



CITY STATE ENCOUNTERS

KENT DAVID KELLY

CASTLE OLDSKULL

FANTASY ROLE-PLAYING SUPPLEMENT

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CITY STATE ENCOUNTERS

BY

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(DARKSERAPHIM)

WONDERLAND IMPRINTS

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ONLY THE FINEST
WORKS OF FANTASY

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Please feel welcome to contact the author at shadowed_sky@hotmail.com with comments, questions, requests, recommendations and greetings. And thank you for reading!

“Only the Finest Works of Fantasy”

DEDICATION

*This work is dedicated to the memory of the great classic dungeon and fantasy milieu designers
who are no longer with us:*



*David Lance Arneson,
M.A.R. Barker,
Bob Bledsaw,
E. Gary Gygax,
Dr. John Eric Holmes,
Tom Moldvay,
and David Trampier.*



*It is also dedicated to the great fantasists who inspired them, some of whom are fortunately still
with us today:*



*Poul William Anderson,
Edgar Rice Burroughs,
L. Sprague de Camp,*

*Robert E. Howard,
Fritz Leiber,
Howard Phillips Lovecraft,
Michael Moorcock,
J.R.R. Tolkien,
and Jack Vance.*



*In the spirit of creating wonders with which to inspire others to write their own unique works of
enchantment, the author salutes you.*

EMPOWERING YOUR IMAGINATION: WHAT THIS BOOK IS, AND WHAT IT IS NOT

Attention e-reader, video and computer gamers!

This book is *not* a game in and of itself. If you bought this book thinking it was a complete game you could read and play, you should probably return this book now.

This is a book to help you create your own adventures for Fantasy Role-Playing Games. This is a fantasy adventure toolbox, an imagination engine.

If you enjoy creating stories with your friends, envisioning netherworlds filled with dragons and treasure and designing fantasy worlds all your own, then you will find that this book is an ideal Game Master (GM) tool. This book will help you to create and improve dungeon adventures, featuring more intriguing locales, more mysterious histories, and more surprising twists and turns than ever before.

This is not a complete game. Your dedication and creativity are required.

DESCRIPTION

Assassins with envenomed daggers

Sworn to exact the ultimate price ...

Veiled ladies of the evening

Beckoning you on with painted eyes ...



Elegant nobles seeking adventure,

Beasts and thieves lurking in alleys,

Reavers and monsters stalking the rooftops,

Crime lords, madmen, witch hunters, gladiators,

All sharing secrets in an endless labyrinth

Of arena and abattoir, temple and tomb,

A thousand and one nights' exotic tales

Awaiting your discovery ...



Does this sound like the fantasy city-state of your dreams, the gateway to all adventure? Or would you rather tell your players, "Okay, you guys heal up in town for thirty-six days, and nothing really happens."

Urban adventures are one of the most arduous challenges for the harried Game Master. The CASTLE OLDSKULL CITY-STATE ENCOUNTERS supplement will help you to turn the most boring part of your role-playing game into the most intriguing. Make your fantasy city come alive as never before.

This book includes a colossal repertoire of urban adventure options, with special features including: full daytime and nighttime encounter matrices, 230+ urban events, 70+ justifications for urban monster encounters, 160+ beast and monster encounters striated by urban rarity, 150 person types for general encounters, 85+ food and drink vendor types, 20,000+ different guardsman and watchman troops, 470+ shop and merchant types, a full noble encounter system, 80+ official titles, 160+ “adventure hook” encounter twists, 60 street types, 300 non-shop city locations and buildings, and customized encounters which illustrate the use of these systems, so that you can create fully detailed mini-adventure encounters for the life of your campaign. All told, the tables, systems and options in this book can be used to create over 3 billion unique city encounters. You will not find a more complete system elsewhere in all of gamedom.

So which do you prefer? An offhand description of urban boredom, or a lifetime of urban adventure? Choose wisely, imagine, adventure and explore. Another classic Fantasy Role-Playing Game Supplement from Wonderland Imprints, Only the Finest Works of Fantasy.

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CHAPTER 1: INTRODUCTION

Warning: This book is NOT intended to help you design a fantasy city in slavish detail.* Instead, and rather heretically, this book's goal is to convince you that doing so — for your first big urban adventure, at least — is actually a bad idea. You should run an idea jam first, and sweat the details later.

[* You can however look for my Saga of the Elder City line of gaming supplements, particularly ELD2 City State Creator I and ELD3 City State Creator II, if you want help with this topic. ~K]

The deadliest trap an FRPG Game Master can fall into during urban environment design involves bowing down to the gods of realism and plausibility. Your fantasy cities should NEVER be realistic! Fantasy Role-Playing Games are built as gateways leading into entire worlds of supreme adventure, and cities are by far the greatest culminations of the venturesome human spirit. Fantasy cities should be places of mystery, intrigue and splendor; warehouses, administration and bureaucracy should be distant considerations at best. Your goal is not to create a realistic city, but rather to create an above-world dungeon with just enough “civil” aspects to keep it all stitched together, so that your players will never feel as if their characters' lives are in *constant* danger. (Note well my emphasis upon the word *constant*.)

Many times in my own Castle Oldskull supplements, I stress the importance of designing for fun over verisimilitude. While symbiotic, one of these two priorities must always be subservient to the other. And if you sincerely believe that realism in gaming is more important than fun, then I can only hope to convert you. Otherwise, you've sadly come to the wrongest of all wrong places in your weary and plodding journey. (Simulationists, I fare thee well. I wish you good luck in your next Advanced Squad Leader demonstration.)

As far as city encounters specifically are concerned, you as GM should be obsessed not with government offices, faction hierarchies and economic designations, but instead with fortune-telling gypsies, dancing badgerbears, masked harlequin-assassins, faerie courtesans and clever thieves. An old school fantasy city is not a medieval apartment complex, it is an exotic and magical playground for the barbaric and the wealthy. As such, your campaign's major city-state must become simultaneously vibrant, dangerous, treasure-filled, demon-haunted, arrow-trapped, sewer-dungeoned, chaotic and ever-

changing. If you design the entire city with a pragmatic eye and then try to populate it with interesting encounters (instead of the other way around), you risk wasting days or even months of design time creating something that is boring.

Rule one to being a fun Game Master: *Thou shalt not be boring!*

I therefore strongly urge you to *improvise* your fantasy city, to let your players' characters adventure in it BEFORE you begin the serious design work of adding depth, reason and cohesion. Or, as my young school-friend Yoda once taught me back in junior high: when you are dead set on shattering such stolid icons of Gravitas, while hoping to clear a way for greater and loftier ambitions, you must *unlearn what you have learned*.

So, idea jam and improvise. Fair enough. But where can you go for inspiration? Dungeons, dragon lairs and haunted houses are easy for us to imagine, but for some reason fantasy cities are quite a trickier thing.

I will hereby commit blasphemy by pointing out that our great mentor Tolkien conceived of fantastic dungeons (e.g., Goblin-Town and Moria) and epic wilderness (e.g., Mirkwood and Mordor), but his towns and cities were actually pretty crappy. From my perspective, only Hobbiton had any allure, and that was more of an "I wish I lived there" ambience than one of true adventure. Bree was a missed opportunity. Rivendell, Edoras and (far worse) Minas Tirith were actually boring from a gaming perspective, because they were lofty bastions of good. Tolkien liked his cities to symbolically represent the Goodness of Righteous Man, where evil appeared but never stood a chance.

Rule two to being a Game Master: *The evil must flow*. You cannot devise an amazing fantasy city without evil stalking the streets!

And so, my next piece of advice is this: for urban ideas, do not look to Tolkien. I do recommend reading several other authors' stories before you attempt to improvise your first urban "scenario" of improvised encounters. My recommendations include: [1] *Red Nails* and [2] *The Tower of the Elephant* (Robert E. Howard); a Lankhmar story of your choice, perhaps [3] *Bazaar of the Bizarre* (Fritz Leiber); tales of Lord Dunsany's dream cities, perhaps including [4] *Bethmoora* and [5] *The Sword of Welleran*; an Oz story by L. Frank Baum, such as [6] *The Lost Princess of Oz*; and several H. P. Lovecraft tales, perhaps including [7] *Celephais*, [8] *The Doom That Came to Sarnath*, [9] *The Dream-Quest of Unknown Kadath* and [10] *The Shadow Over Innsmouth*. Worthwhile "old school urban fantasy" tales

in a somewhat newer vein, in my opinion, include: [11] *Perdido Street Station*, set in New Crobuzon (China Mieville); [12] *Neverwhere*, set in London Below (Neil Gaiman); and [13] *Imajica*, with scenes of Yzordderrex (Clive Barker).

There are also many tempting “mirage” cities in speculative fiction — by which I mean, settings which are evocative but not well-detailed — which you may still find inspiring, including Elric’s Immryr (Michael Moorcock), the King in Yellow’s Carcosa (Robert W. Chambers) and Roland’s Gilead (Stephen King). The 1995 movie *The City of Lost Children* (Marc Caro) can be inspiring as well, as can 1998’s *Dark City* (Alex Proyas).

For more directly-relevant gaming inspirations beyond the literature, I also recommend the following resources. However, please note that you do not necessarily need to turn to these books in much detail, because I have already gleefully plundered their treasure vaults to write this book! Nevertheless, they are all worthy of your consideration, and include: [1] E. Gary Gygax’s Free City of Greyhawk (best portrayed in the novel *Saga of Old City*); [2] Steve Jackson’s *Khare, Cityport of Traps* (in the *Sorcery!* game book of the same name); [3] Dave Arneson’s *City of the Gods* (sadly poorly represented, but featured somewhat in module DA3); and most importantly [4] Bob Bledsaw’s and Bill Owen’s *City-State of the Invincible Overlord*. An honorary shout-out is also due for *Cities*, by Midkemia Press.

More modern “old school fantasy urban adventure game” influences which had a significant effect upon this writing include: [1] Skara Brae, as featured in 1985’s *Tales of the Unknown: The Bard’s Tale* (by Michael Cranford) and [2] “Lost Vegas” in the game *Wasteland* (by St. Andre, Stackpole and Danforth). While not always to my taste, you may find *Sanctuary* and *Thieves’ World* to be useful as well.

Once you’ve ingested enough draughts of such heady brew, you will *almost* be ready to drunkenly run your doubtful players through a wild and haphazard improvised urban adventure of your own design. Use this book as a bottomless idea generator when your reserves are running low, or as an idea refiner whenever you want to save precious time in sorting out the details of your own imaginings. Fill your cities with secret dungeon entrances, infested sewers, mages concocting abominable experiments, nobles possessed by devils, “subdued” dragons on a rampage, and the rising of the dead. Turn your city into the ultimate labyrinth for adventure, an unexpected super-dungeon, with all its darkest horrors painted over by the sugars of a civilized veneer.

Don't be boring. Let the evil flow.

This book will now help you to create several hundred urban adventure hooks on the fly. All of the tools you require lie herein. You will only need to learn how to wield each tool, to pick them up, and then to start hammering. Once you've created your own unique adventure hooks, you can cut the players loose and see what happens. It won't be pretty, but it *will* be glorious!

The city-state, you will find, is old school gaming's final frontier. Mega-dungeons, with their limited levels and constricted pathways, are little more than Petrie dishes of chaos and adventure. The REAL grand experiment — the ultimate dungeon sandbox — is the improvised fantasy city.

Come play!

CHAPTER 2: URBAN ENCOUNTERS

2-1

RANDOM URBAN ENCOUNTER ROLLS

Urban environments are filled to the brim with people. In a city, you should roll for a random encounter for every 30 minutes of game time. Keep in mind that an encounter represents an *exceptional* transaction, something truly unusual that stands out from the omnipresent crowd.

Law and authority reign in daylight, while death and intrigue will rule the night. Most daytime encounters will feature humans (or demi-humans), with beasts and monsters being rare but not unheard of. The monsters, they mostly come out at night ... mostly. For this reason I provide two encounter tables, one for dawn to dusk, and another from dusk to dawn.

2 - 2

FROM DAWN TO DUSK: DAYTIME ENCOUNTER ROLLS

Roll 1d100 and consult the following table.



[01-45]	No Significant Encounter
[46-60]	Event
[61-62]	Beast / Monster, Common
[63]	Beast / Monster, Uncommon
[64]	Beast / Monster, Rare
[65]	Beast / Monster, Very Rare
[66-73]	Person, Common
[74-79]	Person, Uncommon
[80-83]	Person, Rare
[84-85]	Person, Very Rare
[86-90]	Mixed Group or Encounter in Progress (Person & Beast / Monster). Roll the rarity of each of the two encounters separately, as follows: [01-40] Common, [41-70] Uncommon, [71-90] Rare, [91-00] Very Rare.

[91-00]	Mixed Group or Encounter in Progress (Person & Person). Roll the rarity of each of the two encounters separately, as follows: [01-40] Common, [41-70] Uncommon, [71-90] Rare, [91-00] Very Rare.
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2 - 3

FROM DUSK TO DAWN: NIGHTTIME ENCOUNTER ROLLS

Roll 1d100 and consult the following table.



[01-30]	No Significant Encounter
[31-40]	No Significant Encounter, but Footsteps / Shadows
[41-50]	Event
[51-54]	Beast / Monster, Common
[55-57]	Beast / Monster, Uncommon
[58-59]	Beast / Monster, Rare
[60]	Beast / Monster, Very Rare.
[61-70]	Person, Common
[71-77]	Person, Uncommon
[78-82]	Person, Rare
[83-85]	Person, Very Rare
[86-90]	Mixed Group or Encounter in Progress (Person & Beast / Monster). Roll the rarity of each of the two encounters separately, as follows: [01-40] Common, [41-70] Uncommon, [71-90] Rare, [91-00] Very Rare.

[91-00]	Mixed Group or Encounter in Progress (Person & Person). Roll the rarity of each of the two encounters separately, as follows: [01-40] Common, [41-70] Uncommon, [71-90] Rare, [91-00] Very Rare.
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CHAPTER 3: EVENTS

An event, simply, is something strange, funny or dangerous that happens to entertain your players. The PCs may or may not be directly involved; they may be merely bystanders. The occurrence is paramount, while the bystanders (or even the instigators) are less important. You can work out the additional details of who, what, when and why once you decide on the nature of the event itself. You can also roll on the encounter twist table for even more detail.

When an event is indicated, roll 1d1000 (or =RANDBETWEEN(1,1000)) and consult the following table.

And if, after a while and several months of gaming sessions, you find that this table does not have enough detail or options for your campaign, you can also refer to my dedicated supplement ELD1, *Saga of the Elder City: Random City State Events*, which includes thousands of more ideas that are build on this same foundation.



[001-004]	Abandoned Child / Kittens / Monster Egg / Pups
[005-008]	Abduction / Kidnapping
[009-012]	Abrupt Weather Change
[013-016]	Accidental Wound
[017-021]	Acrobatic Performance
[022-025]	Aerial Attack
[026-029]	Aggressive Peddler / Shopkeeper
[030-033]	Ally / Companion Goes Missing
[034-037]	Animal or Human Sacrifice
[038-041]	Aqueduct / Bridge / Dock Collapse
[042-046]	Argument / Altercation
[047-050]	Arriving Barge / Ship / Fleet

[051-055]	Arriving Caravan / Merchant Train
[056-059]	Arriving Gypsies / Wanderers
[060-064]	Assassination / Execution / Murder
[065-068]	Assassins' Guild Rivalry
[069-072]	Asylum / Jail Breakout
[073-076]	Auction
[077-080]	Bandit Raid / Pirate Raid
[081-084]	Beast / Cattle Drive
[085-088]	Beating / Shaming
[089-092]	Bizarre Spell Effect
[093-097]	Blackmail Attempt
[098-101]	Blockade Raised and Guards Questioning Citizens
[102-105]	Blocked Road / Street Closing
[106-109]	Blowing Map / Scroll / Paper
[110-114]	Bowled Over by Horrified Peasant
[115-118]	BreakIn
[119-122]	Building Collapse
[123-126]	Building Construction
[127-131]	Burst Pipe
[132-135]	Call to Arms
[136-139]	Candy / Toy Vendor Pursued by Laughing Children
[140-143]	Captured Dragon Egg Hatching Ceremony
[144-148]	Carnival / Faire / Menagerie
[149-152]	Carriage Race / Horse Race
[153-156]	Cat Burglar Falls from Tightrope or Window
[157-160]	Celestial Omen (Eclipse, Rainbow, etc.)
[161-165]	Ceremonial Duel / Mock Battle / Remembrance
[166-169]	Ceremony / Feast / Festival

[170-173]	Chamber Pot Emptied
[174-177]	Chaotic Mage Rides Through
[178-182]	Chickens / Fowl in Piled Cages
[183-186]	Children at Play
[187-190]	Cluster of Staggering Drunkards
[191-195]	Compelled Mass Oath of Allegiance
[196-199]	Confronted / Followed / Mocked by Jester
[200-203]	Contest / Game
[204-208]	Cordoned Block / Quarantine
[209-212]	Corpse Burning
[213-216]	Counterfeit Merchandise Purchase
[217-220]	Courting Lovers
[221-224]	Criminal Arrest
[225-229]	Criminal in Stocks
[230-233]	Dead Beast / Monster Falling from Sky or Window
[234-238]	Dead Body Tumbles Out of Carriage
[239-242]	Deathly Sewer Gas
[243-247]	Declaration of Peace / War
[248-251]	Demonstration / Protest
[252-255]	Denied Passage / Forbidden Gate
[256-260]	Deserted Street / Street Clears
[261-264]	Discovered Blood / Body Parts
[265-268]	Disease / Parasitic Infection Contracted
[269-272]	Dogfight
[273-277]	Drinking Contest Moved to StreetSide
[278-281]	Drunken Brawl Spilling into Street
[282-285]	Drunken Wrestler Accepting All Challenges
[286-290]	Duel / Feud between Noble Families

[291-294]	Duel / Skirmish
[295-298]	Earthquake / Tremor
[299-302]	Eerie Feeling / Foreboding Premonition
[303-307]	Eerie Upstart Cult
[308-312]	Erosion / Imminent Collapse
[313-316]	Escaped Beast / Monster
[317-321]	Escaped Criminal / Slave
[322-325]	Evil and Good Cleric in Near Violent Confrontation
[326-329]	Falling Tool / Meathook
[330-334]	Feral Child Crawls Out
[335-338]	Fire
[339-342]	Fisherman at Collapsed and Flooded Street
[343-346]	Flock of Birds / Swarm of Butterflies / etc.
[347-350]	Flooding
[351-355]	Fluttering Letter with Broken Seal
[356-359]	Flyers / Banners / Pennants
[360-363]	Flying Adventurer Soars Overhead
[364-368]	Fog / Mist
[369-372]	Found Purse / Gold
[373-376]	Free Dispensation of Holy Water
[377-381]	Funeral Procession
[382-386]	Galloping Horse
[387-390]	Gang Violence
[391-395]	Gathering Army / Patrol / Royal Hunt
[396-399]	Ghost / Phantom Sighting
[400-403]	Goodwives Gossiping
[404-408]	Graveyard with Disturbed Earth / Overturned Stones
[409-412]	Guarded Door

[413-416]	Guild Rivalry Incident
[417-421]	Gust of Wind
[422-425]	Hanging Bodies or Heads on Pikes
[426-430]	Heavy Security Presence
[431-434]	Hooded Figures are Revealed as Humanoids / Monsters
[435-438]	Humanoid Scout on a Rooftop
[439-443]	Identified by Bounty Hunter
[444-447]	Illusion
[448-451]	Illusionist / Mage Entertaining a Crowd
[452-455]	Infectious Fear / Suspicion
[456-460]	Infectious Laughter / Merriment
[461-464]	Insult Duel
[465-469]	Interrupted Bribery
[470-473]	Invisible Force Field
[474-477]	Invitation from Guide / Host / Interpreter
[478-482]	Inviting / Recruiting
[483-486]	Joust / Tournament
[487-490]	Laborer's Strike Blockade / Procession
[491-494]	Lady Godiva Incident
[495-498]	Landing Aerial Mount (Griffon, Hippogriff, etc.)
[499-503]	Law Decree / Ordinance
[504-507]	Line of Convicts Transported by Guards
[508-512]	Loose Cobblestone / Fall
[513-516]	Lord of Misrule Gallivanting Through the Streets
[517-521]	Lost / Stolen Item
[522-525]	Lost Time Episode / Mysterious Gap in Memory
[526-529]	Lost Treasure on Ground
[530-533]	Loud Noise

[534-538]	Lovemaking Couple in Public
[539-542]	Lycanthrope Transformation
[543-546]	Lynch Mob
[547-551]	Mage Duel
[552-555]	Magic Mouth
[556-559]	Magical Accident / Explosion
[560-564]	Magical Experiment Gone Awry / Explosion
[565-568]	Magical Gate
[569-573]	Magically Animated Artwork / Golem / Statue
[574-577]	Maiden / Noble Falls from Horse
[578-581]	Marauding Humanoids
[582-585]	Marriage Ceremony
[586-589]	Mass Hysteria / Panic
[590-593]	Mass of People Shouting Threats
[594-597]	Masterpiece / Monument of DemiHuman Artwork
[598-602]	Maze of Wagons Loading / Unloading Produce
[603-606]	Medieval Equivalent of SpringHeeled Jack
[607-611]	Mob / Riot
[612-615]	Mob with Torches and Pitchforks Chasing Monster
[616-619]	Monk Duel
[620-624]	Monster Attack
[625-628]	News of Slain Dragon
[629-632]	Offer to Buy / Sell Magic Item
[633-637]	Offer to Sell Subdued Monster
[638-641]	Old Men Complaining
[642-645]	Omen / Startling Prophecy
[646-650]	Ominous Graffiti
[651-654]	Open Sewer

[655-658]	Opening Store
[659-663]	Overtaken Cart / Runaway Carriage
[664-667]	Painted Rune / Symbol on Ground
[668-671]	Patrol / Watch Raid
[672-676]	Payment Demand / Toll
[677-680]	Performance / Play
[681-685]	Person Drowning Near Shore
[686-689]	Person Falling from Building
[690-693]	Pigs Driven by Swineherd
[694-698]	Piled Barrels / Boxes / Hay Bales Fall on Passersby
[699-702]	Pirate Raid
[703-707]	Poisoned Weapon Discovered
[708-712]	Pool of Mud / Quicksand
[713-716]	Public Nudity / Spectacle
[717-721]	Pulled Siege Engine
[722-725]	Puppet Show
[726-729]	Pursued Thief
[730-734]	Pyrotechnics Display
[735-737]	Racial Altercation
[738-741]	Raid on Pleasure Den
[742-746]	Rain / Snow
[747-750]	Random Tarot Card Blowing on the Wind
[751-755]	Religious Procession
[756-759]	Returning Adventuring Party
[760-764]	Reward Notice / Poster
[765-768]	Rich Noble and Swarm of Beggars
[769-772]	Riddling Contest
[773-777]	Rite of Banishment

[778-781]	Road Repair Underway
[782-785]	Royal Procession
[786-790]	Running of the Bulls / Monsters
[791-794]	Sale of Monster Eggs, Young or Body Parts
[795-798]	Secret Society Meeting
[799-802]	Sensational Sale / Shortage
[803-807]	Servants Preparing for a Major Ceremony / Festival
[808-811]	Severed Tentacle, Still Twitching
[812-815]	Sewer Grate Opens
[816-820]	Shambling Corpse
[821-824]	ShoulderSlammed by Tough or Noble
[825-828]	Sidewalk Game of Dice / Quoits / Runes
[829-833]	Sighting of Flying Monster
[834-837]	Sinking Raft / Skiff / Ship
[838-841]	Slain / Magically Held Patrol
[842-845]	Slave Auction
[846-850]	Slime Devouring a Dead Body
[851-854]	Smugglers Loading / Unloading
[855-858]	Spat Upon
[859-862]	Spider Web over Entire Alley
[863-867]	Spilled Food / Trade Goods
[868-871]	Storm of Blowing Trash
[872-876]	Strange Flower / Fungus Blooming
[877-880]	Stranger Spontaneously Combusts
[881-884]	Stranger Turns into Monster
[885-888]	Street Collapse
[889-893]	Street Mural / Improvisatory Art
[894-897]	Strong Smell

[898-901]	Subdued Dragon / Monster Auction
[902-905]	Suddenly Lost / Disoriented
[906-909]	Suspected Plague Outbreak
[910-914]	Suspected Thief Casing the Crowd
[915-918]	Theft
[919-923]	Thieves' Guild Rivalry
[924-928]	Three Weird Sisters
[929-932]	Thronging Crowd
[933-937]	Thrown Brick / Rock
[938-941]	Trail of Silver Coins
[942-946]	Uncontrolled Rolling Barrels
[947-950]	Unexpected Curfew
[951-955]	Unintentional Breach of Taboo
[956-959]	Valuable (or Vile) Sewer Flotsam
[960-964]	Violent Eviction in Progress
[965-968]	Wall Repair Underway
[969-973]	Wanted Notice / Poster
[974-977]	Water Contamination
[978-981]	Willfully ShortChanged by Shopkeeper
[982-986]	Witch Burning
[987-990]	Witnessed Extortion / Threat
[991-995]	Woman Chasing Goats / Pigs
[996-000]	Zealot Inciting a Riot

CHAPTER 4: UNEXPECTED CREATURES

4 - 1

BEASTS AND MONSTERS

Refer to Castle Oldskull supplement CDDG2 for further details on monsters and monster types. As noted prior, beast and monster encounters will be somewhat rare but almost always noteworthy. There is one exception, in that encounters are not provided for horses. The reasons for this are twofold: [1] horses are the most common animals in the urban environment, [2] they are almost always tame and [3] they are almost never encountered without riders and controllers. As such, horses are a “given” in the urban fantasy environment and most encounters featuring them will be non-exceptional and therefore outside of our gaming interest.

The following tables are split into Common, Uncommon, Rare and Very Rare categories which indicate the relative rarity of beasts and monsters in the urban environment. Please note that these frequency ratings are dependent upon a general interpretation of human cities; goblins, for example, are common in the wilderness but are rare here, because they are rather weak and exterminated on sight.

Similarly, if your city’s predominant race is inhuman (dwarves, elves, gnomes, etc.), you may want to change the rarities of several beast and monster types. Dwarves prefer bears and even wolves as guardian beasts, gnomes enjoy the presence of burrowing creatures, and so forth.

Importantly, this table does not include numbers of monsters appearing. The reason for this is that any beast or monster encounter can potentially turn deadly. However, unlike a dungeon environment, the PCs will not be the sole present victims of a monster’s wrath. Easier and duller prey will probably be abundant in the immediate vicinity. Each GM must carefully consider this, as well as the players’ temperament, before deciding on the number of monsters appearing. A single orc is a matter of some alarm, but not a significant threat. Twenty orcs, however, will cause instant mayhem. And at the other

end of the scale, you can indeed have level 1 PCs encounter a demon in the city, provided that they are bystanders to a confrontation between the demon and a victim or stronger party. These variables preclude a fixed number of monsters appearing from being assigned.

4 - 2

JUSTIFICATIONS FOR URBAN MONSTER ENCOUNTERS

For any monster encounter, and for some beasts, you will probably want to concoct a justification for the monster's existence. Creatures such as dogs, rats, and even centipedes are easy to explain away as being "just there"; but an encounter with a roper, a sphinx, or a dragon might require a little more justification. This unique table is designed to help you sort out precisely that conundrum. As always, if a roll result does not make sense ("flying," "hatched," etc.), ignore it; and if an obvious result does make sense, go with the obvious and save yourself a die roll.

Keep in mind, however, that the explanation is for the GM to know, and for the players to find out! (Or not.) Your city should be mysterious; and your players should be asking questions (such as, "How in Hades did a troop of orcs get into the city?"). This table will help you to know the answers in advance.



Roll 1d100 and consult the following table. Reroll or select as appropriate.

[01-02]	Allowed to Lair / Favored Being
[03]	Astral
[04-05]	Attracted by Carrion / Offal
[06]	Barbarian's / Druid's / Ranger's Companion
[07]	Beckoned by Artifact / Relic
[08-09]	Burrowing
[10]	Chaos Manifestation
[11-12]	Conjured / Magically Created
[13]	Demi-Human Enclave Guardian
[14-15]	Diplomat / Emissary of a Race
[16]	Divine / Infernal Messenger
[17-18]	Dweller of the Undercity
[19-20]	Dweller of the Underworld
[21]	Dwelling Under Bridge
[22-23]	Emerged from Basement / Cellar
[24]	Emerged from Magical Gate
[25-26]	Emerged from Mine or Excavation
[27]	Emerged from Secret Dungeon Entrance
[28-29]	Emerged from Sewers
[30]	Emerged from Tomb / Undercroft
[31]	Engendered by Magical Potion Waste
[32-33]	Escaped Guild Mascot
[34]	Escaped from a Hideout or Palace
[35-36]	Escaped from a Menagerie
[37]	Escaped Guardian Beast
[38-39]	Ethereal
[40]	Flying
[41-42]	Form of Curious Demigod

[43]	Frozen Spectacle
[44-45]	Good / Ill Omen
[46]	Guardian Beast
[47-48]	Hatched
[49]	Illusion
[50-51]	Imprisoned Spectacle
[52]	Invisible
[53-54]	Lairing in Abandoned Building
[55]	Lairing in Cesspit
[56]	Lairing in Cesspool
[57]	Lairing in Dung Heap
[58]	Lairing in Trash Heap
[59-60]	Legal Pet / Mascot
[61]	Madman's Minion / Champion
[62-63]	Mage's Familiar
[64]	Magical De-Evolution
[65-66]	Melted Out of Ice Block
[67]	No Encounter, Dead Body Display Only
[68-69]	No Encounter, Hide / Trophy Only
[70]	No Encounter, Tracks / Spoor Only
[71-72]	Paraded as Symbol of Power / Authority
[73]	Parasitic / Symbiotic
[74]	Planes Walker
[75]	Polymorphed Mage or Shape-Shifted Druid
[76]	Reincarnated City Denizen(s)
[77]	Risen from the Grave
[78]	Scout Presaging an Invasion / Infestation
[79]	Secret Alliance / Protected

[80]	Shape-Shifted (into Demi-Human or Human Form)
[81]	Sign of the Apocalypse
[82]	Spectacle in Faire
[83]	Spectacle in Menagerie
[84]	Spy
[85]	Subdued and at Auction
[86-87]	Subdued Mount / Pet
[88]	Summoned by Curse / Omen
[89]	Summoned by Demon / Devil
[90]	Summoned by Dream / Nightmare
[91]	Summoned by the Mist
[92]	Summoned by Scroll / Magic Item
[93]	Summoned by Spell Caster
[94]	Swam Up Canal / Waterway
[95]	Swam Up from Well
[96]	Teleported
[97]	Temple Guardian / Sacred Beast
[98]	Time Traveler
[99]	Unleashed Experiment
[00]	Vision / Ghost / Phantom

4 - 3
COMMON
BEASTS AND MONSTERS
IN THE URBAN
ENVIRONMENT

Roll 1d100 and consult the following table.



[01-08]	Bat
[09-16]	Bat, Large
[17-24]	Bull
[25-33]	Cat
[34-41]	Cat, Feral
[42-49]	Centipede, Huge
[50-57]	Centipede, Large
[58-66]	Cockroach, Giant
[67-75]	Dog
[76-83]	Dog, Guard
[84-91]	Farm Animal / Livestock (Random)
[92-00]	Rat

4 - 4 UNCOMMON BEASTS AND MONSTERS IN THE URBAN ENVIRONMENT

Roll 1d100 and consult the following table.



[01-05]	Bat, Huge
[06-10]	Beetle, Giant, Fire
[11-15]	Centipede, Giant
[16-20]	Dog, Feral / Wild
[21-25]	Dog, Hunting
[26-30]	Dog, War
[31-35]	Ear Weevil
[36-41]	Flesh Grub
[42-47]	Lycanthrope (Random)
[48-52]	Mold, Golden
[53-58]	Rat, Giant
[59-63]	Raven

[64-68]	Shrieking Fungus
[69-74]	Slime (Random)
[75-79]	Snake (Random)
[80-84]	Spider, Large
[85-89]	Swarm, Arachnid
[90-95]	Swarm, Insect
[96-00]	Swarm, Vermin

4 - 5 RARE BEASTS AND MONSTERS IN THE URBAN ENVIRONMENT

Roll 1d100 and consult the following table.



[01-02]	Ant, Giant
[03]	Bat, Giant (Netherworld)
[04-05]	Bear (Random)
[06-07]	Beastman
[08]	Beetle, Giant, Bombardier
[09]	Beetle, Giant, Water
[10]	Beetle, Giant, Woodboring
[11-12]	Brownie
[13-14]	Bugbear
[15-16]	Bull, Monstrous
[17-18]	Cat, Rabid
[19-20]	Centaur

[21]	Centipede, Enormous
[22-23]	Changeling
[24-25]	Crayfish, Giant
[26-27]	Crocodile (or Alligator)
[28-29]	Crocuta
[30-31]	Deep One
[32]	Demon, Incubus / Succubus
[33-34]	Dog, Rabid
[35-36]	Doppelganger
[37-38]	Falcon
[39-40]	Fanged Fish (Random)
[41]	Fox
[42]	Frog, Monstrous (Random)
[43-44]	Frogman
[45]	Fungus, Violet
[46]	Gargoyle
[47]	Ghast
[48]	Ghul
[49]	Goblin
[50]	Gremlin
[51]	Hawk
[52]	Hobgoblin
[53-54]	Hound, Magical (Random)
[55-56]	Invisible Monster
[57]	Jackalwere
[58-59]	Kobold
[60]	Leech, Monstrous (Random)
[61-62]	Leprechaun

[63-64]	Living Statue (Random)
[65-66]	Lizard Man
[67-68]	Medusa
[69]	Merfolk
[70-71]	Mimic (Random)
[72-73]	Mold, Umber
[74-75]	Orc
[76]	Raven, Giant
[77-78]	Shadow
[79-80]	Skeleton
[81-82]	Snake, Monstrous (Random)
[83-84]	Soul Worm
[85-86]	Specter
[87-88]	Spider, Giant
[89-90]	Spider, Huge
[91-92]	Stryx
[93-94]	Weasel
[95-96]	Wight
[97-98]	Worm, Giant
[99-00]	Zombie

4 - 6 VERY RARE BEASTS AND MONSTERS IN THE URBAN ENVIRONMENT

Roll 1d100 and consult the following table.



[01]	Abomination
[02]	Acid Mantis
[03]	Amber Behemoth
[04]	Angel (Random)
[05]	Ape, Carnivorous
[06]	Ape, White
[07]	Badger
[08]	Badgerbear
[09]	Banshee
[10]	Bee, Giant
[11]	Centipede, Monstrous
[12]	Demigod

[13-14]	Demon (Random)
[15-16]	Devil (Random)
[17]	Dracunculus
[18-19]	Dragon (Shape-Shifted or Aerial Attack)
[20-21]	Elemental (Random)
[22-23]	Faerie (Random)
[24-25]	Genie
[26-27]	Giant (Random)
[28-29]	Gnole
[30-31]	Gnome, Netherworld
[32-34]	Golem (Random)
[35-36]	Hag (Random)
[37-38]	Harpy
[39-40]	Homunculus
[41]	Ifrit
[42-43]	Imp
[44-45]	Juggernaut
[46]	Kirin
[47]	Land Shark
[48]	Lich
[49-50]	Lizard, Giant (Random)
[51-52]	Manticore
[53]	Minotaur
[54]	Mummy
[55-56]	Naga (Random)
[57]	Nereid
[58]	Nixie
[59]	Ogre

[60]	Ogre Mage
[61-62]	Rakshasa
[63]	Roper
[64-65]	Rusting Beast
[66]	Scorpion, Monstrous (Random)
[67-68]	Serpent Folk (Random)
[69]	Serpent, Winged (Random)
[70]	Shedu
[71]	Shoggoth
[72-73]	Sphinx (Random)
[74]	Spider Maiden
[75]	Spider, Dimensional
[76-77]	Summoned Monster (Random)
[78]	Swamp Shambler
[79]	Tentacle Beast (Random)
[80]	Tentacled Centipede
[81]	Tick, Monstrous (Random)
[82]	Titan
[83]	Troglodyte
[84]	Troll (Random)
[85]	Turtle, Giant Snapping
[86-87]	Vampire (Random)
[88-89]	Wasp, Giant
[90]	Weasel, Giant
[91]	Will-o'-the-Wisp
[92-93]	Wind Spirit
[94]	Wolf (Random)
[95]	Wolverine

[96]	Wolverine, Giant
[97-98]	Wraith
[99]	Zombie, Arcane
[00]	Game Master's Choice or Roll Twice

CHAPTER 5: THE DENIZENS

5 - 1

PEOPLE

Person encounters in the city are noteworthy in some regard, although they may at first appear “normal” and thoroughly common. These interesting people are either very emotional about something, hiding something, experiencing something strange, or are inherently exceptional. Refer to the encounter twist table ([here](#)) for several ideas to make these encounters memorable.

Unlike urban beast and monster encounters (which frequently lead to panic, alerts, flight and/or combat), encounters with people typically involve improvised role-playing. Some of the encounters should be subtle, and perhaps even unannounced. Examples of such “hidden” encounters include: an attempted pickpocket attempt on a PC; a murderer stalking a potential victim; a lycanthrope hoping to pass undetected; or a secret signal passed between two NPCs. These are still encounters, because they trigger a change in the game environment which the GM will need to monitor and which the PCs might soon detect. But from the PCs’ perspective, there might well be nothing happening!

The number of persons encountered is entirely up to the GM. However, since even evil humans and demi-humans will be unlikely to *begin* a fight in the city (due to the omnipresent threats of law enforcement and judicial punishment), a sense of “fairness” in the number appearing is not a major concern. The following rules of thumb are recommended:



Commoners: 1D12 appearing

Specialists: 1D10 appearing

Guardsmen, Watchmen, Men-at-Arms: Special, refer to the Guardsmen, Watchmen & Vigiles table ([here](#))

Low Level Characters (Level 1 to 4): 1D6 appearing

Mid-Level Characters (Level 5 to 8): 1D4 appearing

High Level Characters (Level 9 to 12): 1D2 appearing

Nobles & Powerful Personages: 1D2 appearing

Epic Level Characters (Level 13+): 1 appearing



The subject of NPC development beyond the detail level of occupation and/or class is beyond the scope of this book. However, if you would like assistance in fully developing NPCs with names, epithets, personalities, physical descriptions, historical backgrounds and so forth, I recommend the use of Castle Oldskull Supplement DDE1, DUNGEON DELVER ENHANCER, which is specifically tailored to answer those many questions.

5 - 2

COMMON PEOPLE IN THE URBAN ENVIRONMENT

Roll 1d100 and consult the following table.



[01-04]	Artisan / Tradesman (Roll on Merchant of Goods Sub-Table for type)
[05-06]	Bandit / Brigand
[07-08]	Bawd / Pimp
[09-10]	Beggar
[11-12]	Believer / Pilgrim
[13-14]	Cleric, Low Level (1-4)
[15-16]	Crier / Herald
[17-20]	Commoner
[21-22]	Criminal / Culprit / Fugitive
[23-24]	Cultist / Flagellant
[25-28]	Drink Merchant (Wine Seller etc.) (Roll on Merchant of Drink Sub-Table for type)

[29-30]	Dwarf, Low Level (1-4)
[31-32]	Elf, Low Level (1-4)
[33-34]	Errand Runner / Message Runner
[35-36]	Fighter, Low Level (1-4)
[37-40]	Food Merchant (Baker etc.) (Roll on Merchant of Food Sub-Table for type)
[41-42]	Gentleman / Lady
[43-44]	Gnome, Low Level (1-4)
[45-46]	Goodman / Goodwife (Roll on Merchant of Drink (25%), Food (25%), Goods (25%) or Services (25%) for type)
[47-50]	Guards (Roll on Guardsmen, Watchmen & Vigiles Sub-Table for type)
[51-52]	Half-Elf, Low Level (1-4)
[53-54]	Half-Orc, Low Level (1-4)
[55-56]	Halfling, Low Level (1-4)
[57-58]	Illusionist, Low Level (1-4)
[59-60]	Mage, Low Level (1-4)
[61-64]	Man-at-Arms / Mercenary
[65-69]	Merchant of Goods (Roll on Merchant of Goods Sub-Table for type)
[70-74]	Merchant of Services (Roll on Merchant of Services Sub-Table for type)
[75-78]	Official (Roll on Official Sub-Table for type)
[79-80]	Peasant
[81-82]	Peddler / Tinker
[83-84]	Peregrine / Pilgrim
[85-86]	Rag Picker
[87]	Serf / Slave
[88-89]	Soldier
[90-91]	Street Urchin
[92-93]	Thief, Low Level (1-4)
[94]	Untouchable

[95-96]	Vagabond
[97-00]	Watch / Watchmen or Enhanced Guard Presence (Roll on Guardsmen, Watchmen & Vigiles Sub-Table for type)

5 - 3

UNCOMMON PEOPLE IN THE URBAN ENVIRONMENT

Roll 1d100 and consult the following table.



[01-02]	Adventuring Party, Low Level (1-4)
[03-04]	Ambassador / Diplomat / Emissary
[05-06]	Anchorite / Hermit / Pillarine
[07-08]	Assassin, Low Level (1-4)
[09-10]	Barbarian, Low Level (1-4)
[11-12]	Bard, Low Level (1-4)
[13-14]	Beggar, Diseased
[15-16]	Beggar, Thief
[17-18]	Celebrant / Masquer
[19-20]	Charlatan / Mountebank
[21-22]	Cleric, Mid-Level (5-8)
[23-25]	Courtesan / Lothario

[26-27]	Dog Catcher / Rat Catcher
[28-29]	Drover
[30-31]	Druid, Low Level (1-4)
[32-33]	Dwarf, Mid-Level (5-8)
[34-35]	Elf, Mid-Level (5-8)
[36-38]	Entertainer / Juggler
[39-41]	Fence / Pawnbroker
[42-44]	Fighter, Mid-Level (5-8)
[45-46]	Fortune Teller / Soothsayer
[47-49]	Gang
[50-51]	Gnome, Mid-Level (5-8)
[52-54]	Guildsman
[55-56]	Guildless Rogue Thief
[57-59]	Gypsy
[60-61]	Half-Elf, Mid-Level (5-8)
[62-63]	Half-Orc, Mid-Level (5-8)
[64-65]	Halfling, Mid-Level (5-8)
[66-67]	Illusionist, Mid-Level (5-8)
[68-70]	Lady of the Evening
[71-72]	Mage, Mid-Level (5-8)
[73-74]	Monk, Low Level (1-4)
[75-76]	Mudlark
[77-79]	Noble (Roll on Noble Sub-Table for type)
[80-81]	Paladin, Low Level (1-4)
[82-83]	Preacher / Prophet
[84-85]	Rake
[86-87]	Ranger, Low Level (1-4)
[88-89]	River Folk / Sailor

[90-92]	Ruffian
[93-94]	Street Cleaner
[95-96]	Thief, Mid-Level (5-8)
[97-98]	Thug
[99-00]	Waste Disposal Group

5 - 4 RARE PEOPLE IN THE URBAN ENVIRONMENT

Roll 1d100 and consult the following table.



[01-03]	Adventuring Party, Mid-Level (5-8)
[04-06]	Alchemist
[07-09]	Army Procession
[10-12]	Assassin, Mid-Level (5-8)
[13-15]	Barbarian, Mid-Level (5-8)
[16-18]	Bard, Mid-Level (5-8)
[19-21]	Beggar, Assassin
[22-24]	Body Snatcher / Resurrectionist
[25-27]	Bounty Hunter
[28-30]	Cleric, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[31-33]	Druid, Mid-Level (5-8)

[34-36]	Duelist / Fencer
[37-39]	Dwarf, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[40-42]	Elf, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[43-45]	Fighter, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[46-48]	Gnome, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[49-51]	Guild Master (Roll on Merchant of Goods (50%) or Merchant of Services (50%) Sub-Table for guild type)
[52-54]	Guild Procession (Roll on Merchant of Goods (50%) or Merchant of Services (50%) Sub-Table for guild type)
[55-57]	Guildless Rogue Assassin
[58-60]	Half-Elf, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[61-63]	Half-Orc, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[64-66]	Halfling, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[67-68]	Illusionist, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[69-71]	Mage, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[72-74]	Monk, Mid-Level (5-8)
[75-76]	Murderer
[77-78]	Necromancer, Evil Cleric
[79-80]	Necromancer, Evil Mage
[81-83]	Paladin, Mid-Level (5-8) (50% chance of being noble-born; refer to Noble section)
[84-85]	Pied Piper

[86-88]	Press Gang
[89-91]	Ranger, Mid-Level (5-8)
[92-94]	Sage
[95-97]	Slaver
[98-00]	Thief, High Level (9-12) (50% chance of being noble-born; refer to Noble section)

5 - 5 VERY RARE PEOPLE IN THE URBAN ENVIRONMENT

Roll 1d100 and consult the following table.



[01-04]	Adventuring Party, High Level (9-12)
[05-08]	Assassin, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[09-11]	Assassin, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[12-15]	Barbarian, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[16-18]	Barbarian, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[19-22]	Bard, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[23-25]	Bard, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)

[26-28]	Cleric, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[29-32]	Druid, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[33-35]	Druid, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[36-38]	Dwarf, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[39-41]	Elf, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[42-44]	Fighter, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[45-47]	Gnome, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[48-50]	Half-Elf, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[51-54]	Half-Orc, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[55-58]	Halfling, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[59-61]	Illusionist, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[62-65]	Mage, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[66-69]	Monk, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[70-72]	Monk, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[73-76]	Paladin, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[77-80]	Paladin, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)

[81-84]	Pretender / Usurper (50% chance of being noble-born; refer to Noble section)
[85-88]	Ranger, High Level (9-12) (50% chance of being noble-born; refer to Noble section)
[89-92]	Ranger, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)
[93-96]	Ruler of the City
[97-00]	Thief, Epic Level (13-18) (50% chance of being noble-born; refer to Noble section)

5 - 6

PERSON

SUB-TABLE I:

DRINK MERCHANTS

Roll 1d100 and consult the following table.



[01-04]	Ale Draper
[05-08]	Alewife
[09-12]	Aquarius
[13-16]	Barkeep
[17-20]	Barmaid
[21-24]	Bartender
[25-26]	Beer Seller
[27-28]	Belhoste
[29-32]	Bever
[33]	Bluffer
[34-36]	Boniface
[37-40]	Braumeister
[41]	Burneman
[42-44]	Brewer

[45-48]	Cellarer
[49-52]	Dairymaid
[53-56]	Dairyman
[57-60]	Distiller
[61]	Ganneker
[62-64]	Innkeeper
[65-68]	Mixer
[69-72]	Ostler
[73-76]	Rectifier
[77-80]	Skinker
[81-84]	Tapster
[85-87]	Tavern Keeper
[88-90]	Tavern Wench
[91-92]	Taverner
[93-94]	Tippler
[95]	Vatman
[96]	Vineroon
[97]	Vintager
[98]	Vintner
[99-00]	Wine Seller

5 - 7
 PERSON
 SUB-TABLE II:
 FOOD MERCHANTS

Roll 1d100 and consult the following table.



[01-02]	Acater
[03-04]	All Spice
[05-07]	Baker
[08-09]	Baxter
[10-11]	Beekeeper
[12-14]	Butcher
[15-16]	Candy Maker
[17-18]	Carner
[19-20]	Carver
[21-22]	Cashmarie
[23-25]	Cheese Monger
[26-28]	Chef
[29-30]	Chowder
[31-32]	Confectioner

[33-35]	Cook
[36-37]	Coster Wife
[38-40]	Costermonger
[41-42]	Dry Salter
[43-44]	Eggler
[45-47]	Fishmonger
[48-49]	Fishwife
[50-51]	Flauner
[52]	Fleshmonger
[53-54]	Food Trader
[55-56]	Fruiterer
[57]	Garlic Monger
[58]	Greengrocer
[59]	Grocer
[60]	Host
[61]	Hosteller
[62]	Innkeeper
[63]	Keech (Butcher's Boy)
[64]	Kepegesst
[65]	Lardner
[66]	Mealman
[67-68]	Mercator
[69-70]	Monger
[71]	Mustarder
[72]	Nut Seller
[73-74]	Pastry Chef
[75]	Piscarius
[76]	Pistor

[77-78]	Poultry Dealer
[79-81]	Provisioner
[82-83]	Publican
[84-85]	Purser
[86-87]	Rippier
[88-89]	Salter
[90-91]	Spicer
[92-93]	Sutler
[94]	Sweetmeat Maker
[95]	Tabernarius
[96-97]	Trencherman
[98-00]	Victualer

5 - 8
PERSON
SUB-TABLE III+:
GUARDSMEN,
WATCHMEN
AND VIGILES

Unlike most encounters, guard and watchman encounters will frequently be impressive for their numbers. Patrols travel in strength, and make certain they are within hailing distance of another group. As the guard and the watch are symbols of the City State ruler's authority, they will make themselves highly visible throughout the city. Besides patrolling, guardsmen will also be found performing various activities. Feel free to use the following table to determine non-patrol activities of guardsmen:



[01-05]	Archery and weapons practice
[06-09]	Clearing the street or area for protection
[10-14]	Controlling traffic
[15-19]	Drilling, formations and marching
[20-24]	Escorting a noble or delegation
[25-28]	Fighting a fire, flood, collapse or other disaster

[29-32]	Fixing a problem or assisting laborers
[33-37]	Guarding a herald or official making a proclamation
[38-42]	Guarding the perimeter of an execution or punishment ground
[43-47]	Manning a gate or checkpoint
[48-52]	Manning a watch station
[53-57]	Organizing townsfolk to assist with loading, unloading, etc.
[58-62]	Overseeing arrival / departure of a noble or delegation
[63-67]	Overseeing prison laborers
[68-71]	Performing an arrest
[72-76]	Performing an official investigation
[77-80]	Pursuing a fugitive
[81-85]	Questioning or interrogating townsfolk or foreigners
[86-90]	Receiving orders, praise or punishment from a shouting officer
[91-95]	Searching a street, building or alley
[96-00]	Walking atop a wall, roof or catwalk



Generally, the three branches of guard forces have their own functions, schedules and jurisdictions. To players, the difference between one guard or another may be subtle, but clever players will soon learn that different guards mean different things, and there are implications to the presence of each force.

Guardsmen are the “general purpose” guards, and also perform questioning and searches. They have narrow patrol areas.

Watchmen handle sensitive matters of law enforcement, crime deterrence, public assistance, investigation and night patrols. They have wide patrol areas.

Vigiles enforce fire ordinances, fight fires, re-apprehend runaway slaves, escort dignitaries and direct small units of guardsmen and watchmen when an officer cannot be everywhere at once. They have very wide patrol areas.



The following table is used to determine the number of guardsmen encountered. If you came to this table as a “Guard” result, roll an unmodified 1D100. If you came to this table as a “Watchman” result, roll 1D100 and add 20.

Hierarchy I	
[01-05]	Guardsmen (Man-at-Arms), 2D4 in number
[06-10]	Guardsmen (Man-at-Arms), 2D6 in number
[11-15]	Guardsmen (Man-at-Arms), 2D8 in number
[16-20]	Guardsmen (Man-at-Arms), 2D10 in number
[21-25]	Watchman (Man-at-Arms, +1 to hit and damage), 2D4 in number
[26-30]	Watchman (Man-at-Arms, +1 to hit and damage), 2D6 in number
[31-35]	Watchman (Man-at-Arms, +1 to hit and damage), 2D8 in number
[36-40]	Watchman (Man-at-Arms, +1 to hit and damage), 2D10 in number
[41-43]	Vigile (Man-at-Arms, +1 HP, +1 to hit and damage), 2D4 in number
[44-45]	Vigile (Man-at-Arms, +1 HP, +1 to hit and damage), 2D6 in number
[46-47]	Vigile (Man-at-Arms, +1 HP, +1 to hit and damage), 2D8 in number
[48-49]	Vigile (Man-at-Arms, +1 HP, +1 to hit and damage), 2D10 in number
Hierarchy II	
[50]	Darkman (Demi-Human with Infravision, Level 1 Fighter), Dwarf, 1D6+1 in number
[51]	Darkman (Demi-Human with Infravision, Level 1 Fighter), Elf, 1D6+1 in number

[52]	Darkman (Demi-Human with Infravision, Level 1 Fighter), Gnome, 1D6+1 in number
[53]	Darkman (Demi-Human with Infravision, Level 1 Fighter), Half-Elf, 1D6+1 in number
[54]	Darkman (Demi-Human with Infravision, Level 1 Fighter), Half-Orc, 1D6+1 in number
[55]	Darkman (Demi-Human with Infravision, Level 1 Fighter), Halfling, 1D6+1 in number
Hierarchy III	
[56-59]	Petty Sergeant (Level 1 Fighter), leading 2D4 Guardsmen
[60-62]	Petty Sergeant (Level 1 Fighter), leading 2D4 Watchmen
[63-65]	Petty Sergeant (Level 1 Fighter), leading 2D4 Vigiles
Hierarchy IV	
[66-69]	Sergeant (Level 2 Fighter), leading 2D6 Guardsmen
[70-72]	Sergeant (Level 2 Fighter), leading 2D6 Watchmen
[73-75]	Sergeant (Level 2 Fighter), leading 2D6 Vigiles
[76-77]	Lieutenant (Level 2 Fighter, +2 HP), leading 2D8 Guardsmen
[78-79]	Lieutenant (Level 2 Fighter, +2 HP), leading 2D8 Watchmen
[80]	Lieutenant (Level 2 Fighter +2 HP), leading 2D8 Vigiles
Hierarchy V	
[81-82]	Senior Sergeant (Level 3 Fighter), leading 2D10 Guardsmen
[83-84]	Senior Sergeant (Level 3 Fighter), leading 2D10 Watchmen
[84]	Senior Sergeant (Level 3 Fighter), leading 2D10 Vigiles
[86-87]	Senior Lieutenant (Level 3 Fighter, +3 HP), leading 2D12 Guardsmen
[88-89]	Senior Lieutenant (Level 3 Fighter, +3 HP), leading 2D12 Watchmen
[90]	Senior Lieutenant (Level 3 Fighter, +3 HP), leading 2D12 Vigiles
Hierarchy VI	
[91]	Sergeant at Arms (Level 4 Fighter), leading 1 Sergeant and 4D4 Guardsmen

[92]	Sergeant at Arms (Level 4 Fighter), leading 1 Sergeant and 4D4 Watchmen
[93]	Sergeant at Arms (Level 4 Fighter), leading 1 Sergeant and 4D4 Vigiles
Hierarchy VII	
[94]	Captain (Level 5 Fighter), leading 1 Lieutenant and 4D6 Guardsmen
[95]	Captain (Level 5 Fighter), leading 1 Lieutenant and 4D6 Watchmen
[96]	Captain (Level 5 Fighter), leading 1 Lieutenant and 4D6 Vigiles
Hierarchy VIII	
[97-98]	Senior Captain (Level 6 Fighter), leading 1 Senior Sergeant and 5D6 Vigiles
Hierarchy IX	
[99]	Captain at Arms (Level 7 Fighter), leading 1 Senior Lieutenant and 6D6 Vigiles
Hierarchy X	
[00]	Vaunted Captain (Level 8 Fighter), leading 1 Sergeant at Arms and 7D6 Vigiles
Special Circumstance / Doubled Force Presence	
[101 or Higher]	1D100, roll again, and double the numbers of men and officers appearing



In addition to the officers listed above, there is a chance that a guard troop will be accompanied by a special officer of some kind. The chance is 5% per normal guardsman (or watchman, or vigile, or darkman); if 20 or more normal men are encountered, there is a 100% chance of one special officer being present, and then a 5% chance per man over 20 of a second special officer. (For example, if there are 26 men, there's a 100% chance of one special officer, and then a 30% chance of a second special officer.)

The various types of special officers are as follows:



[01-09]	[01-09] Apprentice Inquisitor (Level 1 Mage)
[10-17]	[10-17] Chaplain Liaison (Level 2 Cleric)
[18-25]	[18-25] Inquisitor (Level 2 Mage)
[26-28]	[26-28] Agent Initiate (Level 2 Monk)
[29-31]	[29-31] Agent Keeper (Level 2 Paladin) in a good City State; Agent Vaunt (Level 2 Assassin) in an evil City State; reroll for a neutral City State
[32-37]	[32-37] Veteran Darkman (Level 2 Demi-Human, Random Class)
[38-44]	[38-44] Chaplain (Level 3 Cleric)
[45-51]	[45-51] Senior Inquisitor (Level 3 Mage)
[52-54]	[52-54] Agent of the Brotherhood / Sisterhood (Level 3 Monk)
[55-57]	[55-57] Agent Protector (Level 3 Paladin) in a good City State; Royal Bloodletter (Level 3 Assassin) in an evil City State; reroll in a neutral City State
[58-62]	[58-62] Senior Darkman (Level 3 Demi-Human, Random Class)
[63-68]	[63-68] Senior Chaplain (Level 4 Cleric)
[69-74]	[69-74] Inquisitor Adept (Level 4 Mage)
[75-77]	[75-77] Agent Disciple (Level 4 Monk)
[78-80]	[78-80] Agent Defender (Level 4 Paladin) in a good City State; Royal Headhunter (Level 4 Assassin) in an evil City State; reroll in a neutral City State
[81-84]	[81-84] Darkman Vigile (Level 4 Demi-Human, Random Class)
[85-89]	[85-89] Chaplain Overseer (Level 5 Cleric)
[90-94]	[90-94] Grand Inquisitor (Level 5 Mage)
[95-96]	[95-96] Agent Immaculate (Level 5 Monk)

[97-98]	[97-98] Agent Warder (Level 5 Paladin) in a good City State; Royal Slayer (Level 5 Assassin) in an evil City State; reroll in a neutral City State
[99-00]	[99-00] Witch Hunter (Level 6 Cleric) with 1D4 Witch Hunter Apprentices (Level 2 or 3 Clerics)

5 - 9
 PERSON
 SUB-TABLE IV:
 MERCHANTS
 OF GOODS
 (TRADESMEN)

A “merchant of goods” is simply a person who sells items of some kind. Amber cutters sell amber, anvil smiths sell anvils, and so forth. The merchant will typically be set up in a stall, shop or store (depending on type, wealth and circumstance), although a merchant can of course be found walking the streets or resting in an inn as well.

To determine the type of a merchant of goods randomly, roll 1D1000 and consult the following table:



[001-006]	Accoutrement Maker
[007-011]	Alabasterer
[012-016]	Amber Cutter
[017-021]	Anchor Smith
[022-026]	Anvil Smith

[027-032]	Apothecary
[033-037]	Arcane Armorer
[038-042]	Arcane Weaponsmith
[043-047]	Archil Maker
[048-052]	Arkwright
[053-058]	Armorer
[059-062]	Artificer
[063-065]	Atilliator (Crossbow Maker)
[066-068]	Augur Maker
[069-073]	Avenator
[074-078]	Axle Maker
[079-083]	Back Maker
[084-089]	Bagman
[090-094]	Balance Maker
[095-100]	Barterer
[101-106]	Basket Maker
[107-111]	Bellfounder
[112-116]	Bellows Maker
[117-121]	Besom Maker
[122-127]	Bird Seller
[128-133]	Blacksmith
[134-138]	Bladesmith
[139-144]	Boatwright
[145-150]	Bookseller
[151-155]	Bowlman
[156-160]	Bowyer
[161-165]	Box Maker
[166-171]	Brazier

[172-176]	Brickmaker
[177-182]	Brightsmith
[183-188]	Bronzesmith
[189-193]	Buckle Maker
[194-198]	Buckram Maker
[199-203]	Bumboat Man
[204-208]	Button Maker
[209-213]	Cabinet Maker
[214-218]	Camlet Merchant
[219-224]	Canvasser
[225-229]	Cap Maker
[230-235]	Chain Maker
[236-241]	Chandler
[242-246]	Chapman
[247-252]	Charcoal Burner
[253-257]	Clogger
[258-263]	Clothier
[264-266]	Collar Maker
[267-269]	Collier
[270-274]	Cooper
[275-280]	Coppersmith
[281-285]	Coracle Maker
[286-290]	Cordwainer
[291-295]	Crocker
[296-301]	Curiosity Seller
[302-306]	Cutler
[307-312]	Draper
[313-317]	Dredgerman

[318-323]	Dressmaker
[324-328]	Duffer
[329-334]	Dungeoneer's Outfitter
[335-339]	Dwarven Armorer
[340-344]	Dwarven Gem Cutter
[345-349]	Dwarven Jeweler
[350-355]	Dye Maker
[356-360]	Elven Armorer
[361-365]	Eyer
[366-370]	Fabricator
[371-375]	Farandman
[376-380]	Farrier
[381-385]	Feather Dresser
[386-390]	Felmonger
[391-396]	Felt Maker
[397-402]	Flax Worker
[403-407]	Fletcher
[408-412]	Fogger
[413-417]	Fossil Collector
[418-422]	Fowler
[423-427]	Fripperer
[428-433]	Furniture Maker
[434-439]	Furrier
[440-444]	Gem Cutter
[445-449]	Girdler
[450-455]	Glass Blower
[456-460]	Glasswright
[461-465]	Glover

[466-470]	Gnomish Armorer
[471-475]	Gnomish Gem Cutter
[476-480]	Gnomish Jeweler
[481-485]	Goldsmith
[486-490]	Haberdasher
[491-495]	Hacker
[496-500]	Hammerman
[501-506]	Handseller
[507-511]	Hansard
[512-517]	Harness Maker
[518-523]	Hatter
[524-528]	Hawker
[529-533]	Haymonger
[534-539]	Herbalist
[540-545]	Horner
[546-551]	Hosier
[552-556]	Iceman
[557-561]	Instrument Maker
[562-566]	Ironmonger
[567-571]	Ivorist
[572-577]	Jeweler
[578-583]	Junkman
[584-588]	Keysmith
[589-593]	Lacemaker
[594-599]	Lamp Maker
[600-604]	Lampwright
[605-609]	Leather Worker
[610-615]	Linen Draper

[616-621]	Liveryman
[622-627]	Livestock Seller
[628-633]	Locksmith
[634-638]	Lorimer
[639-643]	Magic Item Seller
[644-648]	Magic Missile Seller
[649-653]	Mask Maker
[654-659]	Mason
[660-665]	Mercer
[666-671]	Milliner
[672-676]	Mug Seller
[677-682]	Net Maker
[683-688]	Nightman
[689-694]	Oil Maker
[695-700]	Old Clothes Dealer
[701-706]	Painter
[707-712]	Paper Maker / Parchmenter
[713-718]	Pawnbroker
[719-724]	Peddler
[725-730]	Perfumer
[731-736]	Pewterer
[737-741]	Pipeweed Seller
[742-746]	Pitch Maker
[747-751]	Plumer
[752-756]	Potion Master
[757-760]	Potter
[761-763]	Poulterer
[764-766]	Raffman

[767-771]	Reagent Seller
[772-776]	Reed Maker
[777-782]	Roofer
[783-788]	Rope Maker
[789-794]	Rug Maker
[795-800]	Saddle Maker
[801-805]	Saddler
[806-810]	Sail Maker
[811-815]	Samitere
[816-820]	Scabbard Maker
[821-825]	Scroll Maker
[826-831]	Sculptor
[832-836]	Shield Maker
[837-841]	Shipwright
[842-847]	Shoemaker
[848-852]	Silk Mercer
[853-857]	Silk Weaver
[858-862]	Silversmith
[863-866]	Simpler
[867-869]	Slater
[870-872]	Sledge / Sleigh Maker
[873-877]	Soap Maker
[878-882]	Spectacles Maker
[883-888]	Spice Merchant
[889-893]	Stallman
[894-898]	Stringer
[899-903]	Swordsmith
[904-909]	Tailor

[910-914]	Tallyman
[915-920]	Tapestry Maker
[921-925]	Thonger
[926-930]	Tinsmith
[931-935]	Torch Maker
[936-941]	Toy Maker
[942-947]	Trader
[948-952]	Tubber
[953-957]	Unguentary
[958-962]	Wainwright
[963-967]	Wand Maker
[968-973]	Weaponsmith
[974-978]	Weaver
[979-982]	Wheeler
[983-985]	Wheelsmith
[986-988]	Whip Maker
[989-992]	Wig Maker
[993-995]	Wire Drawer
[996-000]	Wood Worker

5 - 10
PERSON
SUB-TABLE V:
MERCHANTS
OF SERVICES
(PROVIDERS)

In contrast to a merchant of goods, a “merchant of services” is a person who sells an immaterial service. Actors act in playhouses for a salary and tips; advisors offer their knowledge and wisdom to either an employer or people off the street; almoners distribute moneys to the deserving poor, and are paid by their church or temple; and so forth. Some merchants of servers have their own establishments, while others have employers, and still others work on the streets. An actor would be an employee of the playhouse owner; an advisor would be employed by a noble or possess a walk-in office “shop”; and an almoner would work for the church, and perhaps live there. Results will need to be interpreted individually by the GM.

To randomly determine a merchant of services, roll 1D1000 and consult the following table:



[001-004]	Actor
[005-008]	Advisor
[009-012]	Almoner
[013-016]	Animal Tamer
[017-019]	Antiquarian
[020-023]	Appraiser
[024-027]	Architect
[028-030]	Archivist
[031-033]	Astrologer
[034-037]	Attendant
[038-041]	Auctioneer
[042-045]	Banker
[046-049]	Barber
[050-053]	Barber Surgeon
[054-057]	Bargeman
[058-060]	Bear Baiter / Bear Trainer
[061-063]	Bearward
[064-065]	Bedesman
[066-068]	Bee Keeper
[069-070]	Bill Poster
[071-073]	Billier
[074-077]	Bird Catcher
[078-081]	Bleacher
[082-085]	Bodyguard
[086-088]	Bone Setter
[089-091]	Bonepicker
[092-095]	Book Binder
[096-099]	Boot Maker

[100-103]	Braider
[104-107]	Bricklayer
[108-110]	Burler
[111-114]	Butler
[115-118]	Calligrapher
[119-122]	Caretaker / Groundskeeper
[123-126]	Carpenter
[127-130]	Carriage Driver
[131-134]	Carter
[135-138]	Cartographer
[139-141]	Castrator
[142-145]	Catchpole
[146-148]	Caulker
[149-152]	Chair Bearer
[153-156]	Charwoman
[157-159]	Child Catcher
[160-163]	Chimney Sweep
[164-166]	Chinglor
[167-170]	Chiropodist
[171-173]	Chirurgion
[174-177]	Chronicler
[178-180]	Clayman
[181-184]	Cleaner
[185-187]	Clouter
[188-191]	Coachman
[192-195]	Cobbler
[196-198]	Composer
[199-202]	Concubine

[203-205]	Contortionist
[206-209]	Costumer
[210-213]	Courier
[214-217]	Crier
[218-221]	Crystal Gazer
[222-225]	Currier
[226-229]	Dancer
[230-233]	Dentist
[234-237]	Dexter
[238-240]	Dikeman
[241-244]	Ditch Digger
[245-248]	Diver
[249-252]	Dock Master
[253-256]	Doctor
[257-260]	Dog Leech
[261-263]	Dog Trainer / Whipper
[264-267]	Doorkeeper
[268-270]	Dowser
[271-273]	Draftsman
[274-277]	Dragoman
[278-281]	Drayman
[282-285]	Dream Merchant
[286-289]	Drover
[290-293]	Dyer
[294-297]	Earth Stopper
[298-301]	Embalmer
[302-305]	Emblazoner
[306-309]	Embosser

[310-313]	Embroiderer
[314-316]	Enamelist
[317-320]	Engineer (Architect)
[321-324]	Engineer (Artillerist)
[325-328]	Engineer (Miner)
[329-332]	Engineer (Sapper/Miner)
[333-335]	Engraver
[336-339]	Entertainer
[340-343]	Errand Runner
[344-345]	Explorer
[346-347]	Exporter
[348-350]	Exterminator
[351-354]	Faire Performer / Ring Master
[355-358]	Falconer
[359-361]	Famulus
[362-365]	Farmer
[366-369]	Feller
[370-373]	Fence
[374-377]	Ferryman
[378-380]	Fewterer
[381-384]	Fisher (Hook and Line)
[385-388]	Fisher (Netting)
[389-392]	Fishing Conner
[393-396]	Food Taster
[397-400]	Footman
[401-404]	Foreman
[405-408]	Forester
[409-411]	Forgeman

[412-415]	Fortune Teller
[416-418]	Foundryman
[419-422]	Fowler
[423-426]	Freight Shipper
[427-430]	Freighter
[431-434]	Frobisher
[435-438]	Fuller
[439-440]	Gaffer
[441-442]	Gamekeeper
[443-445]	Gaoler
[446-449]	Gardener
[450-453]	Gatekeeper
[454-457]	Ghost Hunter
[458-460]	Gilder
[461-464]	Glazier
[465-466]	Gold Beater
[467-469]	Gong Farmer
[470-471]	Grave Digger
[472-475]	Grinder
[476-479]	Groom
[480-483]	Guide
[484-487]	Guildsman
[488-491]	Hackney Man
[492-495]	Healer
[496-499]	Hedger
[500-503]	Herdsmen
[504-507]	Historian
[508-511]	Horse Leech

[512-515]	Horse Trainer
[516-518]	Hoyman
[519-522]	Hunter
[523-526]	Husbandman (Animal Husbandry)
[527-529]	Illuminator
[530-531]	Importer
[532-534]	Ink Maker
[535-538]	Interpreter
[539-541]	Inventor
[542-545]	Investigator
[546-549]	Jester
[550-553]	Juggler
[554-557]	Kennel Keeper
[558-560]	Knoller
[561-564]	Knot Maker
[565-568]	Laborer
[569-572]	Lackey
[573-576]	Lamplighter
[577-580]	Language Teacher
[581-584]	Lauderer
[585-587]	Lead Worker
[588-591]	Leech
[592-594]	Legerdemainist
[595-597]	Lens Grinder
[598-601]	Librarian
[602-604]	Lighterman
[605-608]	Lime Burner
[609-612]	Limner

[613-616]	Linkboy
[617-620]	Litter Bearer
[621-624]	Liveryman
[625-627]	Loadsman
[628-631]	Magic Item Appraiser
[632-635]	Maid
[636-638]	Master of Disguise
[639-641]	Master of Hounds
[642-645]	Mercenary Soldier
[646-649]	Messenger
[650-653]	Midwife
[654-657]	Miller
[658-661]	Miner
[662-665]	Moneychanger
[666-669]	Moneylender
[670-672]	Mortician
[673-675]	Mourner
[676-679]	Musician
[680-682]	Mythographer
[683-686]	Navigator (Fresh Water)
[687-689]	Navigator (Salt Water)
[690-692]	Notary
[693-694]	Nurse
[695-698]	Orator
[699-701]	Osier Peeler
[702-705]	Outfitter
[706-709]	Pack Handler
[710-713]	Page

[714-717]	Passage Keeper
[718-720]	Philosopher
[721-724]	Physician
[725-728]	Playwright
[729-732]	Plumber
[733-736]	Poet
[737-739]	Poleman
[740-743]	Porter
[744-747]	Potboy
[748-751]	Procuress
[752-755]	Prospective Henchman
[756-759]	Prospector
[760-763]	Prostitute
[764-767]	Puppeteer
[768-771]	Quartermaster
[772-774]	Rabble Rouser
[775-777]	Raker
[778-781]	Rat Catcher
[782-785]	Reader
[786-789]	Researcher
[790-793]	Roofer
[794-797]	Sailor (Fresh Water)
[798-801]	Sailor (Salt Water)
[802-805]	Sawyer
[806-808]	Scavelman
[809-812]	Scholar
[813-816]	Schoolmaster
[817-820]	Scribe

[821-824]	Seamstress
[825-827]	Sedgeman
[828-830]	Seedsman
[831-834]	Sentry
[835-838]	Servant
[839-842]	Shearman
[843-845]	Shingler
[846-849]	Shipwright
[850-852]	Shrager
[853-856]	Sign Painter
[857-860]	Skinner
[861-864]	Smelter
[865-868]	Smuggler
[869-872]	Solicitor
[873-876]	Spelunker
[877-879]	Stablehand
[880-883]	Steersman
[884-887]	Stevedore
[888-891]	Stone Carver
[892-895]	Stonecutter
[896-899]	Storyteller
[900-903]	Surgeon
[904-907]	Surveyor
[908-911]	Sweeper
[912-914]	Sword Swallower
[915-918]	Taxidermist
[919-922]	Teacher
[923-926]	Teamster

[927-930]	Thatcher
[931-933]	Tiler
[934-937]	Tinkerer
[938-941]	Torch Bearer
[942-945]	Tracker
[946-949]	Translator
[950-953]	Trapper
[954-957]	Turnkey
[958-961]	Tutor
[962-965]	Upholsterer
[966-969]	Valet
[970-973]	Vampire Hunter
[974-977]	Waller
[978-981]	Watchman
[982-985]	Water Glider
[986-988]	Way Maker
[989-991]	Weapon Master
[992-994]	Whipping Boy
[995-997]	Woodcutter
[998-000]	Zookeeper

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PERSON
SUB-TABLE VI+:
NOBLES

Nobles are persons of importance who belong to the feudal hierarchy. They are the dukes, marquises, counts, barons, and so forth who make the civilized world go 'round. Typically, only one or two nobles will be encountered, although they may well have an entourage and/or bodyguards present (typically 2D4 individuals, of level 1D4+1 each, and with classes dependent upon the noble's class and alignment).

Nobles will generally, but not always, reflect the overall alignment preferences of the City State itself. In a City State that is predominantly Chaotic Good, for example, perhaps 50% of nobles would be Chaotic Good; another 35% would belong to the "adjacent" alignments (Chaotic Neutral and Neutral Good), and 15% would belong to the farther alignments (in this case, Chaotic Evil, Lawful Evil, Lawful Neutral, Lawful Good, Neutral Evil and True Neutral). Although such spreads are rational and reasonable, I personally recommend a City State of adventure, in which all nine alignments are represented to various degrees and factions are vying for dominance under the overworked machinations of the ruler's authority.

If you would prefer to roll a noble's class entirely randomly, keeping in mind that class is dependent on alignment, use the following table:



[01]	Chaotic Evil Assassin
[02-03]	Chaotic Evil Cleric
[04-06]	Chaotic Evil Fighter
[07]	Chaotic Evil Illusionist
[08-09]	Chaotic Evil Mage
[10-11]	Chaotic Evil Thief
[12-13]	Chaotic Good Cleric
[14-16]	Chaotic Good Fighter
[17]	Chaotic Good Illusionist
[18-19]	Chaotic Good Mage
[20]	Chaotic Good Ranger
[21]	Chaotic Neutral Bard
[22-23]	Chaotic Neutral Cleric
[24-26]	Chaotic Neutral Fighter
[27]	Chaotic Neutral Illusionist
[28-29]	Chaotic Neutral Mage
[30-31]	Chaotic Neutral Thief
[32]	Lawful Evil Assassin
[33-34]	Lawful Evil Cleric
[35-37]	Lawful Evil Fighter
[38]	Lawful Evil Illusionist
[39-40]	Lawful Evil Mage
[41]	Lawful Evil Monk
[42-43]	Lawful Evil Thief
[44-45]	Lawful Good Cleric
[46-48]	Lawful Good Fighter
[49]	Lawful Good Illusionist
[50-51]	Lawful Good Mage

[52]	Lawful Good Monk
[53]	Lawful Good Paladin
[54]	Lawful Good Ranger
[55]	Lawful Neutral Bard
[56-57]	Lawful Neutral Cleric
[58-60]	Lawful Neutral Fighter
[61]	Lawful Neutral Illusionist
[62-63]	Lawful Neutral Mage
[64]	Lawful Neutral Monk
[65-66]	Lawful Neutral Thief
[67]	Neutral Evil Assassin
[68]	Neutral Evil Bard
[69-70]	Neutral Evil Cleric
[71-72]	Neutral Evil Fighter
[73]	Neutral Evil Illusionist
[74-75]	Neutral Evil Mage
[76-77]	Neutral Evil Thief
[78]	Neutral Good Bard
[79-80]	Neutral Good Cleric
[81-83]	Neutral Good Fighter
[84]	Neutral Good Illusionist
[85-86]	Neutral Good Mage
[87]	Neutral Good Ranger
[88-89]	Neutral Good Thief
[90]	True Neutral Bard
[91-92]	True Neutral Druid
[93-95]	True Neutral Fighter
[96]	True Neutral Illusionist

[97-98]	True Neutral Mage
[99-00]	True Neutral Thief



To randomly determine the title and experience level of an encountered noble, roll on the following table:

Hierarchy I	
Equivalent titles for non-English themed realms include Chevalier (French), Elder (Clan / Tribal), Eques (Roman), Lovag (Hungarian), Marchog (Welsh), Master (Traditional) and Ritter (German).	
[01-05]	Knight / Lady (Level 5)
[06-10]	Knight / Lady (Level 6)
[11-15]	Knight / Lady (Level 7)
[16-20]	Knight / Lady (Level 8)
[21-25]	Knight / Lady (Level 9)
Hierarchy II	
Equivalent titles include Honorable Master (Traditional), Knight Bachelor (English) and Knight Companion (Traditional / Folkloric).	
[21-25]	Knight / Lady Companion (Level 6)
[26-30]	Knight / Lady Companion (Level 7)
[31-35]	Knight / Lady Companion (Level 8)
[36-40]	Knight / Lady Companion (Level 9)
[41-45]	Knight / Lady Companion (Level 10)

Hierarchy III	
An equivalent title is Supreme Master (Folkloric).	
[46-50]	Knight / Lady Banneret (Level 7)
[51-54]	Knight / Lady Banneret (Level 8)
[55-58]	Knight / Lady Banneret (Level 9)
[59-62]	Knight / Lady Banneret (Level 10)
[63-65]	Knight / Lady Banneret (Level 11)
Hierarchy IV	
Equivalent titles include Chief (Tribal), Efridder (Dutch), Knight Commander (English), Laird (Scottish), Mayor (Latin Derivative / Traditional) and Nobile (Italian).	
[66-68]	Baronet (Level 8)
[69-71]	Baronet (Level 9)
[72-74]	Baronet (Level 10)
[75-76]	Baronet (Level 11)
[77-78]	Baronet (Level 12)
Hierarchy V	
Equivalent titles include Bey (Turkish), Boyar (Serbian), Decemvir (Roman), Dominus (Latin Derivative / Traditional), Freiherr (German), Great Chieftain (Tribal), Lord (Traditional), Seigneur (French), Thane (Anglo-Saxon) and Vapaaherra (Finnish).	
[79-80]	Baron / Baroness (Level 9)
[81-82]	Baron / Baroness (Level 10)
[83]	Baron / Baroness (Level 11)
[84]	Baron / Baroness (Level 12)
[85]	Baron / Baroness (Level 13)

Hierarchy VI

Equivalent titles include Arch-Baron (Twin Cities RPG), Archon (Greek), Burgrave (German), Constable Mayor (Traditional), Free Baron (Traditional), Lord Mayor (Traditional), Magister (Latin Derivative / Traditional), Vidame (French), Warlord (Traditional) and Wicehrabia (Polish).

[86]	Viscount / Viscountess (Level 10)
[87]	Viscount / Viscountess (Level 11)
[88]	Viscount / Viscountess (Level 12)
[89]	Viscount / Viscountess (Level 13)
[90]	Viscount / Viscountess (Level 14)

Hierarchy VII

Equivalent titles include Comte (French), Consul (Roman), Earl (Anglo-Saxon), Freigraf (German), Graf (German), Jarl (Scandinavian), Nomarch (Greek-Egyptian), Pasha (Turkish), Praetor (Roman), Prelate (Latin Derivative / Religious), Satrap (Persian), Serdar (Serbian), Subahdar (Mughal India), Triumvir (Roman), Vizier (Arabic) and Waldgraf (German).

[91]	Count / Countess (Level 11)
[92]	Count / Countess (Level 12)
[93]	Count / Countess (Level 13)
[94]	Count / Countess (Level 14 or 15)

Hierarchy VIII

Equivalent titles include Count Palatine (Lake Geneva RPG), Hierarch (Lake Geneva RPG), Landgrave (French / German), Margrave (Holy Roman Empire), Markgraf (German), Pfalzgraf (German) and Propraetor (Roman).

[95]	Marquis / Marchioness (Level 12 or 13)
[96]	Marquis / Marchioness (Level 14 or 15)
[97]	Marquis / Marchioness (Level 16)

Hierarchy IX	
Equivalent titles include Bishop (Latin Derivative / Religious), Duc (French), Dux (Roman), Grand Vizier (Arabic), Great Hierarch (Lake Geneva RPG), Herzog (German), Overlord (Traditional), Tyrant (Traditional) and Vojvoda (Croatian).	
[98]	Duke / Duchess (Level 13, 14 or 15)
[99]	Duke / Duchess (Level 16 or 17)
Hierarchy X	
Equivalent titles (of relative power, but not necessarily princely in nature) include Archbishop (Latin Derivative / Traditional), Archcleric (Lake Geneva RPG), Archduke (Traditional), Arciduca (Italian, Archduke), Dauphin French, Prince), Despot (Byzantine), Dictator (Roman), Duke Palatine (Lake Geneva RPG), Emir (Arabic), Erzherzog (German, Archduke), Exarch (Byzantine), Furst (German, Prince), Grand Duke (Germanic), Granduca (Italian, Grand Duke), Hetman (Czech), Khedive (Turkish), Knyaz (Russian, Prince), Prinz (German, Prince), Regent (Traditional), Tarkhan (Mongolian), Theocrat (Lake Geneva RPG) and Viceroy (Traditional).	
[00]	Prince / Princess (Level 14 to 18)
Hierarchies XI+	
(Please note that the following titles are provided for completeness; however, these individuals will never be encountered randomly.)	
(Special)	King (Level 15 to 19)
(Special)	High King (Level 16 to 20)
(Special)	Overking (Level 17 to 21)
(Special)	Emperor (Level 18 to 22)



For more details on nobles, refer to the Castle Oldskull Game World Generator, GWG1.

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PERSON
SUB-TABLE VII:
OFFICIALS

Officials are persons who serve the City State. They are of varying levels of importance, but from an adventurer's perspective they are all quite alike: if you get on an official's bad side, the law may well go against you; or if an official likes you or owes you a favor, good luck is likely to be coming your way. Not all officials are corrupt (and chaotic officials are more likely to be influenced than lawful ones), but bribes and donations are frequently an effective way to change an official's disposition in one's favor.

Despite having minor power, officials are respected by the city-folk, and perhaps even feared. They tend to be of experience level 2 to 5 (1D4+1), and of various classes and alignments. 40% are lawful, 40% are neutral and 20% are chaotic. Typically 1D4 will be encountered, and they will usually be of the same title (as they favor the company of their own kind).

The title and role of an official can be randomly determined as follows:



[01-02]	Actuary
[03]	Administrator
[04]	Advocate
[05]	Aedile
[06]	Affeeor
[07-08]	Agister / Agistor
[09]	Alderman
[10-11]	Ale Conner
[12]	Aletaster
[13-14]	Almanac Man
[15]	Alnager
[16]	Ambassador
[17-18]	Apparitor
[19]	Arbiter
[20]	Assessor
[21]	Auditor
[22]	Bailiff
[23-24]	Banker
[25]	Barrister
[26-27]	Beadle
[28]	Borsholder
[29-30]	Burgher
[31]	Burgomaster
[32-33]	Cancellarius
[34]	Castellan
[35-36]	Chamberlain
[37]	Chancellor
[38]	Chief Clerk

[39]	Clericus
[40]	Coiner
[41-42]	Constable
[43]	Coroner
[44]	Councilman
[45]	Councilor / Counselor
[46]	Deemer
[47-48]	Deputy
[49]	Diplomat
[50]	Dispenser
[51]	Domesman
[52]	Elder
[53]	Enumerator
[54]	Equerry
[55-56]	Exchequer
[57]	Exciseman
[58]	Executioner
[59]	Feodary
[60]	Gaffman
[61-62]	Gager
[63]	Gaveller
[64]	Greave
[65]	Headsman
[66]	Herald
[67]	Horn-Blower
[68]	Inquisitor
[69]	Inspector
[70-71]	Judge

[72]	Justicar
[73]	Keeper
[74]	Magister
[75]	Magistrate
[76]	Majordomo
[77]	Manciple
[78]	Minister
[79]	Minter
[80]	Notary
[81]	Procurator
[82]	Reeve
[83]	Regarder
[84]	Registrar
[85]	Scrivener
[86]	Scrutineer
[87]	Scutifer
[88]	Sheriff
[89]	Shrieve
[90]	Solicitor
[91]	Steward
[92]	Tax Collector
[93]	Tithing Leader
[94]	Torturer
[95]	Treasurer
[96]	Tribune
[97]	Ulnager
[98]	Usher
[99]	Warden
[00]	Witch Hunter

CHAPTER 6:
TWISTS FOR EVENTS
AND PERSON
ENCOUNTERS

Twists are role-playing hooks and inspirational ideas which turn a boring, cliché encounter into something unique and memorable. For example, if the adventurers encounter a tax collector, that's mildly interesting; but if they encounter a tax collector with the random twist "dead," "shouting" or "demands password," then those are three wildly different encounters which are certain to challenge the players' wits in different ways.

This table includes several hundred options, and although with overuse it can become repetitive, I still recommend that you should roll one twist for every random encounter. If the encounter has two different parties (for example, guards and a merchant), you may want to roll two twists to determine the disposition of each side.

With experience, you will find that you can invent your own improved and improvised twists on the fly, but this table will get you going. When used in conjunction with the other tables in this book it has enough variety to provide at least 1,000 wildly different encounter types, which may actually be enough for an entire campaign's worth of adventure. But as always, you should not let the table railroad you into an unwanted or game-ruining situation. Rerolling, and your discretion, are always advised!

To randomly determine a twist for a encountered person or group of people, roll 1D1000 and consult the following table:



[001-006]	Abducted / Kidnapped
[007-012]	Accused of Crime / Accusing
[013-019]	Acting under Duress
[020-025]	Agent of the Bardic Colleges / Harper
[026-031]	Agent Saboteur
[032-037]	Ancient Mariner

[038-044]	Armed / Armored
[045-050]	Asleep / Fainted / Unconscious
[051-056]	Assisting Birth / Giving Birth
[057-062]	Attempted Conversion
[063-068]	Avoiding / Secretive
[069-074]	Babbling / Screaming
[075-081]	Bank / Treasury Robbery in Progress
[082-088]	Begging
[089-094]	Belligerent / Hostile
[095-100]	Bizarre / Eccentric
[101-106]	Blind
[107-112]	Bowing / Kneeling
[113-118]	Branded / Scarred
[119-125]	Breaking / Destroying
[126-131]	Burning / Affected by Spell
[130-137]	Burying
[138-144]	Carousing
[145-150]	Carried by Litter Bearers
[151-157]	Celebrity with Entourage
[158-163]	Challenging / Riddling
[164-170]	Chased / Pursued
[171-176]	Chastising / Shaming
[177-182]	Child Stealer
[183-188]	Choking / Drowning
[189-195]	Claimant
[196-201]	Climbing Building or Wall
[202-208]	Collecting on a Debt
[209-215]	Colliding / Stumbling / Tripping

[216-221]	Concerned Citizen
[222-227]	Confused / Lost
[228-234]	Convulsing
[235-240]	Corrupt / Demanding Bribe
[241-246]	Crawling
[247-252]	Crowd Surfing
[253-258]	Curious / Inquisitive
[259-264]	Curse / Enchanted
[265-271]	Dancing / Singing
[272-277]	Dead
[278-283]	Deaf
[284-290]	Debating / Parleying
[291-296]	Deceptive / Lying
[297-302]	Delirious / Hallucinating
[303-308]	Demands Password
[309-315]	Demigod in Disguise
[316-322]	Detained
[323-328]	Diseased / Leper
[329-334]	Disguised / Hooded / Veiled
[335-340]	Doomsayer
[341-347]	Drinking
[348-353]	Drugged / Drunk
[354-359]	Dying / Wounded
[360-366]	Eating / Feasting
[367-372]	Eating a Rat
[373-378]	Enslaved / Imprisoned
[379-384]	Escaped / Runaway
[385-390]	Escort / Guide / Harbinger

[391-396]	Escorted
[397-402]	Evil
[403-408]	Exiled / Untouchable
[409-414]	Eyewitness
[415-421]	Face Disfigured
[422-428]	Falsely Accused
[429-434]	Family Member / Long-Term Friend
[435-440]	Fleeing
[441-447]	Following / Shadowing
[448-453]	Foreigner / Outlander
[454-459]	Foul / Filthy
[460-465]	Framed / Intimidated
[466-472]	Gadgeteer / Inventor
[473-478]	Gardening / Tending to Building
[479-484]	Gathering a Crowd
[485-491]	Grieving / Weeping
[492-497]	Haggling / Purchasing
[498-504]	Headmaster
[505-510]	Heretic / Unbeliever
[511-516]	Hidden / Invisible
[517-523]	Hypnotized / Mesmerized
[524-529]	Illusionary
[530-535]	Inquisitor / Witch Hunter
[536-542]	Insane / Paranoid
[543-548]	Intent to Kill
[549-554]	Invitation to Secret Fraternity / Sorority
[555-560]	Jack the Ripper, Journeying Through Dimensions
[561-566]	Kidnapper

[567-572]	King's Agent
[573-579]	Laughing
[580-585]	Lost Heir
[586-592]	Lost Tribal Chieftain
[593-598]	Love-Struck / Smitten
[599-605]	Lycanthrope
[606-611]	Mad Scientist
[612-617]	Man of the Crowd (a la Edgar Allan Poe)
[618-623]	Masked
[624-630]	Meditating / Worshipping
[631-637]	Minion of Evil
[638-643]	Minion of the King in Yellow
[644-649]	Mistaken Identity
[650-656]	Misunderstanding
[657-662]	Moon Rune / Wizard Mark on Door
[663-669]	Mute
[670-675]	Naked
[676-681]	Negotiating
[682-687]	Old War Veteran
[688-693]	On Rooftop
[694-699]	Orphan / Stray
[700-705]	Overheard Scheme / Threat
[706-711]	Palming / Stashing
[712-717]	Penitent / Worshipping
[718-723]	Penniless / Robbed
[724-729]	Picking up Dropped Items
[730-735]	Pleading
[736-742]	Polymorphed Monster

[743-748]	Possessed
[749-754]	Practical Joker
[755-760]	Propositioning / Seductive
[761-766]	Psionicist / Psychic / Telepath
[767-772]	Racketeer
[773-779]	Ragged
[780-785]	Recently Robbed / Victim of Crime
[786-791]	Revenant / Risen from the Dead
[797-797]	Reynard, the Shape-Shifting Trickster Fox
[798-803]	Royal Dignitary
[804-810]	Runaway
[811-816]	Saving a Life
[817-822]	Scavenging
[823-829]	Seeking Aid / Victim
[830-835]	Seeking Employment / Mercenary
[836-841]	Selling Stolen Goods
[842-847]	Shape-Shifter
[848-853]	Shopping
[854-859]	Shouting
[860-865]	Slaver
[866-872]	Sleepwalking
[873-878]	Sole Survivor
[879-884]	Spy
[885-890]	Stalker / Vengeful
[891-897]	Starving
[898-903]	Suspicious
[904-909]	Sycophantic
[910-915]	Tending Animals

[916-921]	Terrified
[922-928]	Time Traveler
[929-934]	Todash Gunslinger
[935-940]	Tourist
[941-946]	Traitor
[947-952]	Under Effects of Magic Potion
[953-959]	Underworld Crime Lord
[960-965]	Urinating
[966-971]	Very Old
[972-978]	Very Young
[979-984]	Wanderer
[985-989]	Wealthy
[990-995]	Whimpering and in the Fetal Position
[996-000]	Roll Twice

CHAPTER 7: EXPLORING THE CITY STATE

7-1

ENCOUNTER LOCATIONS

The encounter location can be randomly determined as well. Your players may say their characters are walking down a certain street, but in doing so they are passing shops and residences, shouldering past interesting scenes, and struggling their way through intersections. You can reasonably use the following table to determine the exact location of the encounter.

This table, and the sub-tables following, assume that you are improvising your city's contents and that you do not yet possess a detailed city map on graph paper. If you do have a full map, and an encounter location is inappropriate for the party's current location, you should either reroll or select the proper place on your map. If you are improvising, you should reroll if the locale does not make sense. Not every city will have canals, or an arena, or a slave market, although the majority of City States will have at least one such location within the city walls.



To randomly determine the (beginning) scene of the random encounter, roll on the following table and then roll again on the appropriate sub-table, if directed:

[01-10]	Inn / Tavern (or Exterior)
[11-25]	Residence / Residential Exterior
[26-35]	Shop / Stall / Store (or Exterior), Merchant of Goods (roll for shop type)
[36-45]	Shop / Stall / Store (or Exterior), Merchant of Services (roll for shop type)
[46-60]	Street (roll for street type)
[61-70]	Two Streets (Intersection) (roll twice for street types)
[71-00]	Unusual or Specific Locale (roll for locale type)

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STREETS

Evocative street names are strictly up to the GM's imagination (refer also to supplements ELD2 and ELD3), but basic street type ideas can be rolled as follows:



[01-02]	Alley
[03]	Arc
[04-05]	Avenue
[06]	Back Alley
[07]	Boulevard
[08-09]	Byway
[10]	Cavalcade
[11-12]	Circle
[13-14]	Close
[15-16]	Cobble
[17]	Coil
[18]	Concourse
[19]	Course
[20-21]	Court
[22]	Cranny
[23]	Crawl
[24]	Crescent
[25]	Cross

[26-27]	Crossing
[28]	Crossroads
[29-30]	Dead End
[31]	Detour
[32]	Drag
[33]	Drive
[34]	Gauntlet
[35]	Highway
[36-37]	Intersection
[38-39]	Lane
[40]	Mews
[41-42]	Narrow
[43-44]	Overpass
[45-46]	Pass
[47]	Passage
[48]	Path
[49]	Pavement
[50]	Pike
[51]	Pillared Way
[52]	Place
[53-54]	Processional
[55]	Promenade
[56-57]	Ride
[58-59]	Road
[60-61]	Roadway
[62]	Roundabout
[63-64]	Row
[65]	Run

[66-67]	Side Street
[68]	Slumway
[59]	Spiral
[70-79]	Street
[80-81]	Strip
[82-83]	Stroll
[84-85]	Terminus
[86-87]	Thoroughfare
[88]	Track
[89-90]	Tradeway
[91]	Turnpike
[92-93]	Underpass
[94-95]	Via
[96-98]	Walk
[98-99]	Way
[00]	Winding

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UNUSUAL AND SPECIFIC LOCALES

This table includes hundreds of unusual places where encounters can take place. As the adventurers will usually be walking out in the streets, these locales may indicate that the encounter takes place in an exterior location near a building, or in the immediate vicinity of a feature described below.

To determine the unusual locale, roll 1D1000 and consult the following table:



[001-003]	Abandoned Building
[004-006]	Abattoir
[007-010]	Abbey
[011-013]	Academy
[014-016]	Admiralty
[017-020]	Agency
[021-023]	Alehouse
[024-026]	Almshouse
[027-030]	Altar
[031-033]	Amphitheater

[034-036]	Apartment Building
[037-040]	Aqueduct
[041-043]	Arbor
[044-046]	Arboretum
[047-050]	Archery Range
[051-053]	Archive
[054-056]	Arena
[057-060]	Armory
[061-063]	Arsenal
[064-066]	Art Gallery
[067-070]	Asylum
[071-073]	Athletic Hall
[074-076]	Aviary
[077-080]	Back Door
[081-083]	Baiting Pit
[084-086]	Bardic College
[087-090]	Basilica
[091-093]	Bank
[094-096]	Banquet Hall
[097-100]	Barracks
[101-103]	Bastion
[104-106]	Bath
[107-110]	Bazaar
[111-113]	Bell Tower
[114-116]	Belvedere
[117-120]	Blighted Ground
[121-123]	Blockhouse
[124-126]	Boarding House

[127-130]	Boathouse
[131-133]	Brewery
[134-136]	Brickhouse
[137-140]	Bridge
[141-143]	Brothel
[144-146]	Canal
[147-150]	Caravansary
[151-153]	Carriage House
[154-156]	Castle
[157-160]	Cathedral
[161-163]	Cellar
[164-166]	Cemetery
[167-170]	Cesspit
[171-173]	Cesspool
[174-176]	Channel
[177-180]	Chapterhouse
[181-183]	Charnel House
[184-186]	Chateau
[187-190]	Church
[191-193]	Circus (Race Track)
[194-196]	Circus Maximus
[197-200]	Cistern
[201-203]	Citadel
[204-206]	City Hall
[207-210]	Clock Tower
[211-213]	Club
[214-216]	Coach House
[217-220]	Coal Heap

[221-223]	College
[224-226]	Colosseum
[227-230]	Colossus
[231-233]	Column
[234-236]	Common
[237-240]	Common Hall
[241-243]	Comptoir
[244-246]	Condemned Building
[247-250]	Conservatory
[251-253]	Consulate
[254-256]	Convent
[257-260]	Counting House
[261-263]	Court
[264-266]	Courtyard
[267-270]	Crematory
[271-273]	Curiosity Shop
[274-276]	Dam
[277-280]	Delve
[281-283]	Demi-Human Enclave
[284-286]	Depot
[287-290]	Distillery
[291-293]	District Hall / Quarter Hall
[294-296]	District / Quarter Perimeter
[297-300]	Ditch
[301-303]	Dock
[304-306]	Dome
[307-310]	Drill Field
[311-313]	Dump

[314-316]	Earthwork
[317-320]	Embassy
[321-323]	Emporium
[324-326]	Estate
[327-330]	Excavation
[331-333]	Fane
[334-336]	Feast Hall
[337-340]	Ferry
[341-343]	Firehouse
[344-346]	Fissure
[347-350]	Flophouse
[351-353]	Forge
[354-356]	Forum
[357-360]	Foundry
[361-363]	Fountain
[364-366]	Friary
[367-370]	Gallows
[371-373]	Gambling Den
[374-376]	Gaming Hall
[377-380]	Gaol
[381-383]	Garden
[384-386]	Gate
[387-390]	Gatehouse
[391-393]	Geyser
[394-396]	Granary
[397-400]	Graveyard
[401-403]	Great Hall of a Knightly Order
[404-406]	Grotto

[407-410]	Grove
[411-413]	Guard House
[414-416]	Guard Post
[417-420]	Guild Hall
[421-423]	Gymnasium
[424-426]	Gypsy Camp
[427-430]	Hall of Justice
[431-433]	Hall / Tower of a Knightly Order
[434-436]	Hall / Tower of an Occult Brotherhood / Sisterhood
[437-440]	Haunted House
[441-443]	Hedge Maze
[444-446]	Heights
[447-450]	Hermitage
[451-453]	Hideout
[454-456]	Hill
[457-460]	Hole in the Ground
[461-463]	Hospice
[464-466]	Hospital
[467-470]	Hot Spring
[471-473]	Hothouse
[474-476]	House / Residence (Exotic)
[477-480]	House of Ill Repute
[481-483]	Hovel / Hut
[484-486]	Icehouse
[487-490]	Illusory Building
[491-493]	Inn / Tavern (Exotic)
[494-496]	Invisible Staircase
[497-500]	Jail

[501-503]	Joss House
[504-506]	Kennel
[507-510]	Kiln
[511-513]	Lake
[514-516]	Library
[517-520]	Lighthouse
[521-523]	Livery
[524-526]	Livestock Yard
[527-530]	Lock (Canal)
[531-533]	Lodge
[534-536]	Lyceum
[537-540]	Madhouse
[541-543]	Mage's Tower
[544-546]	Manhole
[547-550]	Manor House
[551-553]	Manse
[554-556]	Mansion
[557-560]	Manufactory
[561-563]	Market / Marketplace
[564-566]	Mausoleum
[567-570]	Mead Hall
[571-573]	Memorial
[574-576]	Menagerie
[577-580]	Mill
[581-583]	Mine Entrance
[584-586]	Ministry
[587-590]	Mint
[591-593]	Moat

[594-596]	Monastery
[597-600]	Moneychanger's Shop / Stall
[601-603]	Monument
[604-606]	Mortuary
[607-610]	Museum
[611-613]	Mysterious Dwelling
[614-616]	Nunnery
[617-620]	Observatory
[621-623]	Open Basement
[624-626]	Open Shaft
[627-630]	Opera House
[631-633]	Orphanage
[634-636]	Overlook
[637-640]	Pagoda
[641-643]	Palace
[644-646]	Parade Ground
[647-650]	Park
[651-653]	Partially Burned Building
[654-656]	Partially Constructed Building
[657-660]	Pavilion
[661-663]	Piazza
[664-666]	Pit
[667-670]	Pit Fighting Den
[671-673]	Playhouse
[674-676]	Pleasure House
[677-680]	Pool
[681-683]	Priory
[684-686]	Prison

[687-690]	Pyramid
[691-693]	Quarry
[694-696]	Ramp
[697-700]	Rat-Killing Arena
[701-703]	Rectory
[704-706]	Redoubt
[707-710]	Refuge
[711-713]	Rental Villa
[714-716]	Reservoir
[717-720]	Rooming House
[721-723]	Rotunda
[724-726]	Row Building
[727-730]	Royal Labyrinth
[731-733]	Ruined House
[734-736]	Ruined Temple
[737-740]	Ruined Tower
[741-743]	Sacred Ground
[744-746]	Sacred Tree
[747-750]	Safehold
[751-753]	Safehouse
[754-756]	Salon
[757-760]	Sanatorium
[761-763]	Sanctuary
[764-766]	Scaffolding
[767-770]	Scenic Overlook
[771-773]	School
[774-776]	Scriptorium
[777-780]	Sculpture Garden

[781-783]	Secret Building Entrance
[784-786]	Secret Dungeon Entrance
[787-790]	Sewer Entrance
[791-793]	Shack
[794-796]	Shanty
[797-800]	Shelter
[801-803]	Shipyards
[804-806]	Shop / Store (Exotic)
[807-810]	Shrine
[811-813]	Slag Heap
[814-816]	Slaughterhouse
[817-820]	Slave Market
[821-823]	Sludge Pit
[824-826]	Slum
[827-830]	Smithy
[831-833]	Smokehouse
[834-836]	Society Hall / House
[837-840]	Spring
[841-843]	Square
[844-846]	Stables
[847-850]	Stall
[851-853]	Stockpile
[854-856]	Storehouse
[857-860]	Stronghold
[861-863]	Sty
[864-866]	Tattoo Parlor
[867-870]	Teahouse
[871-873]	Temple

[874-876]	Tent
[877-880]	Terrace
[881-883]	Theater
[884-886]	Toll Gate
[887-890]	Tomb
[891-893]	Tower
[894-896]	Trading Post
[897-900]	Trash Heap
[901-903]	Treasure House
[904-906]	Treasury
[907-910]	Triumphal Arch
[911-913]	Tunnel
[914-916]	Underground Passageway
[917-920]	Unholy Ground
[921-923]	University
[924-926]	Untouchable Edifice
[927-930]	Villa
[931-933]	Vinery
[934-936]	Wall
[937-940]	Warehouse
[941-943]	Watch Barracks
[944-946]	Watchtower
[947-950]	Waterway
[951-953]	Waterwheel
[954-956]	Well / Well House
[957-960]	Wharf
[961-963]	Whorehouse
[964-966]	Windmill

[967-970]	Winery
[971-973]	Wizarding School
[974-976]	Workhouse
[977-980]	Zoo
[981-000]	Roll Twice

CHAPTER 8: PREPARING YOUR OWN ENCOUNTER TABLES

Due to the literally millions of possible encounter types featured in this book, it is impossible for the author to provide all of the details you will need to run the encounter from start to finish. I can provide guidelines for classes, levels, alignments, trades, titles, locations, secrets, circumstances and other major factors, but all of the details which bring the encounter to life must come from you. This book is not a Game Master replacement; it is an idea engine designed to jumpstart your imagination.

Because of this, this book is actually an inefficient tool to use when you are sitting at the gaming table. If your players are patient, you can stop play for a minute to whip up an encounter using all this book's tables; but I recommend designing two customized tables of your own before play begins. You should have one table featuring 100 custom-designed daytime encounters, and another table featuring 100 custom-designed nighttime encounters. Then, whenever an encounter is indicated, you can roll on your appropriate table and have the encounter ready to go on a moment's notice. In play, every time an encounter is used, you can scratch it off; then if a scratched-off result is indicated, reroll the encounter. After the play session you can create new encounters using these tables, and pump your tables back up to 100 unique encounters each.

This task may seem laborious at first, but if you design a few encounters a day (typically spending only a few minutes per encounter), you can easily have full tables created before your first urban adventure begins. You can even run short adventures with custom tables containing only 10, 12 or 20 results, although I recommend against this. The reason for this is simple: players are initially adverse to urban adventures, because there are so few quality examples of these adventures in existence. Once they experience your encounter tables and learn just how vibrant, varied and unpredictable a city can be, they will want to keep going then and there. If your encounter tables are too short, you will run out of encounters in a single session and the "magic" will evaporate (as soon as the players realize they've reached the limits of your preparedness). To avoid this, create extensive tables before you cut your players loose.

To assist you in this endeavor, I have written seven unique encounters which were created on a purely random basis using the tables in this book. For each encounter, I first list the random rolls that I had to work with. The next section is my own leading (and hopefully dramatic) interpretation of what those results might indicate. As you will see,

the encounters generated in this way are unexpected, humorous, grim, and filled with opportunities for role-playing.

I hope you find these encounter samples evocative and intriguing, and that this book has been beneficial to your game. Enjoy!

CHAPTER 9:
A CITY
OF WONDERS:
SEVEN
SAMPLE ENCOUNTERS

Encounter #1: The Elder Beheld, and the Child's Eyes

Random Rolls: Common Person. Cleric, Low Level (1-4). Twist: Escorted. Locale: Terminus.

Interpretation of Random Results: A blind village priest (Cleric 4) sent to the big city for the first time by his impoverished village, “seeing” the city through the eyes of his faithful young guide. When encountered, the two companions are resting in a dead end, where the guide is describing a nearby and crumbling temple to the priest. The priest is too proud to ask for any help on behalf of his humanoid-raided village, but the young girl escorting him is not.



Encounter #2: The Sign of the Reaver

Random Rolls: Person & Person. Rarities: Common and Rare. Guards (Roll on Guardsmen & Watchmen Sub-Table for type) and Beggar, Assassin. Twists: Underworld Crime Lord and Foreigner / Outlander. Locale: Intersection of Two Streets, Drive and Detour.

Interpretation of Random Results: The city guardian force has been infiltrated, and the evil mastermind (Assassin 12) has been posing as a mere watchman for months while he gathers information to blackmail or murder the city's ruler. When encountered, the troop of guards (11 men-at-arms) is marching through an intersection, and a “beggar” — a foreign-looking man mounted on a limping and sickly nag (Assassin 3) — is signing coded information to the mastermind with a hand gesture which might be seen by a careful eye.



Encounter #3: The Crone of Malebolge

Random Rolls: Very Rare Beast / Monster. Devil (Random). Justification of Monster's Presence: Diplomat / Emissary of a Race. Twist: Burning / Affected by Spell. Locale: Coal Heap.

Interpretation of Random Results: This fiend has just finished a grim contractual meeting with an evil mage (Mage 14), who has literally made a deal with the devil. When encountered, the devil is passing by a coal heap outside of the tower's cellar entrance. Her robes are covered in coal dust. She is a she-devil, a fury (Erinys), who has used her polymorph self ability to appear as a harmless old crone with a basketful of herbs, but she cannot fully change the glow of her crimson eyes. If confronted, she will plead with passersby for help. If cornered or attacked, she will shift to her true form while simultaneously throwing the basket — filled with 13 poisonous vipers — in the face of the strongest-looking PC.



Encounter #4: The Man Who Played Fair

Random Rolls: Event. Criminal in Stocks. Twist: Collecting on a Debt. Locale: Outside of a smelters' forge.

Interpretation of Random Results: This unfortunate man, stuck in a pillory which is being clouded by the choking smoke of a nearby forge, is covered in tomato pulp and the juice of the rotten fruits which have been hurled at him. The red runes painted on his newly-shaved scalp read "DEBT DODGER." However, he has been framed. He tried to

collect on a deserved debt from a clever thief (Thief 5), who managed to frame him for a crime he did not commit by bribing a corrupt official. He is parched and can barely speak, but if given water he will be grateful and tell his story.



Encounter #5: Seeing is Unbelieving

Random Rolls: Event. Infectious Laughter / Merriment. Twist: Gadeteer / Inventor. Locale: Spectacle Maker's Shop.

Interpretation of Random Results: This cramped and low-ceilinged store (watch out for the rafters!) is owned by a brilliant lady gnome (Illusionist 7) who has managed to make quite a reputation for herself by selling "Rosalind's Rose-Colored Lenses." These enchanted spectacles, when worn, cause the wearer to experience startlingly realistic hallucinations. Recommended effects include infravision, ultravision, X-ray vision, and the "ability" to see everyone as if they were a naked kobold. The spectacles only last for a day or so (1d20 10-minute charges), but the store is always filled with well-to-do tourists browsing the wares and laughing at one another.



Encounter #6: Ursine Instruments

Random Rolls: Common Person. Merchant of Goods (Roll on Merchant of Goods Sub-Table for type). Merchant Type: Instrument Maker. Twist: Lycanthrope.

Interpretation of Random Results: This lavish store is filled with all kinds of handmade lyres, lutes, syrinxes, drums, chimes and tambours. The merchant is a gifted woodworker, but she is also a werebear (as are her three assistants). This group of good-

hearted evil-slayers has been patiently watching the city for many years, acting as protectors of the meek. At night, the werebears shift forms and kill various criminals. They are making powerful enemies, and in the weeks to come they will all be attacked by an overwhelming evil.



Encounter #7: Precious

Random Rolls: Event. Valuable (or Vile) Sewer Flotsam. Twist: Chased / Pursued.
Locale: Mysterious Dwelling.

Interpretation of Random Results: A heavy rainstorm fades just as quickly as it began, and filthy waters run down the gutters and flooded streets. Children laugh and play outside of a mysterious dwelling. On a nearby burbling sewer grate sits a huge but fractured emerald (worth 1,000 gold pieces). No one seems to have noticed it yet, except for one little girl who is too awed to approach the treasure. The gem, recently intact, was in the trove of a powerful monster which lairs in the sewers, and the monster will rise out of the sewer after dark to find the “thief” which stole its prize.

ABOUT THE AUTHOR

Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for *Dungeon Magazine* #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles,

selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grogardia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.

OTHER BOOKS

BY KENT DAVID KELLY

This book was a labor of love, and like all of my works it has been self-published. Notoriously, online vendors do not always play nicely with one another, and sadly you must know that I cannot provide you with exhaustive links to the various sites where all of my various books are sold. (And I kindly ask that you please not pirate my works, as that takes money and security away from my family.) But I can provide you with the titles, and you can go exploring on your own to discover my other works!

Google is a beautiful thing.

My available books, as of early 2017, include:



[1] **Arachne: A Pyre of Angels**



CASTLE OLDSKULL FRPG GAMING SUPPLEMENTS

[2] **City-State Encounters (CSE1)**

[3] **The Classic Dungeon Design Guide (CDDG1)**

[4] **Dungeon Delver Enhancer (DDE1)**

[5] **Game World Generator (GWG1)**

[6] **The Great Dungeon Bestiary (CDDG2)**

[7] **Mega-Dungeon Monsters & Treasure (MDMT1)**

[8] Treasure Trove: The Book of Potions (TT1)



[9] The Complete Alice in Wonderland

*(and many other public domain author editions, published under the Wonderland Imprints
blazon)*



[10] Cthulhu in Wonderland



DUNGEON MASTER'S GUILD GAMING SUPPLEMENTS

[11] Chaos Picatrix 1: 167 Shards of Chaos (CP1)

[12] City State Creator I (ELD2)

[13] City State Creator II (ELD3)

[14] Dungeon Crucible: 1,000 Dungeon Names (DC1-B)

[15] Dungeon Crucible: Random Dungeon Name Generator (DC1)

[16] Guy de Gaxian's Dungeon Monsters: Level 1 (GG1)

[17] Old School Dragons: Molting Wyrmlings (DR1)

[18] Oldskull Rogues Gallery I (ORG1)

[19] Oldskull Rogues Gallery II (ORG2)

[20] 1,000 Rooms of Madness (DC2-S)

[21] Random City State Events (ELD1)

[22] Random Treasure Trove Generator (RTT1)

[23] Spawning Pool of the Elder Things (SP1)

[24] Treasure Trove 1: Challenge 1 Treasures (TT1)

[25] Treasure Trove 2: Challenge 2 Treasures (TT2)

[26] Treasure Trove 3: Challenge 3 Treasures (TT3)



[27] From the Fire: An Epic Novel of the Nuclear Holocaust



HAWK & MOOR: THE UNOFFICIAL HISTORY
OF DUNGEONS & DRAGONS

[28] Book 1: The Dragon Rises

[29] Book 1: The Dragon Rises, Deluxe Edition

[30] Book 2: The Dungeons Deep

[31] Book 2: The Dungeons Deep, Deluxe Edition

[32] Book 3: Lands and Worlds Afar

[33] Book 4: Of Demons & Fallen Idols

[34] Book 5: Age of Glory

[35] The Steam Tunnel Incident



THE LYRIC BOOKS OF SHADOW

[36] I: For the Dark Is the Light

[37] II: The Summoning of Dark Angels



[38] The Necronomicon: The Cthulhu Revelations



(Various other books are out of print, being reworked, stuck in a closet half-completed, or stuck inside my head ...)



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K

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