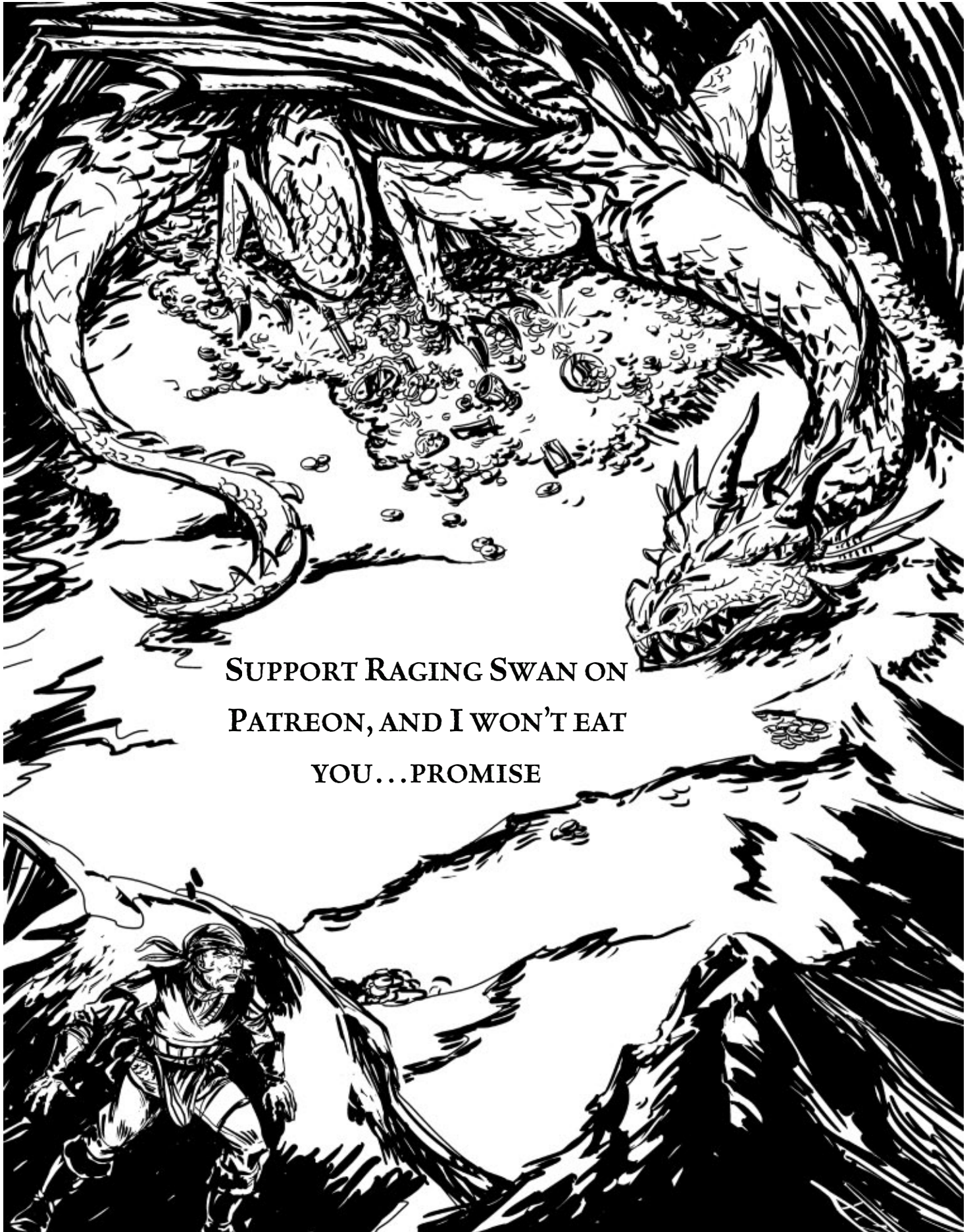


RAGING SWAN PRESS
CAMPAIGN EVENTS:
URBAN RIOT





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CAMPAIGN EVENTS: URBAN RIOT

Riots provide almost limitless opportunities for adventure. However, few adventures feature riots because they are problematic to flesh out. Designing all the rioters and the many minor events the PCs witness would take more time to prepare than even the most diligent GM has at his disposal. That's where *Campaign Events: Urban Riot* comes in. Presenting copious notes on the rioters themselves as well as minor events and dressing along with hooks, opportunities and complications it takes the hassle out of running an urban riot and lets the GM concentrate on the important details of the campaign!

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Thank you for purchasing *Campaign Events: Urban Riots*; we hope you enjoy it and that you check out our other fine print and PDF products.

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URBAN RIOT: RIOT DRESSING

Use this table, to provide details about the environment in which the riot takes place. Ignore any unsuitable results and simply re-roll.

D%	
1	A toppled statue lies broken and defaced in the street.
2	Bonfires burn in the streets, with piles of rags, rubbish and broken furniture consumed in a smoky blaze.
3	The cracked face of a porcelain doll lies trampled in the alley.
4	Graffiti covers the walls, hastily scrawled with ash and charcoal.
5	Jewels, silks and other fine goods can be seen glittering through the shattered windows of an abandoned shop.
6	An overturned cart lies beside its spilled produce.
7	A single shoe lies abandoned on the road.
8	Rubble and wooden planks are piled into a makeshift ramp over a stone wall.
9	Ale flows from a broken puncheon rolled out of a tavern.
10	A cracked door hangs off its hinges.
11	A pair of spectacles has been ground into dust by the heels of rioters.
12	Crushed stems and petals litter a trampled flower garden.
13	A line of drying clothes hangs between two gutted houses.
14	Torn pages flutter above piles of soiled books outside a sacked library.
15	A plume of greasy black smoke drifts up over the rooftops.
16	A snapped tree hangs over the street.
17	Broken holy symbols are piled in front of a church.
18	A slick of lamp oil glistens on the cobblestones.
19	Crossbow bolts are embedded in the door of a small shop.
20	Piercing cries and the braying of horses echoes through the nearby alleys.
21	A ship's cargo crates bob in the harbour, slowly leaking their contents.
22	Hastily constructed gallows loom menacingly over the town square.
23	A church bell rings out over the general sounds of bedlam below.
24	On the docks, seagulls scavenge through mounds of abandoned goods.
25	A soot-stained chimney and a stone foundation filled with smoking debris are all that remain of a burned home.

26	Tattered strips of torn clothing hang from spikes in a wrought-iron fence.
27	Trampled corpses lie broken in the gutter, clogging the flow of sewage.
28	Remnants of a shattered gargoyle lie at the base of a high stone wall.
29	A scuttled ship slowly sinks beneath the harbour waves.
30	Burning debris floats down the river.
31	A cracked urn spills ash over the sidewalk.
32	Ravens pick at an unidentifiable mass of flesh.
33	Mounds of freshly dug earth line the border of the city commons.
34	Crates of sugarcane have been spilled over the docks, attracting ants, rats and other vermin.
35	A severed arm lies in a pool of blood.
36	Bloody, broken teeth litter the ground outside a ruined alehouse.
37	Superstitious charms meant to drive away chaos and evil hang listlessly from several doorframes.
38	A partially shattered stained-glass window resembles a jagged wound in a church's stony facade.
39	Smoke billows from the windows of a tall statehouse.
40	Parchments describing manifestos and grievances are nailed onto several doors throughout the city.
41	The splintered remains of a street evangelist's pulpit cover the street corner.
42	Torn, charred flags lie trampled in the streets, their heraldry barely discernible.
43	Religious symbols and writings have been painted in blood across several walls.
44	Severed ears litter the walkway, all of them pointed and non-human.
45	Wind echoes through the gutted remains of a looted shop.
46	Half a dozen abandoned torches burn unattended on the cobblestones.
47	Throughout the cemetery, all of the gravestones representing a single faith have been toppled and defaced.
48	A gust of wind scatters hundreds of feathers, spilled from a torn mattress in the middle of the street.
49	Broken furniture has been stacked into several makeshift pyres, with charred corpses smouldering atop the piles of debris.
50	Shattered eggs cover the walls of municipal buildings and a guard barracks.
51	Bolts of silk, satin and other luxury fabrics lie trampled and soiled in the muddy road.
52	A chapel's facade is splattered with rotten fruit, sour wine and animal dung.

53	Straw effigies of non-human races hang from nooses along the city walls, with arrows shot through their heads and torsos.
54	Crude sigils and markings have been gouged into the doors of several homes.
55	A palanquin lies abandoned in the street, with holes punched through its thin walls.
56	Scattered playing cards and betting chips litter the ground outside a gambling hall.
57	Floorboards ripped loose by rioters now lean abandoned against the wall.
58	A field of muddy footprints stretches out about the town square.
59	A tavern bar, slicked with spilled ale, holds dozens of shattered steins and drinking horns.
60	Wanted posters and missing person reports cover the walls, several of which are torn or defaced.
61	A powerful, acrid stench hangs in the air around a devastated alchemy shop.
62	The shards of a shattered mirror lie scattered around its empty frame.
63	Fruit trees stand in a row, stripped bare, broken branches hanging off the boughs.
64	A portrait of a high priestess lies half ripped from its frame in a gutter outside an art gallery.
65	Brooms, rakes, hoes and other tools, their ends sharpened into lethal weapons, are scattered about the area.
66	The stench of burned hide and preservatives hangs heavy in the air around a ravaged tannery.
67	Sounds from the street echo through an abandoned bathhouse, its tile floors slick with blood.
68	The splintered remains of a lute rest on an empty stage in a gutted tavern.
69	Trail rations and filled waterskins are stashed in a secluded corner.
70	A pot of stew bubbles over red-hot coals, its contents burned and congealed into an inedible mess.
71	Bodies wrapped in grimy bed sheets line the street.
72	A wooden bridge creaks under the weight of the abandoned carts choking its throughway.
73	Empty vials labelled "potion of healing" litter the street.
74	One small chapel remains untouched by the bedlam, surrounded by razed buildings.
75	Rubbish cast into the river clumps together into a makeshift dam, choking the flow of water and threatening to flood the street.
76	A blood-speckled, hastily-scrawled note with directions to safety rests on a table, its message half-finished.
77	The body of a royal courier lies in the street, a woodcutter's axe embedded in his spine.

78	A gutted mill sinks into the riverbed, its waterwheel detached and half buried in silt further downstream.
79	Crude grave markers, lashed together from bits of timber, poke out from the rubble of a collapsed building.
80	An entire warehouse wall is torn down, revealing scattered crates emptied of all valuables.
81	A capsized pleasure barge floats down the river.
82	Fragments of a shattered mirror reflect mismatched images of the surrounding devastation.
83	Two dead guards lie slumped up against a wall, stripped of their arms and armour. Rude words are carved into their bodies.
84	A lighthouse remains conspicuously dark as the sun sets over the horizon.
85	A long stretch of road is caked with trampled foodstuffs.
86	A wall of dismantled wagons and market stalls blocks the road.
87	Bedsheets and yards of canvas cover up the broken windows of several buildings.
88	Several pieces of clothing soak in a forgotten washbasin.
89	Half-eaten produce and crushed sprouts are all that remain of a once-sprawling vegetable garden.
90	A broken cistern spills collected rainwater all over the road.
91	Dozens of footprints tracked in flour cover the floor of a looted bakery.
92	Empty urns are piled near the door of a sacked crypt, their ashes strewn about in the surrounding grass.
93	The smell of sulphur lingers in a blasted alley, the walls covered with soot and charred bodies studded with shrapnel sprawled out on the cobblestone.
94	A bright flash bursts from the other side of a large building, quickly followed by a clap of thunder and several shrieks of pain.
95	Dozens of paw prints tracked in blood lead down an alley, where the baying of feral hounds echoes through the buildings.
96	Six slaughtered oxen block the road, each carcass teeming with flies and maggots.
97	The doors of the town hall are drenched with wine shards of glass are scattered beneath them.
98	Statuettes of holy figures lie in the mud outside a looted church.
99	Pages torn from hymnals and holy texts drift through the air like leaves.
100	The banners of a foreign nation fly from several windows.

URBAN RIOT: MINOR EVENTS

Use this table, to provide details about small scenes the PCs witness during the riot. Ignore inappropriate results and simply re-roll.

D%	
1	A mob thrums in the street, bellowing an unintelligible chant.
2	An emaciated dog rifles through garbage piled in the street.
3	Two wounded guards limp through the shadows.
4	A pair of half-orcs hastily stack boxes into a cart with a broken wheel.
5	A halfling fiddles with the lock on an intricately carved door.
6	Two young children crouch in a doorway, warily watching passers-by.
7	An elderly woman sweeps shards of wood out of the street and into a pile.
8	Two men try to calm a thrashing horse while a third lies motionless behind it, a deep cut bleeding on his forehead.
9	A fountain is filled with drenched pedestrians climbing up its features to escape the mob.
10	Three townsfolk pile pieces of broken furniture into a barricade.
11	A shrieking boy bursts from an abandoned alchemist's shop, his clothes engulfed in flame.
12	A sobbing man shakes the shoulders of a young woman bleeding from a stomach wound.
13	A bridge sways precariously under the weight of a crowd storming over the river.
14	A badly burned woman lies against a wall, begging passersby for water and aid.
15	Sobs can be heard beneath an overturned carriage.
16	A dwarf struggles under a bulging sack.
17	A stunned man watches his house burn.
18	A group of priests line up bodies and cover them with sheets while chanting last rites.
19	An elf with a loaded heavy crossbow sits outside an untouched storefront.
20	Two elders lead a group of children hand in hand through the wreckage.
21	A strong wind spreads a fire from house to house.
22	A couple clings to each other as they flee through the streets.
23	A group of locals form a line, passing buckets of water between them to throw on their burning homes.
24	Soldiers march through the streets, deaf to the pleas of the townspeople.
25	Crossbow bolts fly from a desecrated temple into the mob, killing at random.

26	Half a dozen brutes hammer at a splintering wooden gate using a stone statue as a makeshift battering ram.
27	Half-naked men and women surge through the streets, their skin covered in woad body paint.
28	Rioters race through the marketplace, putting awnings and vendor stalls to the torch.
29	A band of convicts rush out of a prison yard, still chained together by their manacles.
30	A halfling dressed in rags rifles through a dead man's pouches, pocketing anything of value.
31	A dozen ruffians run down the street, prying cobblestones out of the road and throwing them through every window they see.
32	Two men drag overstuffed bags out of a granary, and begin throwing food into the frenzied crowd.
33	Cries for help echo up from the bottom of a deep well.
34	Prostitutes run screaming from a brothel, attempting to cover themselves with bedsheets and mismatched pieces of clothing.
35	An old man limps down an alley, dragging his broken leg behind him.
36	Men and women clamber onto a drawbridge, weighing it down as guards attempt to winch it upright.
37	A young boy struggles with a flint and steel as he tries to light a torch and catch up with the other rioters.
38	Maids and servants dump waste baskets, chamber pots and other filth off a balcony onto the teeming masses below.
39	A wounded man tries to pull himself out from beneath a collapsed wall.
40	Panicked animals stampede through the streets.
41	Two men dressed in rags run down an alley, arms full of stolen jewels and finery.
42	A cowering mother tries to hush a squalling infant before it draws the attention of looters.
43	Sailors leap into the sea to escape rioters boarding their ships.
44	Three emaciated street urchins chase each other, all of them wearing gowns, furs, capes and other stolen finery.
45	A young man beats a broken barrel like a war drum.
46	A court jester flees down the street, his motley torn and stained with grime.
47	Several children follow in the wake of the mob, competing to see who can break the most windows left unshattered by the rioters.
48	The thatched roof of a burning hovel caves in with a burst of smoke.
49	Men and women locked in ramshackle wooden cages and stocks rattle against their restraints.

50	A young halfling mage desperately leaps through a pile of scorched scrolls.
51	A dozen monks wearing voluminous robes and cowls march through the streets, their chanting causing crowds to move out of their path.
52	A ragged-looking dwarf kindles a fire beneath the corner of a market stall.
53	A crowd of malcontents cast stones through the windows of a noble's manor house.
54	Sailors heave fishing nets onto guards before sprinting away as the guards struggle to get free.
55	Several bodies lying in a pool of blood suddenly begin to stir.
56	Rioters distribute hastily-stitched badges and tabards displaying the symbol of their cause.
57	Several men and women clamber up a wooden scaffold alongside an unfinished building.
58	Four masked freedom fighters strike chains from the arms and legs of slaves with huge greataxes.
59	Two lovers embrace in the street as buildings burn around them.
60	A group of homeless beggars cook rats on spits over a pile of burning books.
61	A badly beaten moneylender sits in the doorway of his looted office, nursing his wounds.
62	Several men and women gather around a set of cauldrons suspended over a bonfire.
63	An acolyte whispers prayers to herself as she cowers in an alleyway, clutching a battered holy symbol in trembling hands.
64	An inebriated labourer bellows a drinking song while stumbling down the street, trying to catch up with the other rioters.
65	A small herd of filthy goats graze in an immaculately manicured garden, its caretakers nowhere to be seen.
66	A wizard uses enchantments to placate rioters while he slinks away, leaving a confused and furious mob in his wake.
67	Four guards in bloodstained armour push half a dozen wounded rioters down the street.
68	Men and women stumble out of a burning opium den, oblivious to the pain from their burns.
69	Peasants dressed in rags carry makeshift battle standards made from poles adorned with torn doublets, gowns, and other noble finery.
70	Four young men carry a wounded civilian into a temple on a makeshift litter.
71	Refugees from city district devastated by the riots set up crude tents in public squares.
72	Several young men march in a semi-organized regiment, each in mismatched pieces of armour.
73	Citizens erect a guillotine in the town square, alongside a billboard etched with the names of high-ranking city officials.
74	Two guards sic wardogs on a mob, causing the rioters to scatter in terror.

75	Unseen rebels jab longspear through the gaps in a barricade, warding off advancing guards.
76	A string quartet plays as looters ransack the buildings around them.
77	A half-orc chugs mead from a broken keg while dozens of men whistle and chant.
78	A frightened woman tries to scrape burning pitch off the side of her home with a broom.
79	An alchemy shop emits a high-pitched whistle before an explosion blasts through the wall.
80	Sailors heave cargo crates into the bay, while merchants dive in after them to salvage what they can.
81	Guards hurl thunderstones into the crowds, scattering rioters as they attempt to escape the ear-splitting burst of sound.
82	Several men scatter from an alley, where a well-dressed dwarf lies bleeding.
83	A dozen rioters toy with a terrified merchant, circling around him and baiting him to try to flee.
84	A family watches the riots unfold from a balcony, while quietly weeping.
85	Protesters throw ropes over the statue of a local lord, preparing to tear it down.
86	Dozens of shouting men and women stand in a circle around a guard and a labourer locked in a fistfight.
87	A peddler shouts to passers-by, trying to sell charms and baubles he claims will avert chaos.
88	A dazed woman wanders the streets in a torn wedding dress.
89	Looters demolish a carpenter's workshop while the carpenter watches, wailing in horror.
90	Rioters pull corpses off a barricade, scavenging what they they can from the bodies.
91	A family gathers around a broken wagon wheel, desperately trying to fix it.
92	A wounded guard shrieks in pain as four healers amputate his wounded leg.
93	Rioters surrounding a noble keep blare horns all night, trying to keep the occupants awake.
94	A dog whimpers over the corpse of a woman, pawing at her and licking her face.
95	Rats the size of dogs emerge from the sewers to scrounge for scraps.
96	Wounded citizens in a makeshift hospital pick fleas from each other's hair.
97	A terrified noble family, still wearing nightgowns, are escorted to a carriage by a throng of silent, armed peasants.
98	An enraged rioter beats his fist bloody against a door.
99	A band of horsemen gallop recklessly through the streets, hooting and shouting wildly.
100	Several sailors swim to the docks and collapse gasping for breath, as their burning ship slips beneath the waves.

URBAN RIOT: RIOTERS

Use this table, to generate the basic details of folk the PCs may encounter during the riot. Use these details as a base from which to portray the NPC. Ignore any unsuitable results and simply re-roll.

D%			
01-04	Captain Fergan (CN male human expert 2) leads his sailors in rebellion against the guards and dock officials who confiscated his goods, brandishing his harpoon and hooked hand against any who stand in his way.	49-52	The graffiti artist Meldrina (CN female expert 1) follows in the mob's wake, painting the city walls with revolutionary propaganda.
05-08	Lensa the "Beggar Queen" (CG female human commoner 2), the landlady of a homeless shelter and orphanage, rallies the city's vagabonds to take up arms against their oppressors.	53-56	Kevro (N male human commoner 1) loots unoccupied shops and houses along the street, stockpiling the riches in a secret stash in his basement when he thinks nobody is looking.
09-12	The blacksmith Korvo (LN male dwarf expert 2) guards his forge against rioters, wielding a soot-stained hammer and a red-hot iron poker. Few dare to approach this burly, angry man.	57-60	Leeria (N female half-elf expert 1), a scribe from a tax collector's office, furiously scribbles notes about stolen goods and the thieves who took them, all while trying to remain out of sight.
13-16	Lady Olmera (LN female human aristocrat 2) flees the oncoming mob, shrieking at her bodyguards to cut down any "filthy commoners" who get in her way.	61-64	Marvus (NG male human commoner 1) stands between a shouting mob and a terrified family of half-orcs, trying to calm his neighbours and make them see reason.
17-20	The tattooed ex-convict Onovar (CE male human warrior 3) takes advantage of the chaos to hunt down and pummel anyone who ever slighted or opposed him.	65-68	Eliana (CG female commoner 2) maintains a safe house in her basement, sheltering targets of persecution while sending rioters on false leads on where her wards may be hiding.
21-24	Guard captain Kruson (LN male human warrior 2) leads a detachment of soldiers through the streets, barking orders and singling out upstart civilians to be beaten and detained by his men.	69-72	Morien (LN male human warrior 3), a retired battlefield commander, dons his old half plate and takes up arms to defend his liege lord one more time.
25-28	Tavvi (CN female halfling rogue 4) squeezes her way through throngs of malcontents, lifting purses from the distracted men and women and disappearing before they realize they have been robbed.	73-76	Coranta (CN female human druid 4) summons wild animals to further fuel the chaos, taking advantage of the riots to dismantle and undermine environmentally destructive enterprises.
29-32	The mad preacher Kompo (N male human adept 2) shouts to pedestrians in a ragged voice, claiming the riots herald the end of the world.	77-80	Cotter (N male human commoner 1), a labourer from the iron mines, leads a group of fellow miners against his overseers, driving them from the mineshafts and barricading the entrances until their demands are met.
33-36	Lurga (CN female half-orc commoner 1) roars and leads a group of rioters on a stampede through the market stalls, carrying a torch and a broken longsword.	81-84	Avaleen (NE female human commoner 2), the kennel master at a noble's vista, takes vicious delight in releasing her hounds to savage rioters trespassing on her lord's land.
37-40	Lormen (N male human commoner 1) follows in the mob's wake, gathering any valuables—or semi-valuables—left behind and stuffing them in a burlap sack.	85-88	Ossur (CN male human commoner 1), a child not even old enough to grow facial hair, wears mismatched pieces of armour and carries an oversized spear as he marches with his older brothers among the rioters.
41-44	A cook recently fired from a lord's service, Baena (CN female human commoner 2) stole her former master's private letters and now reads them aloud before the angry mob.	89-92	The son of a wealthy nobleman, Morvento (N male human aristocrat 2) disguised himself as a poor pilgrim in order to sneak away without attracting the attention of the angry mob.
45-48	Wendal (N male human warrior 2), a former city guard, tries to convince his former patrolmen to cast their lot in with the rioters and overthrow the city's corrupt officials.	93-96	The runaway maid Evette (N female human expert 2) tries to buy a trip out of the city, bartering with jewellery she stole from her former employers.
		97-100	Vilerith (N doppelganger) shifts between identities and rallies several groups and factions against a single common enemy.

URBAN RIOT: HOOKS, COMPLICATIONS & OPPORTUNITIES

Use this table, to determine what opportunities or complications the PCs encounter during the riot.

D20

1	Several humans lash a struggling elf to a stake, while others pile oil-soaked wood and broken doors beneath his feet. He cries in protest, while onlookers shout insults and accusations of witchcraft.
2	A demagogue shouts inflammatory comments into a cheering crowd, inciting a frenzy against a particular race or religious sect. If any PCs represent the target of his rhetoric, they draw the mob's ire.
3	Restless spirits killed in a past revolt rise again in the midst of the riot, seeking out their killers' descendants and fighting to finish the revolution they started so many years ago.
4	A dwarf opens an iron grate leading into the sewers and beckons several refugees. When he spots the PCs, he gestures for them to follow before disappearing below the city streets.
5	Anti-mage riots result in widespread purging of spellbooks, scrolls, magic items and other arcane objects. Many of the targeted items, however, summon outsiders or create powerful discharges when destroyed, causing mayhem among the rioters and further worsening public image of spellcasters.
6	Threatened by the prospect of a coup d'état, local rulers impose martial law on the rioters. Soldiers march through the streets, targeting any armed civilians (including the PCs) for arrest, questioning and possibly imprisonment.
7	The PCs run across a secret meeting between riot leaders and agents from a neighbouring kingdom. The spies are backing local radicals in order to destabilize the city in preparation for a military invasion.
8	After authority figures fled or went into hiding to escape the riots, the city fell under the control of several warring gangs and political organizations. Restoring civil order requires the PCs to negotiate with the volatile factions, all of whom want to recruit influential adventurers or kill those who support their rivals.
9	A lord pardons a known serial killer in exchange for information about political rivals operating within the city, causing outrage among the populace. The lord's agents ask the PCs to investigate the criminal's claims, which is made more complicated by the rioting citizens demanding the murderer's head.

10	The riots drive divine healers out of the city, leaving no one to care for victims of disease. Contagious patients take to the streets in search of aid, spreading their infections and worsening unrest among the populace.
11	Guards capture several suspected leaders among the rioters, including important contacts for the PCs, and schedule them for public execution.
12	Riots among the working class mask an uprising of ghouls, wights, vampires or other undead, preventing an organized response to the threat. Gradually rioters are replaced by swarms of ravenous spawn.
13	A throng of revolutionaries storm a barracks and overwhelm the guards, distributing weapons and armour among the peasants. Local lords mobilize soldiers to confront the newly-armed upstarts, leaving the city on the brink of civil war.
14	A diplomat from a powerful but unpopular neighbouring nation is scheduled to arrive at the city just after the riots erupt. City officials recruit willing adventurers to aid in protecting the dignitary, while simultaneously cracking down on the revolt in an effort to appear strong in front of their visitor.
15	A cold snap leaves hundreds of poor citizens unable to heat their homes, and the shivering masses set whole buildings alight just to keep warm.
16	A beloved local hero has gone missing. City leaders ask the PCs to find her, hoping the even-tempered idol can convince the mob to calm down and express their grievances diplomatically.
17	The populist bastard son of the city ruler becomes a symbol for the revolutionaries. Rioters beg the PCs to help protect the young lord, while loyalists strive to end his life.
18	A festival devolves into a riotous and violent bacchanalia as malicious fey enchant the revellers and push them to perform blasphemous acts of debauchery.
19	A drought leaves the kingdom gripped by famine, and rioters ask the PCs to help raid a warehouse where they believe wealthy nobles are stockpiling food and water at the expense of the masses.
20	A rash of murders leaves the populace terrified and demanding answers. Investigators ask the PCs to help find the killer and calm the worried community leaders before their panic prompts a riot.

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