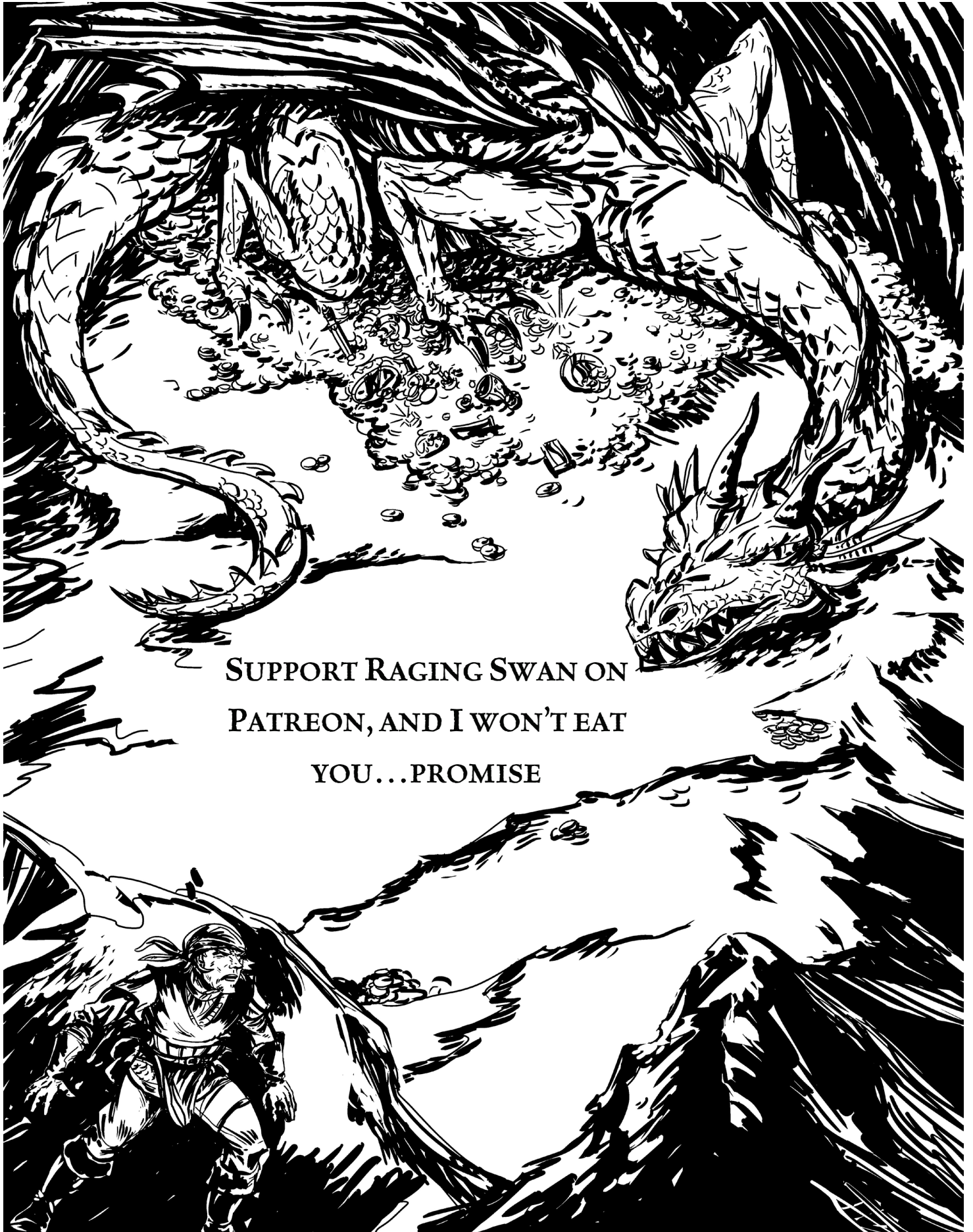


RAGING SWAN PRESS

URBAN DRESSING: TRADE TOWN



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



SUPPORT RAGING SWAN ON
PATREON, AND I WON'T EAT
YOU...PROMISE

URBAN DRESSING: TRADE TOWN

Tired of your towns and cities being boring, bland places in which your PCs show little or no interest? Want to bring them alive with cool, interesting minor features of note? Then Urban Dressing is for you! Each instalment in the line focuses on a different kind of town and gives harried GMs the tools to bring such locales to life with interesting and noteworthy features.

This instalment of Urban Dressing presents loads of great features, NPCs and minor encounters to add to the trade towns in your campaign. Designed to be used both during preparation or actual play, Urban Dressing: Trade Town is an invaluable addition to any GM's armoury!

Design: Josh Vogt

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Art: Manly Hall, Rick Hershey and Maciej Zagorski (The Forge Studios). Some artwork from Fantasy Filler Art copyright Rick Hershey, All Rights Reserved.

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

Published by Raging Swan Press
June 2015

ragingswan.com
gatekeeper@ragingswan.com

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: Trade 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. ©Raging Swan Press 2015.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

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

CONTENTS

Trade Town: Sights & Sounds	2
Trade Town: Businesses	4
Trade Town: Folk of Interest	6
Trade Town: Hooks, Complications & Opportunities	8
Did you Know?	9



TRADE TOWN: SIGHTS & SOUNDS

Use this table to generate the sights and sounds the PCs experience as they move about the trade town. Some may be inappropriate based on the locale's set up; ignore such results and simply re-roll.

D%	
1	Guards shout to stop a passing caravan as the driver tries to flee.
2	A man in luxurious robes jingles as he walks, his purse heavy with coin.
3	Hawkers belt out deals for lesser wares on practically every street corner.
4	A chain line of slaves shuffles by under the watchful eye of an obese taskmaster and his guards.
5	The line of wagons and people passing through the main gates seems never-ending.
6	Competing food vendors fling rotted wares across the street at one another.
7	A whole mercenary band stands guard in front of the imposing gates of a large building.
8	A slim man flanked by bodyguards notes all passersby, jotting observations on a parchment.
9	The last cart to roll by definitely had the aura of something dead wafting from it.
10	Lamplighters collect their dues from business owners to keep the streets lit at night.
11	A crate lies in the middle of the street, cracked open and empty of anything but sawdust.
12	Workers chant in rhythm as they unload seemingly endless crates from the latest caravan.
13	Someone has painted a rather obscene glyph on every business door along this street.
14	Water splashes as labourers slop it across the street, washing animal refuse from the cobbles.
15	Two merchants wave daggers at each other as they argue over a shipment.
16	A whole guard troop accompanies a tax collector who stops by every establishment along the way.
17	Signs indicate all business done in town must be registered with the appropriate guild, on pain of imprisonment.
18	A smell of smoke, redolent with foreign spices, wafts through the market.
19	A merchant is flanked by two massive hounds, that growl at anyone who gets too close.
20	Lute and flute players are among the many performers playing to the crowded market.
21	A lovely young woman chats up a merchant, who appears completely unaware he's standing outside a brothel.
22	A vendor tries to sell off his stacks of candles before they melt in the blazing sun. He appears desperate—perhaps suspiciously so.

23	A heavily muscled man rolls a massive barrel along the street.
24	A man cries in denial as he's shackled by guards for doing business without guild registration.
25	Black smoke churns from a wagon as it burns in the street, dangerously close to a shop.
26	A line of guild registrants shuffles in place as they wait admittance by the guards.
27	A courier pants as he darts passed, message bag overflowing with letters.
28	These gates leading to a guild's compound have been smashed in by a massive force.
29	Drunk traders weave through the crowd as they celebrate a recent sale.
30	A trader weeps over a lost shipment, wailing his tragedy to anyone who'll listen.
31	A caged menagerie of exotically coloured (and noisy) birds chatter loudly at passersby.
32	A sign advertises entrance to the mayor's private zoo for a hefty fee.
33	A door slams in a woman's face, and she falls to her knees on the stoop, sobbing.
34	A group of black-veiled foreigners carry a gilded litter down the way.
35	The doors of this tavern are shut and chained, the sign knocked to the ground.
36	A gaudy sign indicates fresh corpses are sold within the establishment beneath.
37	A guard leads several dogs around a wagon, letting them sniff it vigorously. A merchant looks on—nervously.
38	Wine glugs as it's poured from a barrel for a merchant to sample.
39	Guards guide a caravan off to one side for further inspection.
40	A lovely voice floats over the crowd, the singing almost unearthly in its beauty.
41	A worker opens a barrel only for a torrent of rats to pour forth.
42	A merchant oversees the preparation of oil-soaked bundles of new weapons.
43	Voices babble over one another during an open-air auction.
44	Horses whinny as they're tied to posts for inspection by buyers.
45	Flyers proclaim a reward for the capture of a group of bandits harrying the incoming caravans.
46	The central market is a dusty, chaotic affair, with foot and hoof traffic all about.
47	Beyond the gates, an encampment of traders refused entry has sprung up.
48	People mutter and glare at a trader caravan composed of people wearing bronze masks.
49	Townfolk scurry to cover their goods in tarps as thunder rumbles in the distance.

50	A mage casts an icy spell to keep a stall of fish brought in from the coast fresh.
51	Two carts crash together, spilling wares across the road.
52	A quartermaster checks off crates and barrels with a wedge of chalk.
53	A guild leader preaches the virtue of proper registration and following regulations.
54	An angry crowd demonstrates in front of a guild hall; guards watch on nervously.
55	A man loudly begs a moneylender to extend his debt just once more.
56	A group of traders swagger down the street, bare chests covered in nautical tattoos.
57	This trader appears to buy and trade all matter of tarred or shrunken heads.
58	The glint of jewelled rings on a merchant's pudgy fingers catches the sun.
59	A ragged woman runs up to a newly arrived trader, holding up a child as he tries to shove her away.
60	A caravan surrounded by soldiers blocks the street. A growing crush of other merchants and passers-by are growing increasingly angry at the delay.
61	This row of crates and pots has been marked in red, saying: "Do Not Open Under Pain of Death."
62	This enormous clothing shop sells outfits for every possible race and size.
63	A pair of traders guffaws as they stroll along, boasting how much gold they cheated from their latest client.
64	A child calls to passers-by, saying they can get anything at any price with his help.
65	A man flips through a large tome, wondering out loud why there aren't any pictures.
66	This trader's cart appears to be guarded by a massive, horned demon.
67	Merchants still beyond the gates clamour to be let in before nightfall.
68	A buyer challenges a trader to a duel for attempting to swindle him.
69	A trader tosses a few coppers to a beggar alongside the street. Immediately, he is inundated with other street denizens begging for money.
70	Bolts of silk and cloth, of all colours and patterns, are lined up against the wall.
71	This trader displays an array of tiny, manicured trees, claiming they come from a distant land.
72	The smell of salted meats and pickled vegetables reaches the party's nostrils.
73	In a plume of dusty rubble, a warehouse collapses just down the street.
74	The heady scent of mint hangs over the whole street.

75	People in long white robes gaze at vials of white dust, dabbing the substance on their tongues.
76	A thief hangs by his thumbs in the middle of the town square, a warning to all.
77	A seer wanders the street, calling out offers to sell prophecies.
78	A guildmaster tacks up a scroll listing next week's projected tariffs.
79	A strange moan emanates from a nearby crate, which shakes briefly.
80	Donkeys bray as they haul sacks laden with grain and goods.
81	A bare-handed masked man asks people to make a donation to the thieves' guild.
82	Near the wall, the lowing of cattle can be heard in the stockyard outside town.
83	Townfolk line up to gawk at a recently unveiled statue of the town leader.
84	A market stall selling odd citrus drinks appears to be run entirely by children.
85	Something shatters nearby, followed by a bellow of rage and screams.
86	A merchant stumbles, an arrow having just sprouted from his broad back.
87	A vendor wanders the street, handing out free samples of fruit sold back at the stall.
88	This wall has the image of a black hog painted on it, with an arrow pointing down a nearby alley.
89	The stink of sulphur wafts from a bathhouse offering hot baths for weary travellers.
90	This temple appears to be dedicated to a god of commerce and wealth.
91	A puppet show depicts the mayor as controlled by the strings of the many guilds.
92	The crowd boos as a crier announces the latest tax rise by the mayor.
93	This street is oddly empty and quiet for being in the middle of the bustling town.
94	A carriage careens down the street, the driver trying to get the horses back under control.
95	Pure white doves flutter within a wooden cage, soft coos barely heard over the crowd.
96	Coins chink as they strike the bottom of this temple's "non-voluntary offering" box.
97	Hammering and sawing can be heard as a building undergoes new construction.
98	A mage chants a spell to check for disease in a wagon loaded with foodstuffs.
99	Every driver and worker on this caravan appears to be the exact same person, down to the face and clothes.
100	This shop sign promises wishes fulfilled if you'll simply sell your soul to the proprietor.

TRADE TOWN: BUSINESSES

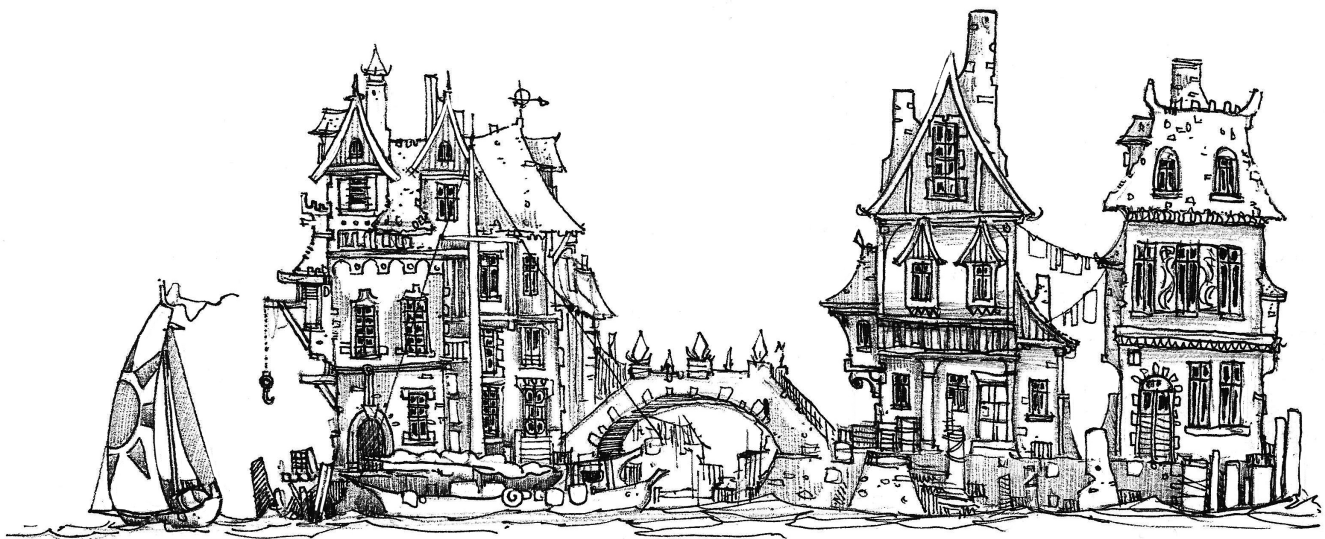
Use this table to provide the basic details of businesses the PCs come across as they explore the trade town. Some may be inappropriate based on the locale's set up; ignore such results and simply re-roll.

D%	
01-02	Centerspire (guild hall) contains multiple chambers where the various guild leaders meet to discuss town operations.
03-04	Puppetstrings (mayor's office) is the slang term for the office where the guild's mayoral puppet works.
05-06	Jangle's (currency changer) can exchange virtually any currency from all the known lands, as well as a few unknown ones.
07-08	Lent, Saved, Owned (bank) offers plenty of loans so long as the applicants acceptable a high interest rate and offer decent collateral.
09-10	Ward Den (guard quarters) is the meeting and training quarters for the town guards.
11-12	Dusty Thoroughfare (caravan processing) is a bottleneck formed so caravans have to move through one at a time for inspection.
13-14	Low Gutters (thieves' guild) is the below-ground lair of the registered town thieves.
15-16	Silk Purse (merchant guild) is where every merchant must be registered before they can do business in town.
17-18	The Vale (inn) is owned by a proprietor who loves to haggle on daily room rates.
19-20	Steaming Pond (brothel) is run by Madame Emerald and offers all manner of pleasures for weary travellers and traders.
21-22	Smoothside (open market) is where merchants go to hold honest—or, at least, semi-honest—business.
23-24	Steady Blades (mercenaries) is a well-known band that has saved the lives of commoners and merchants alike.
25-26	Malarky (alchemist) specializes in dangerous concoctions that have only destroyed one caravan so far.
27-28	Muscleyard (day labour) hires out any workers traders may need as they prepare shipments for despatch.
29-30	The Falcon (inspector) is overseen by an elderly half-elf who makes sure all imported goods undergo proper scrutiny.
31-32	The Barred Door (storage) is an secure vault used to hold only the most priceless goods traders bring to sell or trade.
33-34	Redstall's (spellcaster) provides arcane dealings of all sorts, as well as the sale of magic scrolls and talismans.

35-36	Brindle's Brushes (wagon painter) is the shop of an elven artist who decorates wagons and carriages with magnificent murals.
37-38	Palm to Palm (bank guild) is one of the more powerful guilds in town, considering they oversee all financial transactions of note.
39-40	Puregrave's (rotsniffer) is run by a kindly necromancer who works to seek out disease or poison hidden within wares.
41-42	Inkline (bookkeeper) monitors the traders and merchants themselves, tracking who's visited town lately and how long they stayed.
43-44	Metalwell (ironsmith) is run by a pair of burly twins who handle most smelting and refining in the town.
45-46	The Edge (lumber mill) produces worked wood to fulfil the constant demand for barrels, crates, wagons and more.
47-48	Hallowgem (jeweller) is run by a refined gnome who refuses to trade in anything except jewels of the highest grade.
49-50	Spackle's (art gallery) is run by a fussy dwarf who allows promising artists to display their work for potential patrons and purchasers.
51-52	Steepmore (washer's guild) endlessly cleans the streets and gutters to avoid the town becoming a stinking pile from all the traffic.
53-54	Loadbar (disease control) monitors any sick traders, animals or goods to ensure no illness or plague spreads throughout the town.
55-56	Cobbles to Sky (architect) thrills at the constant influx of wealth the town enjoys, allowing them to constantly build on its properties and walled boundaries.
57-58	Ice Pack (preservatives) keeps goods from spoiling, whether through freezing, salting or spellwork.
59-60	Waggle's (translator) acts as a go-between for traders who are separated by language or difficult culture gaps.
61-62	Scrollden (library) is a large depository of books and scrolls in every possible language, all for sale, of course.
63-64	Arcanum (magicians guild) oversees all spell-dealing in town, and any mage must register there before casting even the most minor cantrip.
65-66	The Fetchers (hunting guild) keeps the town well fed with a steady stream of fresh meat.
67-68	The Blind Eye (oracle) is the home of an oracle who sells prophecies that can reveal upcoming market shifts and trade route safety.
69-70	The Keeps (warehouse) is where traders can rent out guarded space for their goods until their dealing is done.

71-72	Ronner's Repairs (forge) tends to all damaged metal, be it armour or wagon wheel pins. The forge is always busy—this rambling building has several smith on staff including a dwarf and two gnomes.
73-74	Yonder (foreign quarters) is a heavily patrolled neighbourhood where traders from more exotic lands can enjoy their privacy.
75-76	The Brood (orphanage) is overseen by Master Simly, who cares for children separated from their caravans. Persistent whispers tell how many of these children have disappeared over the years.
77-78	March's End (slave block) hosts regular slave auctions, which many townsfolk have decried—but guildmasters overrule such opposition due to the wealth the trade brings in.
79-80	Pig's Bristles (black market) is marked by a black hog painting, leading to dark corners where darker deals are made. Much can be had here, for the right price.
81-82	Boltgrease (carter) is overseen by a human master craftsman who acts as if every wagon made is one of his own children. His wagons are lighter and better built than almost any other in the kingdom.
83-84	Hoof and Paw (stables) is where all manner of mounts or wagon teams can receive a good rub-down and feed. The owner also offers an animal training service for horses, dogs and other working animals.
85-86	Lastmourne (military post) is the main gate outpost and the town's first line of defence against bandits or beasts. It is always well guarded, and also serves as a temporary prison for thieves and suchlike.

87-88	Chainline (fire detail) is a guard squad dedicated to containing and stopping fires before they damage valuable goods. They have several wagons outfitted for fire fighting, and several magic items capable of creating large quantities of water quickly.
89-90	Oversight (quartermaster) keeps extensive logs of all goods trafficking within the town. He is a deal maker and specialising in putting clients in touch with those selling rare or contraband material.
91-92	Passersby (traffic guide) is a band of halflings who keep traffic running smoothly by directing carts and wagons down torturous routes to their destinations. They have a side line helping those who pay handsomely move about town undetected.
93-94	Skurven's (mapper) sells maps of "safe and quick" trade routes, safety and speed not actually guaranteed. Many of his maps are either out of date or just downright wrong. He also sells treasure maps to adventurers.
95-96	The Fine Brush (artists' guild) constantly produces masterful works that are then sold across the country to discerning clientele. Their services are much in demand.
97-98	The Heaps (unwanted goods) is run by a hunchbacked half-orc who knows even garbage can be sold to someone. Their staff knows the layout of the local sewers very well.
99-100	All Hallow (divine goods) contains items blessed by the gods themselves, and commands an exclusive clientele. Occasionally, they have magic items for sale.



TRADE TOWN: FOLK OF INTEREST

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

D%	
01-02	Sigel Ginherd (CG male halfling expert 2) can tell if a wagon is riding too high or too low for its supposed cargo just by eyeballing it.
03-04	Shirlen Rimbell (LG female human commoner 1) came to town as a caravan driver but found safer and better-paying work as a bartender.
05-06	Hedra Grisben (LG female dwarf warrior 3) works on the town guard, one of the few to never accept a bribe, no matter how big.
07-08	Khidili Vamir (CE female half-elf commoner 1) is a surly whelp who enjoys stealing any loose goods left unwatched for more than a minute.
09-10	Ubu Grumbu (NE male half-orc commoner 1) has an appetite for horseflesh, which leaves most trader and caravan drivers wary of his presence.
11-12	Khoul Belver (NG male dwarf aristocrat 2) is a stout guildmaster who handles the majority of his guild's taxes and accounting.
13-14	Palmiera Bayla (LE female human warrior 3) is a short, thin woman whose rapier proves deadly for anyone who threatens her latest master.
15-16	Rowes Stour (LN female gnome commoner 2) inspects incoming goods for the artisans' guild, seeking craftwork worth investing in.
17-18	Lestren Aerindel (CE male elf commoner 2) is blond with dagger-sharp ears, and often accused of trying to sell contraband.
19-20	Delba Thonbult (N female halfling expert 2) is an elderly mender whose only love is to fix any broken mechanical contraption.
21-22	Nemeth Awluyin (N female half-elf warrior 1) has worked as a bodyguard for numerous merchants when they visit town.
23-24	Colbin Camawlings (CE male human aristocrat 3) is an obese figure who loves wearing large rings when smashing fists into the faces of his defeated mercantile foes.
25-26	Marcho Berilac (LN male gnome expert 2) helps manage the main bank, where he ensures no copper is out of place.
27-28	Bergel Jermol (CN male half-elf warrior 2) considers himself a fine product, always up for sale to the highest bidder.
29-30	Gidoua Miku (NG female dwarf adept 1) holds a permanent frown around people, but can't stop smiling when at the stables with her beloved horses.
31-32	Yater Magrogran (LN male half-orc adept 1) is a blind oracle who is often hired to tell if a trade will turn a profit.

33-34	Wogo Haffson (NE male halfling commoner 1) is an informant for the thieves' guild, letting them know when a wealthy merchant has arrived.
35-36	Quendig Soakes (CN male gnome commoner 2) is a crippled beggar who keeps trying to get hired by caravans, with no success.
37-38	Olinda Goodbin (LE female halfling commoner 2) loves writing up trade contracts so confusing, no one notices there's always side profit for her.
39-40	Abbi Lumella (N female human expert 1) assists the head quartermaster, double-checking goods coming in and going out.
41-42	Barlun Nurasak (CE male dwarf commoner 2) is a shaggy-bearded cobble sweep who likes leaving loose stones to trip others up.
43-44	Kostru Menegilt (NG female gnome aristocrat 2) has a tiny frame that belies the power she wields as one of the town's tax collectors.
45-46	Vindtra Dradis (CG female gnome expert 3) is constantly covered in soot thanks to her tireless labour in the ironworks.
47-48	Almyra Minkeyls (CE female human commoner 1) is a slim, fast lady who has poisoned more than one food shipment for the fun of it.
49-50	Phaisie Tituvalen (LN female human aristocrat 1/wizard 3) oversees the mage guild, gladly accepting spell duels from would-be usurpers before thrashing them.
51-52	Andwise Stedes (N male halfling adept 2) wears white robes as she casts spells to detect potential diseases in transported foodstuffs.
53-54	Dolpho Fethel (CG male gnome commoner 2) would make a fine drug merchant if he'd stop sampling his own wares.
55-56	Higig Adag (NG male half-orc warrior 2) is missing a leg, but that doesn't stop him from acting as a town lookout for bandits.
57-58	Jiaden Heilee (LE female human aristocrat 1) is a scarred slave trader who was once a slave and taskmaster herself before she fought free.
59-60	Airl Respin (LG male elf expert 1) is a master painter who paints wagons with unique vibrancy and flair.
61-62	Lauder Britius (CE male gnome commoner 2) loves eavesdropping on guild dealings and reporting them to opposing guild members.
63-64	Otrath Doroul (LG male dwarf commoner 2) is proud of his reputation as a courier who has never failed to deliver a message.
65-66	Vielna Gyth (NE female human adept 1) hires herself out to scry on other traders, stealing business secrets for clients.
67-68	Weldon Westkott (CE male human warrior 3) enjoys framing merchants for dirty business so he has an excuse to kill them.

69-70	Timba Worrol (CE female halfling adept 2) is missing an eye, and so thinks it's only right to hex wagons to lose a wheel at random times.
71-72	Odi Wimbleston (CN male gnome adept 1) often goes barefoot and enjoys making a game of dashing across the tops of wagons and loaded carts.
73-74	Gharza Druggem (CG female half-orc warrior 3) is a gate guard who has nearly killed several other guards who were caught taking bribes.
75-76	Deuarla Sileive (LE female half-elf aristocrat 3) is the mayor's svelte assistant who many are certain is aiming to take over his office.
77-78	Piriphil Hulvinyir (LE male elf aristocrat 1) oversees the hunting guild and has a trophy room with more than just animals in it.
79-80	Tomkin Storkle (NG male human commoner 1) is an easygoing day labourer whose laugh inspires the others to work harder.
81-82	Foid Dumnim (CE male dwarf warrior 1) is a caravan guard for a band of devil-worshipping foreigners, but they sure do pay well.
83-84	Zildirk Skash (NE female half-orc warrior 2) uses her massive tusks to scare off anyone who gets too close to the warehouse she guards.

85-86	Maelynn Trydstun (LG female dwarf adept 2) is a warty fellow with a knack for building nigh-unbreakable crates and barrels.
87-88	Fastrel Gamba (N male gnome adept 2) uses his magic to dry out muddy streets after rain so no wagons get stuck.
89-90	Ralbic Norlook (LG male halfling commoner 2) uses his cherubic looks and quick wits to disarm many a rowdy trader before things get out of hand.
91-92	Ruli Mebbleshew (LN male dwarf commoner 1) is a dwarven youngling who loves pestering merchants about business contract minutiae.
93-94	Dathra Agragar (LN female dwarf commoner 2) runs the only inn in town where no humans are allowed to drink or stay.
95-96	Arrol Feist (CE male human adept 1) loves snatching items from one vendor and selling them to another.
97-98	Ren Tarrol (LE male half-elf expert 3) oversees all aspects of the slave trade in the town and its surrounds, and keeps traders from getting out of line and sourcing their wares too close to home.
99-100	Saria Rilissa (N female elf warrior 3) possesses keen green eyes and patrols the streets—but for no known master. Some rumour that she has a bond with the spirit of the town itself.



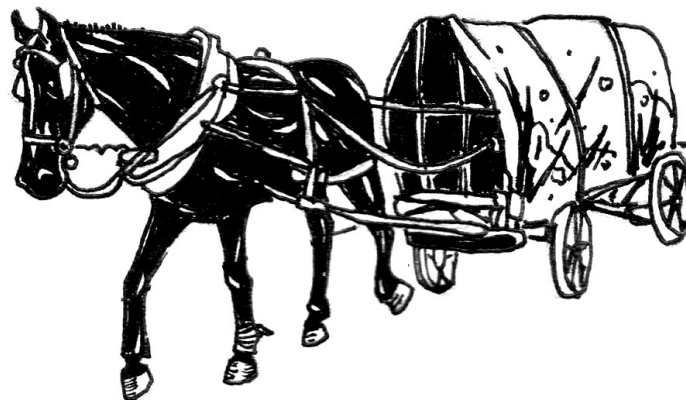
TRADE TOWN: HOOKS, COMPLICATIONS & OPPORTUNITIES

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

D20

1	Multiple traders have had shipments stolen without any seeming rhyme or reason. The mayor has a reward out for anyone who helps recover the missing goods.
2	Merchants are in an uproar as a counterfeit currency has been passed around—and they want the heads of the counterfeiters at all costs!
3	The slave traders are fighting against a revolt by escaped slaves. At this point, they'll pay well for every slave returned, dead or alive. If nothing is done, the poorer sections of town quickly begin to resemble a war zone.
4	A band of beggar priests under a vow of poverty are threatening to burn down the temple dedicated to the god of commerce and wealth.
5	Laughing maniacally, a man randomly begins throwing fistfuls of gold into the air in the middle of a crowded street.
6	Every wagon along the entire street suddenly breaks down in unison, wheels falling off and axles snapping.
7	Yet another tax hike by the mayor and guildmasters has people muttering murderous threats. It's said anyone who convinces the town leaders to rescind the hike will be considered heroes.
8	No matter how many times you leave or enter town, the gate guards expect a hefty bribe. It's just business. Nothing personal.
9	A shadowy figure offers a heavy purse if the PCs will simply poison a recent food shipment and leave no evidence or witnesses.

10	A caravan driver visited the stables to discover his horse teams had been stolen in the night. A reward is out for their return.
11	A major warehouse has caught fire! The party are begged to join the bucket brigade and stop it before the blaze spreads through the neighbourhood.
12	One guild leader approaches the party and requests they quietly assassinate an opposing guild leader in retribution for a deal-gone-bad.
13	A PC tosses a copper to a beggar, who leans in and whispers, "Want to know the path to the black market, where the real lucrative business is held?"
14	One of the party's friends has been kidnapped and held for ransom—apparently a rapidly growing business in a town full of wealthy merchants.
15	A representative of the thieves' guild approaches bearing a valuable item they've stolen from the party. The only way to get it back is to pass a series of tests and join the guild.
16	With an ear-blasting roar, an unnatural gale sweeps through the open market, knocking over stalls and people alike.
17	A new group of slaves are prodded up to the auction block; they appear to be some form of undead creature. It seems the trader commands them with a strange, iron-wrought amulet of curious design.
18	The townsfolk aren't happy with the latest taxes, so the mayor asks the party to protect the collectors and enforce the law.
19	In the middle of a busy day, several traders have apparently gone mad and are smashing and burning their own goods and equipment.
20	A perceptive PC has to get closer to check, but he's pretty sure the town's largest meat vendor is selling human flesh amidst the animal shanks.



DID YOU KNOW?

If you enjoyed this product, please consider leaving a review.

If you didn't enjoy this product, did you know Raging Swan Press offers a money back guarantee?

OPEN GAME LICENSE VERSION 1.0A

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; (female) "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.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

Urban Dressing: Trade Town. ©Raging Swan Press 2015; Author: Josh Vogt.

Visit us at ragingswan.com

