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# URBAN DRESSING: DWARVEN TOWN



# THE LONELY COAST

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A Pathfinder Roleplaying Game compatible mini-campaign setting by Creighton Broadhurst

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# URBAN DRESSING: DWARVEN HOLD

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## CONTENTS

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

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## DWARVEN HOLD: SIGHTS & SOUNDS

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

D%	
1	A set of massive stone and iron gates rear above the street, guarded by squads of armed dwarves.
2	A long string of mining carts trundle by, wheels squeaking, heavily laden with ore.
3	A trio of dwarves saunter passed, pickaxes and shovels slung over their shoulders.
4	Coarse laughter comes from a nearby tavern, which is crowded with rowdy dwarves.
5	A statue of the hold's mayor looms over nearby buildings from its position in the central square.
6	A series of cavernous openings lead into deeper tunnels beneath the hold.
7	Huge, ornate murals detailing the hold's history cover the rock wall.
8	Heat blazes from the open mouth of an active forge opening onto the street.
9	Thick, oily smoke roils out of half-a-dozen chimneystacks, filling the air with a gloomy haze.
10	Herds of pack goats clop by, guided by a lone dwarf wielding a leather whip.
11	Molten lava oozes through a stone channel cutting down the middle of the hold.
12	The hold's enormous stone walls block out any sight of the area surrounding the settlement.
13	A heavily armed and armoured dwarven patrol tromps around the corner, alert for trouble.
14	A scattering of smashed tankards litter the street, suggesting a recent brawl.
15	A blonde, effeminate elf stands arguing with a surly dwarf who keeps making rude gestures.
16	A dwarf strolls past with what has to be the most elaborately braided beard in the whole hold.
17	A gaggle of dwarven children scamper past, swinging wooden swords.
18	Dwarves cluster around a set of maps, muttering as they point out various landmarks and notes.
19	A dwarven bard passes by, strumming on a lyre as he hums to himself.
20	Huge rats scurry through the area, glancing at the party with beady red eyes.
21	A spider as big as a dwarf's head clings to the rocky ceiling, poised to drop onto its prey.
22	A pile of rubble indicates a recent cave-in where a tunnel used to be. A team of miners are preparing to remove the obstruction.
23	Faint splashing echoes around, hinting at an underground waterfall in the vicinity.
24	A massive warhammer leans against a wall, looking well worn despite fresh polishing.

25	A female dwarf stumps by, scowling and wearing an iron helm fashioned like ram horns.
26	A series of rotting orc heads are stuck on spikes outside the hold.
27	A dwarf hefts a sack that looks to be bulging with precious gems of all kind.
28	The passing cart is stacked high with ingots of silver and gold, stamped with the hold's official seal.
29	The odd-looking pony pulling a nearby wagon is actually a mechanical construct.
30	A group of dwarves use hammer and chisels to engrave a series of runes on a wall.
31	Everyone on the street stills as a distant explosion shakes the area.
32	Rough dwarven voices and laughter fill the air, giving the neighbourhood a cheery feel.
33	Battered and dented dwarven shields are lined up against a wall like a memorial.
34	The shimmering liquid spraying from the hold's central fountain appears to be molten silver.
35	A stout dwarf eyes the area, burly arms crossed to show off the golden bracers he wears.
36	Stacks of boxes have been carefully cordoned off, with numerous warning signs posted about.
37	The smell of burning and ash tickles fill the area, but it's hard to say where it's coming from.
38	An oversized oven roars with flames as a dwarf shovels fresh coals inside.
39	Several female dwarves chat as they carry barrels of food down the street.
40	A pack of dwarven children run around, laughing as they play a game of "orcs and elves."
41	Five dwarven warriors escort a massive, green-skinned orc in chains.
42	A dwarf with grey skin and black eyes peers out from the window of a jail cell.
43	A tall human hunches and hurries along, trying not to bump his head in the tight, low tunnels.
44	This row of craggy buildings look like they're carved straight from the mountain itself.
45	The crowded tavern is bustling with dwarves, all of whom seem in high spirits.
46	Sets of gigantic chains bolted to the outer gates connect to a network of gears and cogs.
47	An ancient-looking dwarf totters by, armour almost wholly rusted to scrap.
48	A bleached dragon's skull is mounted above the door, toothy maw gaping in death.
49	Barges coast along the river beside the hold, bringing in large shipments from upstream.
50	Grumbling dwarves haul large crates around, their contents rattling loudly.
51	The sound of crashing hammers and hissing bellows of a forge fills the air.

52	A harsh metallic grinding fills the air as a nearby gate is winched open.
53	The earth rumbles, but everyone goes about their business without apparent concern.
54	The smell of stale ale drifts about, the ground stained by countless spilled drinks.
55	Deep drums pound nearby, accompanied by guttural dwarven chanting.
56	A dwarf strides by, his face and bare arms covered in thick, black tattoos.
57	Screaming death threats at one another, several dwarves clash in the middle of the street.
58	Shoulders slumped, a band of dwarven mercenaries trudge by, blood fresh on their armour.
59	A dozen wagons roll along in a merchant caravan, heading for the market.
60	A dwarf races through the street, hollering something about striking it rich.
61	A mining party sets out for their claim, packs and wagons bulging with gear.
62	The minstrel singing on the street corner doesn't look like she's been tossed a single coin all day.
63	A band of elves keeps getting all sorts of dirty looks from the dwarves around them.
64	A dignified procession fills the street as a group of dwarven nobility stroll past.
65	Dwarves labour to roll ale barrels along the road without knocking anyone over.
66	A dwarven ruffian toys with a crooked knife as he watches the street traffic.
67	The bartender eyes everyone passing his tavern and makes sure drinkers get a good look at the cudgel sitting behind the counter.
68	Not only is this dwarf missing a beard, he also doesn't appear to have any eyebrows.
69	Several dwarven monks shuffle past, hands tucked into their sleeves in meditative poses.
70	What looks like a statue of a grey-skinned, robed man occasionally blinks and nods at passers-by.
71	A dwarven guard sits astride a giant beetle that has been outfitted with a saddle.
72	Servants struggle to bear an obese dwarf noble along on his cushioned travelling chair.
73	This dwarf looks like nothing more than a massive collection of scars from head to toe.
74	A dwarf clomps along in such thick armour, his whole body and face are entirely hidden.
75	A paladin's hands glow with divine light as he places them on another dwarf's head in blessing.
76	A skinny dwarf woman giggles to herself as she pulls intestines out of a dead goat.

77	Two dozen dwarves stand on a giant chess board, acting as living game pieces.
78	Lifelike statues of legendary dwarves line both sides of this street.
79	An old dwarf sits on the corner, regaling a group of children with stories of war heroics.
80	A dwarf sprints past, screaming as flames engulf his thick beard.
81	A shabby dwarf lies in the gutter, drooling, empty tankard clutched to his gut.
82	The local blacksmith sings praises to the god of the forge, in time with his hammering.
83	A spellcaster with a peaked cap and golden robe strides along, staff in hand.
84	A guard squad gazes down over the area from their perch high atop the hold walls.
85	A young dwarf casts furtive glances around as he chisels his name into a wall.
86	A stream of black-robed dwarves stride by, faces heavily lined in mourning.
87	Dwarves yell and place bets as a pair of wrestlers grapple in their midst.
88	A grim-faced dwarf watches the crowd, a bolt cocked in his crossbow.
89	Dwarves grunt and strain as they are led through a series of battle training manoeuvres.
90	Gleaming helmets have been lined up on this ledge, facing passers-by.
91	The stones here look charred, some having even cracked in half due to the heat.
92	Clumps of blue-green glowing mould spot the walls, providing steady illumination.
93	A bonfire has been lit in one of the guard towers stationed along the hold walls.
94	A large metal cage hangs from a chain that can be lowered into a seemingly bottomless pit.
95	A deep gulley cuts down the middle of the hold, with numerous bridges crossing over.
96	At least ten dwarves cluster around a halfling wearing a rather dapper vest.
97	A quartet of short, hooded figures stride down the street, features hidden in shadows.
98	Two dwarves greet one another in the middle of the street with a fierce head butting.
99	A troop of armoured dwarves march off from the main gates, looking ready for battle.
100	A crowd of dwarves have begun a boulder-throwing competition, heaving huge stones across a ravine.

## DWARVEN HOLD: BUSINESSES

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

D%	
01-02	The Shaft (mine) oversees all mining operations below and around the hold and in the surrounding area.
03-04	Iron Guild (guild) owns majority shares in all crafting businesses and ventures established in the hold.
05-06	The Anvil (garrison) is where the hold's guards are stationed.
07-08	Bootnails (cobbler) keeps the hold's citizens tromping about in leather shoes and iron-toed boots, and does repairs on the cheap.
09-10	Chip Off (artisan) is run by sisters who have installed many mosaics around the hold, often detailing wartime exploits.
11-12	Smelted Wares (refinery) is where raw ore is taken to be turned into pure ingots and then sold on the open market.
13-14	The Pebble Gullet (inn) gets a steady stream of travelling merchants who visit the hold to do business with the wealthy dwarves.
15-16	Pillions (architects) is known for being able to turn even the most cramped cave into a cosy dwarven home.
17-18	Tunnel Brothers (tunneler) turned from their old mining business to help the hold expand deeper into the earth as the population grew.
19-20	Boneminder (healer) takes in injured and dying dwarves no matter how poor they are and tends to their wounds or comforts them in their final days.
21-22	The Runeways (runesmith) is an esoteric order of enchanters who can imbue items and places with strange power through runic engravings.
23-24	Rolton's Repairs (blacksmith) claims he can repair anything made of metal, no matter how badly it is damaged.
25-26	Coinage (mint) circulates fresh copper, silver and gold coins, stamped with the face of the current dwarven king.
27-28	Pieces Placed (repairs) travels around the hold, shoring up crumbling walls, repairing old buildings and keeping the infrastructure intact.
29-30	The Bleats (stables) rears flocks of strong rams and mules that are then used either as dwarven mounts or pack animals.
31-32	Glowsons (fungus farm) grows luminescent moulds and mushroom crops that are then planted around the hold as natural light sources.

33-34	Windle's Waxworks (candlemaker) cultivates a special wax that originates from a rare breed of toxic beetles.
35-36	Chants & Cants (spells) is run by a group of mages who retired from adventuring for steadier pay working their supernatural skills for commoners.
37-38	Scuttlers (garbage) keeps trash and refuse piles burning at all hours in an effort to improve hold sanitation.
39-40	The Bags (corpseman) is run by a sour-faced dwarf who inters the dead in the ancestral catacombs beneath the hold.
41-42	Torchin' Tails (rat catcher) keeps the hold relatively free from rodent and other pest infestations.
43-44	Haul'em (shipments) provides quick and reliable transportation for most goods in and out of the hold walls. Caravan guards cost extra.
45-46	Ash Fingers (lantern lighter) keeps the hold well-lit at night, making sure all areas have lanterns burning bright.
47-48	Candlehelm (surveyor) explores undeveloped territory (both above and below-ground) in the surrounding area.
49-50	Tinker's Tender (general equipment) sells an assortment of gear, supplies and miscellaneous goods. Much of it is clearly second (or third) hand, but still in good repair.
51-52	Tender n' Till (bank) is where any wise dwarf secures his or her hard-earned coin, knowing these vaults are impregnable. Incorruptible earth elemental guards are said to ward the place.
53-54	Fundings Limited (investor) has provided seed money for numerous mining operations, business expansions and mercenary groups. They require, however, voluminous paperwork and sureties for any loan – particularly to non-dwarves.
55-56	The Registrant (records) holds birth and death certificates for every dwarf in the hold, plus exhaustive genealogical records for every family and clan.
57-58	Keen Bite (weapons) does steady business crafting swords, axes, warhammers and other reliable devices of death.
59-60	The Pits (prison) is where thieves, ne'er-do-wells, and wartime prisoners are kept under heavy lock and key.
61-62	Tinsmith's (forge) is kept working day in and out with orders sent in from all over the hold.
63-64	Holy Fires (temple) is dedicated to the dwarven god of the forge and is often crowded with crafters praying their work meets with divine approval.

65-66	The Cracker (armour) churns out breastplates, helms and other made-to-fit armour sets for the guards and mercenary outfits.
67-68	Hafter's Eye (engineer) is a famed construction crew who have a reputation for getting jobs done rapidly and well under budget.
69-70	The Gleam (gemologist) deals in only the highest quality of gems, refining diamonds, rubies, sapphires and other "stars of the earth."
71-72	Fine Twinings (jeweller) is run by a dwarf maiden with an uncanny ability to bend precious metals to her will. Her creations are truly exquisite...and expensive.
73-74	Earthy Etchings (engravings) has been around since the hold's founding days and it's rare to find a stone they haven't marked over the years.
75-76	Stone Sifter (sculptor) is owned by an ex-miner who now crafts lifelike statues using a pick and shovel.
77-78	The Heap (outfitter) does steady business supplying surveyors and expeditions with all the equipment they'll ever need at a reasonable price.
79-80	Vital Vittles (cook) fills the bellies of dwarves across the hold with fresh-baked bread daily and an increasingly popular goat meat stew. Also available are surprisingly tasty iron rations, which are much in demand among miners and explorers.
81-82	Snarls (barber) has a whole team of barbers who focus on keeping dwarven beards styled and trimmed with the latest fashions.
83-84	Nimblefingers (tailor) specializes in stitching up lovely silk dresses that are becoming a recent trend with dwarven women. Its tailors take care to not mention much of the silk comes from elven merchants.
85-86	The Scarred Lot (veterans) is a gathering house for old dwarven warriors who meet to recall their fallen comrades (and compare scars). The atmosphere is always raucous.
87-88	Clearpath (demolitions) has passed down through the generations of this family-owned business a secret recipe for incredibly powerful alchemist's fire said to be able to melt stone.
89-90	Mouldin's (cheesemaker) is prized for a heavily spiced cheese shipped all across the land and considered the epitome of dwarven culinary achievements.
91-92	Beltin' Beard (bard) trains the finest local musicians and other performing artists, often dedicated to preserving an oral dwarven history. Loud music and singing seemingly constantly emanate from the building.
93-94	Cub Cave (school) is the educational institute where young dwarves spend the first decade of their lives learning the essence of dwarven culture.

95-96	The Sheaves (lawyer) oversees all legal matters and court proceedings in the hold, and the firm's main lawyer has yet to lose a case. His services are much in demand, and he is on retainer with many powerful families in the hold.
97-98	Pinner Down (mining claims) handles all territorial claims for mining stakes, keeping client information confidential at all times, of course.
99-100	Hotstack's (lava rafter) employs special boats capable of sailing along underground lava flows and charges a premium for carrying cargo on these secret, more secure channels.



## DWARVEN HOLD: FOLK OF INTEREST

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

D%			
01-02	Gilrun Thoki (LG male dwarf warrior 2) is often heard having one-sided arguments...with his rusty axe. He is widely believed to be mad, but he swears his axe is possessed.	29-30	Rarga (N female half-orc warrior 1) practically lives in the hold's jail—though, surprisingly, as a guard rather than a prisoner.
03-04	Taldi Hugumun (CG male dwarf commoner 1) sells freshly baked meat pies on the streets, a copper apiece.	31-32	Maeoin Alajim (LE male elf aristocrat 2) lurks around the hold's archival chambers, but is tight-lipped about what he's searching for among the scrolls and tomes.
05-06	Mazy Ringrim (LN female dwarf expert 3) keeps meticulous ancestral records for all major hold families back three generations.	33-34	Suli Gasli (NG female dwarf commoner 1) is the hold's primary sculptor and is responsible for many of the impressive art installations around the area.
07-08	Tybdaras Sultfelt (CN female dwarf aristocrat 3) owns the largest forges in the hold and takes a hefty cut of their production profits.	35-36	Halma Phaedrol (CG female human expert 2) has developed a permanent stoop after living in the hold's low tunnels since she was a girl.
09-10	Throri Horismoat (NG male dwarf commoner 2) has a bulbous nose, even for a dwarf, but keeps his good cheer despite being the butt of many jokes.	37-38	Siv Danners (CN female halfling commoner 2) was once spotted toting along a ruby the size of her fist, but no one's ever been able to determine where she got it or where it went since.
11-12	Colurn Immost (CG male human adept 1) is a skinny mage who visits the hold regularly to study the dwarven craft of rune enchanting.	39-40	Malia Thaudut (LG female dwarf warrior 2) is seen at her gate-guarding post every single day, hammer and shield without a spot of rust.
13-14	Odar Darhof (N male dwarf commoner 1) is one of the rare beggars in the hold, going about barefoot and clad in little more than rags.	41-42	Rinny Othols (LG female human expert 1) constantly inspects the hold's main gate locking mechanisms for flaws in need of maintenance or repair.
15-16	Erivya Grummer (NE female human commoner 1) is believed to be a spy by many, but what she's spying on and for whom remains hotly debated.	43-44	Asbal Garson (LN male half-elf warrior 2) has served as a private bodyguard for decades now and is proud to claim he's never lost a client.
17-18	Byrin Lido (LG male half-elf expert 1) serves the hold as a keen lawyer, handling everything from property disputes to ancestral inheritance claims.	45-46	Drosgo Runnarf (NG male dwarf expert 3) runs a map-making business, though he's never been known to actually travel outside the hold.
19-20	Nauso Shanksmith (N male dwarf expert 1) has one blind eye and uses his remaining good one to protect his tankard from anyone trying to filch his ale.	47-48	Whillikins Holt (LN male halfling adept 2) is a regular source of hold-wide gossip which he'll gladly dispense for a copper or two.
21-22	Ridak Gilmeson (LE male dwarf expert 3) has been accused multiple times of pawning stolen gems, but the charges never seem to stick.	49-50	Ugd Stronk (LG male half-orc warrior 3) is one of the few non-dwarven guards who regularly patrols the hold. Although of orc blood, he is universally trusted.
23-24	Furkip Luggit (LN male dwarf commoner 1) is a street preacher who espouses the worship of the dwarven god of greed and wealth rather than the forge.	51-52	Lithee Chrip (CG male halfling expert 2) is a message courier who knows the hold layout better than almost anyone else.
25-26	Hukon Musgril (NE male dwarf expert 2) is a well-known fence who handles any stolen goods for an outrageous fee – most of which goes on bribes to various officials.	53-54	Akina Fairingot (LG female dwarf warrior 2) has a platinum streak in her otherwise brown hair and a temper she keeps under tight control.
27-28	Imarma Gakhrim (CN female dwarf aristocrat 1) claims to be descended from dwarven royalty and traces her lineage back to the hold's original founders.	55-56	Mekha Fainsmith (N female dwarf commoner 1) is the purveyor of general goods, running the hold's largest supply shop.
		57-58	Rilrin Dakdo (LN female dwarf adept 1) claims she can hear voices in the rocks and has acquired an impressive pebble collection.
		59-60	Bolden Scraggs (LG male dwarf warrior 3) has collected dozens of orc and goblin ears which he now wears as a gory necklace. Consequently, he rarely gets invites to parties and is quite lonely.



61-62	"Knutts" (LG male dwarf warrior 1) loves to fight bare-fisted, enjoying the visceral feel of his enemy's skull being crushed between his hands.
63-64	Amiyur Thelguds (N female half-elf commoner 1) is a member of the lamplighter's guild and takes great pride in her work. She loves the hold and believes she should have been born a dwarf.
65-66	Eris Dordas (CN male human commoner 1) is one of the few humans in the hold who speaks Dwarven fluently. He acts as an intermediary between human and dwarven merchants.
67-68	Nudain Magkal (CG male dwarf adept 3) is an elderly spellcaster who helps mining operations with his magics. His eyesight is failing.
69-70	Marli Klanhilt (NE male dwarf adept 1) has been seen meeting with a few shadowy figures outside the hold walls. Consequently, he is being watched.
71-72	Brakisten Fairgot (N male dwarf commoner 1) has gained a reputation as a staggering drunk, even for a dwarf.
73-74	Bulmor Thainrift (LG male dwarf commoner 2) has one lame arm, but this doesn't stop him from being the hold's most vigilant street-sweep.
75-76	Trokker Plinsk (NG male human adept 2) has made a fascinating study of the many glowing mould species growing about the hold. The approach to his home is covered in the stuff.
77-78	Odia Rilron (NG female elf aristocrat 1) owns the hold's main bank and has invested heavily in many local businesses. He holds
79-80	Anren Scottle (LN male halfling expert 2) is the diminutive bartender of a popular tavern, serving guests by scampering along the bar and table tops.

81-82	Hrim Mog (CG male half-orc commoner 1) has spent years unsuccessfully courting a wealthy dwarven woman he's infatuated with.
83-84	Jani Duumden (CE female dwarf commoner 1) is often seen wearing jewellery and dresses that she couldn't possibly afford on her own.
85-86	Dania Bazag (NG female dwarf expert 2) is the hold's most accomplished singer and gladly belt out epic ballads in exchange for a free drink.
87-88	Yurmiel Hafrial (NG male elf adept 3) is a heavily scarred elf with a penchant for playing with pyromantic magic.
89-90	Noren Clipple (CN male human expert 3) is believed to be an accomplished assassin-for-hire but it's uncertain whether he's currently taking any contracts.
91-92	Urlia Molot (CG female human commoner 1) keeps trying to get herself apprenticed to local dwarven brewers. So far she has had no success.
93-94	Zada Whilkim (CE female dwarf warrior 3) is forever looking for any excuse to launch into a fight and will show no mercy to her victims. She is universally disliked.
95-96	Gen Aragnet (LE male dwarf aristocrat 2) is surrounded by dark rumours that he poisoned his own kin to become head of his wealthy clan.
97-98	Dasrok Konor (LG male dwarf warrior 1) doesn't even have a full beard yet but is determined to prove himself worthy to wield his fallen father's warhammer.
99-100	Fontem Thrilk (N male dwarf adept 1) has displayed the unnatural ability to split large stones in half just by pressing his open palm against them.



## DWARVEN HOLD: HOOKS, COMPLICATIONS & OPPORTUNITIES

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

### D20

1	The party hear reports of a band of miners lost in the tunnels beneath the hold—and a reward is offered for anyone willing to determine their fate.
2	A pocket of underground gas has exploded, rocking a major section of the hold, collapsing buildings and killing dozens. The screams of the dying echo through the hold.
3	A swarm of giant spiders has overrun a section of the hold, and the local commander is sending in recruits to eliminate them.
4	Hairless, blind rats have invaded and ravaged the hold's main food stores. The infestation is thought to be unnatural and to possibly be the work of the dwarves' hated enemies.
5	A voracious species of tunnelling worms have infested the hold, eating straight through the rock—as well as devouring anyone they encounter.
6	Rumours about the hold has been built on top of an ancient dragon hoard, but no one has ever recovered the cursed treasure.
7	An earthquake shakes the hold, cracking building foundations, shattering windows, and destabilizing the main walls and gates.
8	A thousand orc invaders appear overnight, camping just beyond the gates as they pound their war drums. The dwarves mobilize for war; outsiders are expected to help defend the hold.
9	A PC spies a goblin slinking along in the shadows, holding what looks to be a bundle of oil flasks. He is heading toward one of the hold's shrines.
10	A cave-in has trapped a group of dwarven miners in a dead-end shaft, with only a day or two before they run out of air. The community is mobilising a great rescue effort; any help the PCs can provide is greatly appreciated.
11	The party come across several dwarven skeletons laid out in the middle of the street—perfectly arranged without a single bone out of place.
12	A dwarf approaches the party, claiming to have inherited a map leading to a massive ancestral treasure; he'll give a share if they provide protection along the way to retrieve it.
13	One of the top mining teams in the hold has reported their best gear stolen and are paying handsomely for anyone who can bring the thieves to justice.
14	Unnatural patches of darkness have settled over certain buildings and swaths of road, blinding anyone caught within them for even a few moments.

15	A terrible spotted fever is spreading through the hold, but it appears to only affect dwarves while leaving any other race untouched.
16	A thick green fog has started appearing in certain areas of the hold, poisoning anyone who breathes it in. The fog seeps up through cracks in the ground that have recently appeared.
17	The party notice strange crops of mushrooms and slick mould patches spreading across the rocky hold buildings and streets.
18	Agonized screams ripple up from the depths of a wide pit sealed over with an iron grate. The party can't see what waits below.
19	A PC realizes the set of dwarves watching you from the shadows are actually duergar—the dark and vile cousins of the true dwarves.
20	The giant iron statue of the current dwarven king has been toppled, and the outraged dwarves are seeking the vandals responsible.



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