusty Aisles (market) used to be open every day, but now opens weekly...or whenever a supply caravan actually makes it into town. Otherwise only beggars can be found here searching for scraps.
79-80	The Jut (saboteur) is a supposed goods store that is rarely open, as the proprietor is often away destroying bridges or blocking supply routes.
81-82	Hoister's (mercenaries) is in-between contracts right now. This band is surprisingly loyal to whoever pays for their services, and will happily fight for or against the town—as long as the pay is right.

83-84	Ragged Roost (slum) has swelled with the tents and ramshackle huts of refugees. Tensions between the newcomers and the residents are slowly rising.
85-86	Crumdrum (soup kitchen) is run by a pudgy cook who seems able to make meals out of nothing but earth and dried leather.
87-88	The Pens (orphanage) is bursting at the seams with newly orphaned waifs who now contribute to the local begging schemes. The place is a madhouse and the few remaining staff are exhausted.
89-90	The Pockle Stage (puppeteer) has eschewed his long-running shows for poking fun at whatever side is currently losing the war. Eventually, he's likely to get into serious trouble with the authorities.
91-92	Waverly's (seamstress) stocks rolls of thread and linen in the colours of every side involved in the war, just in case.
93-94	Morning Mist (tavern) has somehow remained opened amidst the turmoil, and serves fresh eggs and biscuits every morning.
95-96	Mudtoe (cobbler) offers free boot repair to townsfolk but charges double for officers. The proprietor is a spy for the enemy.
97-98	Curs (kennels) sells the finest war hounds and trackers coin can buy, though the kennel master won't sell them to just anyone. The dogs are in high demand, and the training takes many weeks.
99-100	Crimson Trails (blood tracker) has made a decent profit tracking slaves, spies and deserters via necromantic blood magic.



WAR-TORN TOWN: FOLK OF INTEREST

Use this table, to generate the basic details of folk the characters encounter as they explore the town.

D%	NPC
01-02	Hargbal Riog (LE female half-orc fighter 1) does an excellent job extracting the mayor's "war tax", paid in coin or blood, from everyone.
03-04	Laciri Bolz (NE female human fighter 1) doesn't fight for any particular side. She just enjoys cutting her enemies down.
05-06	Swaurl Lecole (LG male human cleric 2) is a bright-eyed healer whose joyful spirit remains undimmed by the devastation in town.
07-08	Cama Meswig (LN female human wizard 2) uses her art to counter-balance any enemy scrying or attempts to magically scout out the town.
09-10	Crancy Boffhorn (NE female halfling thief 1) keeps raising rent on the dwindling number of homes she owns as more are destroyed in the fighting.
11-12	Tolwyn Lisam (LG male human) is a master mason who lends his effort to help repair the battered and broken town walls.
13-14	Gimen Doringli (CE male dwarf fighter 1) is a deserter ready and willing to kill anyone he thinks might turn him in.
15-16	Magsda Saraving (N female halfling thief 1) picks over recent battlefields, seeking anything she can sell for another meal.
17-18	Unaga Dushug (NE female half-orc thief 2) poses as a town guard while selling local intelligence to bidders on either side of the war.
19-20	Gobilda Vinbairn (LE female gnome illusionist 2) enjoys unleashing agonising magics on enemy soldiers in the heat of battle.
21-22	Thoroda Wenbaran (NG female elf fighter 1) is a waif who has grown up in town in the shadow of her father, a legendary warrior.
23-24	Ordvil Warlem (CG male human wizard 1) has nearly burnt the town down several times with his attempts to defend it with fiery magic. Next time, he's certain nothing bad will happen...
25-26	Slyn Ronath (N male human fighter 1) is an ex-army cook whose skeletal frame belies his true love for fine food and copious amounts of drink.
27-28	Hectar Jalbak (CG male dwarf fighter 2) has a broad grin that stays fixed even when his face is splattered with his enemies' blood.
29-30	Mendraya Berea (NG female human cleric 3) is an elderly priestess who says blessings over the dead, whether friend or foe.
31-32	Nacwen Renneso (NE female human cleric 1) is a snaggle-toothed crone who has been harvesting organs from dead soldiers for months now.
33-34	Arthleen Hirmar (LN female elf) is the mistress of a group of prostitutes who follow regiments for steady pay and preferential treatment.
35-36	Nashal Danlebo (LG male elf fighter 2) is a refined warrior who ruthlessly tracks down deserters and brings them to justice.
37-38	Blanfaste Liogard (CE male gnome thief 1) is currently plotting to poison the well the next time an army occupies the town.
39-40	Mazair Thoad (CN female dwarf fighter 2) is a would-be inventor who has failed to convince anyone her "improved" slingshots are a good crossbow replacement.
41-42	Murfak Vanndun (N male dwarf fighter 1) is a ruddy-haired soldier who's found he prefers getting drunk with the enemy rather than fighting them.
43-44	Starden Ravoriel (N female half-elf fighter 1) is rather irate her retirement estate has been threatened by the violence.
45-46	Gotin Ropermble (CE male halfling thief 3) has hired himself out to numerous clients as an efficient and effective saboteur.
47-48	Ruthers Yapulco (LN male human fighter 1) laughs too loudly at everything while his dark eyes hold a constant pain.
49-50	Belgruk Gnaumo (LN male dwarf fighter 2) has kept the local smithy open despite the building being sabotaged several times.
51-52	Doldalm Arnalsgo (NG male half-elf) is a tattoo artist who helps mask deserter and slave brands with his own crude ink-work.
53-54	Illish Branlynn (N female gnome) has bright yellow hair and eyebrows and tries to pass as a human child when she begs for food or coin.
55-56	Ramma Ealesen (CN female human cleric 3) runs the town orphanage and viciously defends her charges from any ill-doers, mostly because of the labour and profit they provide.
57-58	Ordwald Wyntols (LG male human fighter 2) is a noble-born officer who has risked his troops to defend the town multiple times.
59-60	Gugul Ashburk (LG male half-orc fighter 2) loves this town and has a temper tantrum when anyone threatens it or its citizens.
61-62	Orasem Carovo (LN male elf cleric 1) has been seen standing sentry on the town walls for weeks on end even though he's not an official guard.
63-64	Aneda Bertulli (LE female human fighter 2) is rumoured to be negotiating with the mayor to "purchase" the town for unknown purposes.

65-66	Ardlen Hoffins (CE male halfling thief 2) has incited several town-wide riots just so he can loot a few homes he's had his eye on.
67-68	Leddy Handston (NE female human fighter 3) is a gorgeous woman who enjoys collecting scars...but keeps her collection on other people.
69-70	Earlas Worook (CG male gnome fighter 3) steadfastly refuses any pay for the nightly patrols he makes around town.
71-72	Thorem Andeys (CN male human thief 2) is a slim man who makes a living selling spoils brought to him by battlefield scavengers.
73-74	Debhik Venk (NE male human) is a bent and knob-jointed man who mutters bitterly and profusely at everyone and everything.
75-76	Vaarci Pentora (CE female half-elf thief 1) turns her velvety voice to haunting dirges and secretly delights in the grief they spread.
77-78	Daerie Chaele (LG female human cleric 1) is a seer who keeps trying to see happier fortunes for the townsfolk, to no avail.
79-80	Rumesto Glorehaven (LN male human fighter 2) is a renowned mercenary, here to make a fortune.
81-82	Sungdas Jowal (NG male human fighter 1) is a smooth-cheeked youth who has survived several battles despite his inexperience.
83-84	Halnasne Feudan (LE female half-elf) is constantly giggling as she tallies reports of the dead.
85-86	Rimthos Boldahk (N male half-orc wizard 1) is a hedge mage who creates cheap spells and charms...of questionable efficacy.
87-88	Prack Cosken (CN old male half-orc fighter 3) is a heavily scarred guard who is embittered he isn't strong enough to fight in a real battle any longer.
89-90	Haeger Orwald (CG male gnome thief 1) is a scout who reports in only when enemies are getting close.
91-92	Georard Smuden (LE male human thief 2) is a wealthy moneylender glad to take advantage of people's need for immediate funds.
93-94	Toble Marish (NE male halfling thief 2) is a four-fingered pickpocket willing to steal bread from a starving child to keep from going hungry.
95-96	Jalda Brivisil (CE female human cleric 1) enjoys accusing random people of being spies just to see what happens.
97-98	Lalhir Felas (N female half-elf wizard 2) keeps mercenaries in her employ as private bodyguards.
99-100	Dala Nodds (LG female human fighter 3) is only sixteen but is considered a divinely gifted strategist, sought out by officers and nobles for her wise advice.



WAR-TORN TOWN: ADVENTURE HOOKS

Canny adventurers can find opportunities almost anywhere. Unlucky adventurers can find complications almost anywhere.

D%	ADVENTURE HOOK
01-05	Within a day of the characters' arrival, a fresh army has appeared to lay siege to the town, completely surrounding it and cutting off all supply routes.
06-10	A supply caravan hasn't made it to the town in months and every nearby farm has been burnt to the ground or comprehensively looted. Starving townsfolk lie suffering everywhere the characters look.
11-15	The characters hear word the generals of the opposing armies have challenge one another to a duel to end the battle once-and-for-all...and the fight is to take place in the centre of town.
16-20	The town has been engulfed by rioters who are looting, killing, wrecking property and setting buildings ablaze. The violence quickly spreads to every part of town.
21-25	With most able-bodied fighters off to war, a gang of hooligans has taken to terrorising the town, taking what they wish and beating senseless anyone who gets in their way.
26-30	A group of guards stops the characters in the street and their captain accuses them of being enemy spies. They can either be escorted to jail peaceably or taken there in pieces.
31-35	A hooded figure sidles up to the party and offers them a tempting amount of gold if they'd be so kind as to scout the town and report on the defences and nearby troop movements.
36-40	The town's food stores have been broken into by a self-proclaimed freedom fighter who is now doling out bags of grain and goods to starving townsfolk. Chaos ensues, as the authorities try to regain control.
41-45	An army recruiter has set up a tent in the middle of town, offering wealth and fame to anyone willing to sign up for the latest march into enemy territory.
46-50	A weeping mother begs for the characters' help, as her children have been conscripted into a makeshift company comprised entirely of little boys and girls. They march on the morrow.
51-55	A black-robed priest stalks the city, claiming if the fighting doesn't end, the spirits of the slain will come to the town and drag everyone's souls to Hell. His prophecy finds fertile ground, among the superstitious peasants, and widespread panic is imminent.
56-60	A character realises almost every item being sold in the marketplace has been scrounged off dead soldiers—some of the goods still have relatively fresh blood and gore on them.

61-65	With a groan and loud crack, the town's main tower—damaged by fire and siege engines—begins to topple. Its collapse will kill many people as it falls into a nearby street. Alternatively, if it falls across the town's outer wall the resultant rubble could form a ramp for the attackers to scramble up.
66-70	A character suddenly realises the suit of shiny armour that just clanked by was actually empty. A few moments later, a wizard—with an intense look of concentration on her face—walks by.
71-75	With a bloodthirsty cry, a bunch of fighters wearing enemy colours surge out of a tavern and begin attacking everyone in sight. The characters are the only armed group in the immediate vicinity; if they do not act, the attackers disperse to cause chaos.
76-80	Loyalist soldiers march through town, hunting anyone suspected of having sympathies for, or connections with, the enemy.
81-85	The party is cornered by the mayor's personal guard and ordered to cough up the mandatory (hefty) war tax. Pay up, or else. If the party causes trouble, the mayor marks them to be dealt with later.
86-90	The guards have been in an uproar since someone broke into their armoury and made off with every spare piece of armour and weaponry. A reward has been issued for the equipment's return.
91-95	A person sprints through town, screaming that an unstoppable devilish army has been spotted just beyond the horizon and they are laying waste to everything in their path.
96-100	A group of war prisoners are being marched to the gallows for execution, but a character recognises one of them as an old companion. The soldiers escorting the prisoners to their deaths are grizzled and embittered; the characters will have to be honey-tongued—or offer a hefty bribe—to secure their companion's release.



OGL V1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Urban Dressing War-Torn Town. ©Raging Swan Press 2021; Author: Josh Vogt.

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Urban Dressing: War-Torn Town* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Josh Vogt to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.



GLOAMHOLD AND ITS SURROUNDINGS

