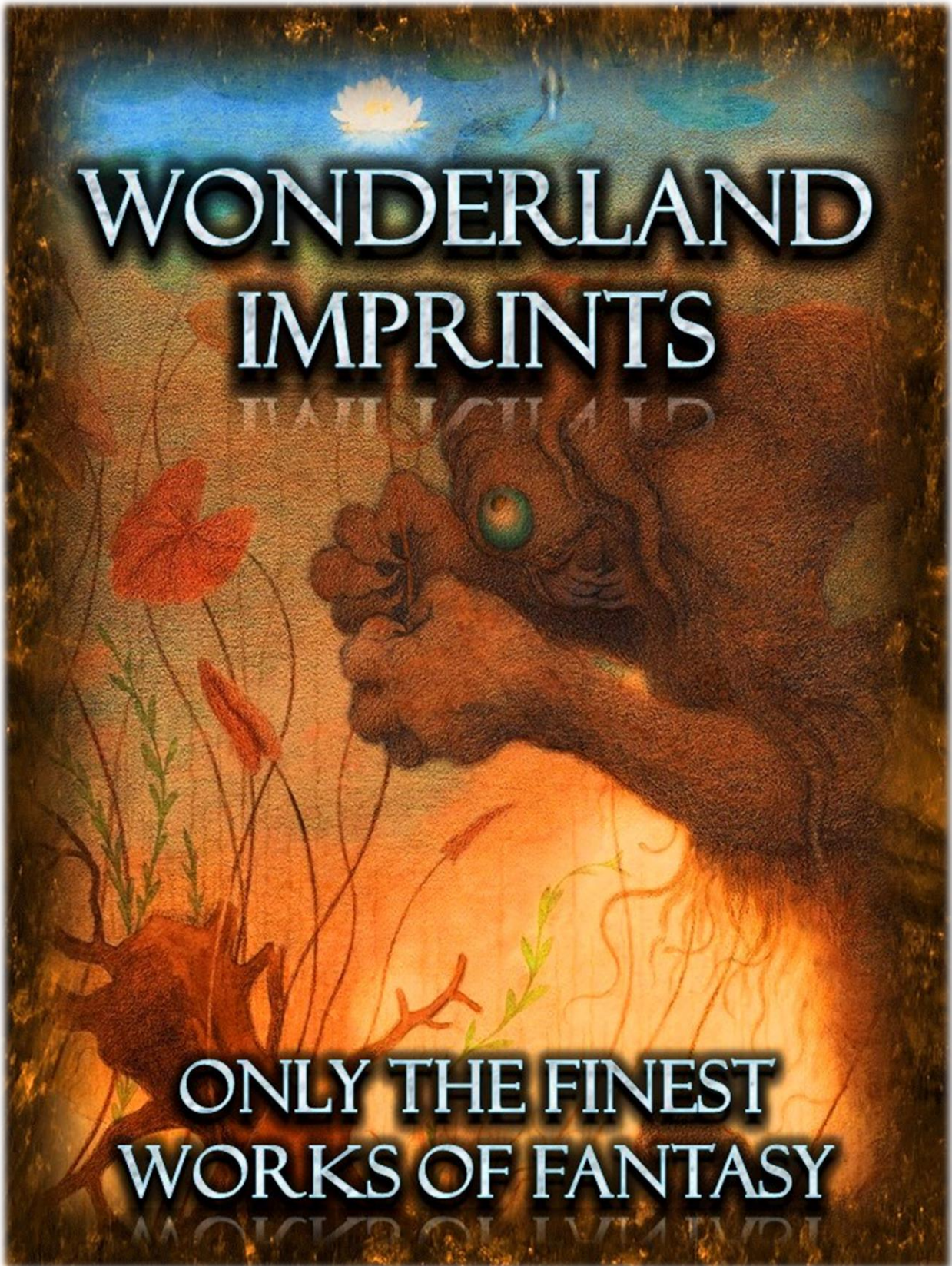


# CITY STATE ENCOUNTERS

KENT DAVID KELLY



# CASTLE OLDSKULL

FANTASY ROLE-PLAYING SUPPLEMENT  
CSE1

## CITY STATE ENCOUNTERS

BY  
KENT DAVID KELLY  
(DARKSERAPHIM)

ILLUSTRATED BY  
EDWIN AUSTIN ABBEY, ALBRECHT ALTDORFER,  
ANNE ANDERSON, JOHN D. BATTEN, EMILE BAYARD,  
JAN CHRISTIAN BIERPFAFF, GORDON BROWNE,  
CLARA MILLER BURD, EDWARD BURNE-JONES,  
HARRY CLARKE, W. G. COLLINGWOOD,  
WALTER CRANE, JASPER FRANCES CROPSEY,  
THE DALZIEL BROTHERS, RICHARD DOYLE,  
LOUIS-HENRI DE RUDDER, GUSTAVE DORÉ,  
ADOLF EHRHARDT, MARY HALLOCK FOOTE,  
HENRY J. FORD, MYLES BIRKET FOSTER,

ARTHUR BOYD HOUGHTON, LOUIS HUARD,  
LUDVIG SANDOE IPSEN, TONY JOHANNOT,  
THEODOR KITTELSEN, FERDINAND KNAB,  
EDMUND BLAIR LEIGHTON, WALTER MCDUGALL,  
GERALD FENWICK METCALF,  
VANETSOV VIKTOR MIKHAILOVICH, JOHN MILFORD,  
ERNST FERDINAND OEHME, HOWARD PYLE,  
ALFRED RETHEL, LOUIS RHEAD, DAVID ROBERTS,  
ALBERT ROBIDA, FREDERICK SANDYS,  
KARL FRIEDRICH SCHINKEL, SIDNEY SIME,  
LANCELOT SPEED, SIR JOHN TENNIEL, JAMES TISSOT,  
EUGENE EMMANUEL VIOLLET-LE-DUC,  
EDUARD VON GRUTZNER,  
ET ALII

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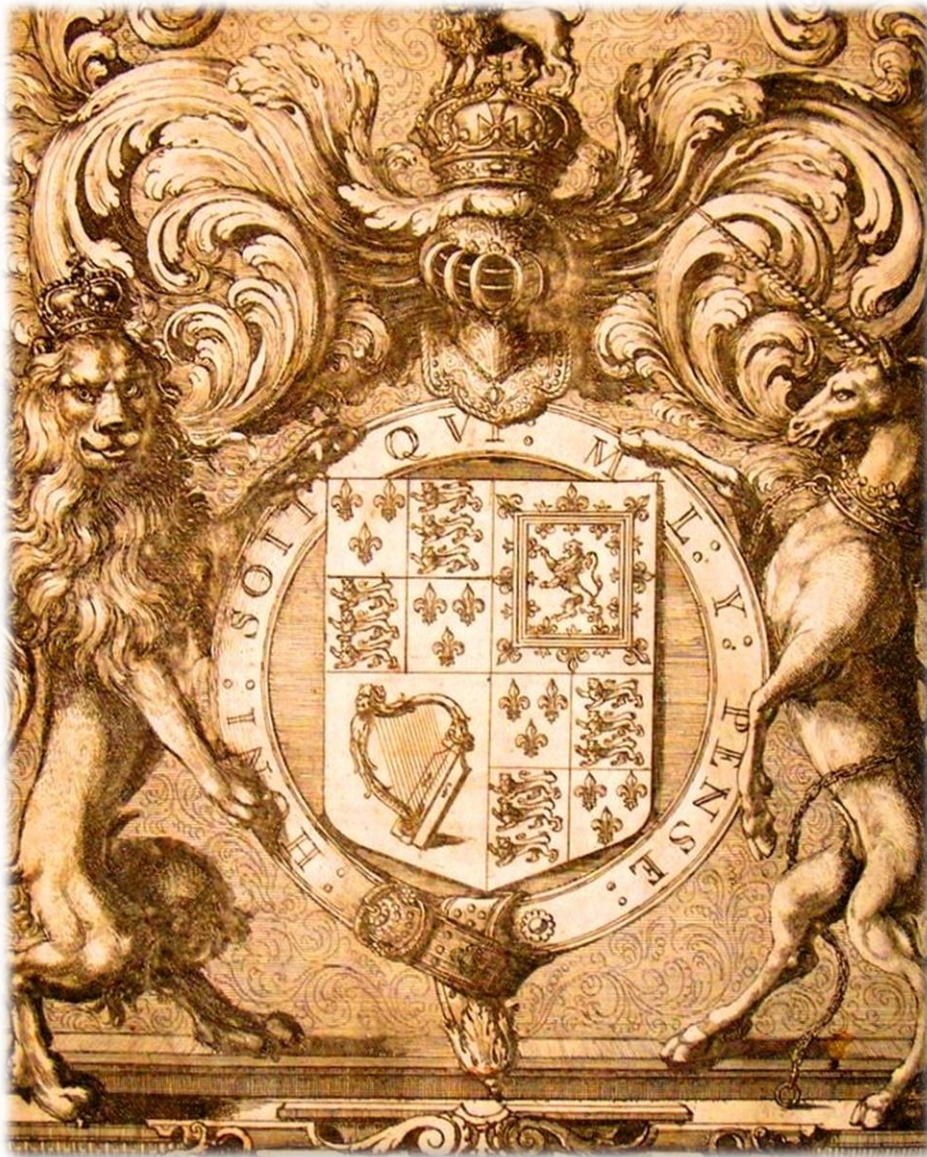
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Please feel welcome to contact the author at [shadowed\\_sky@hotmail.com](mailto:shadowed_sky@hotmail.com) with comments, questions, requests, recommendations and greetings. And thank you for reading!

*“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 ...*

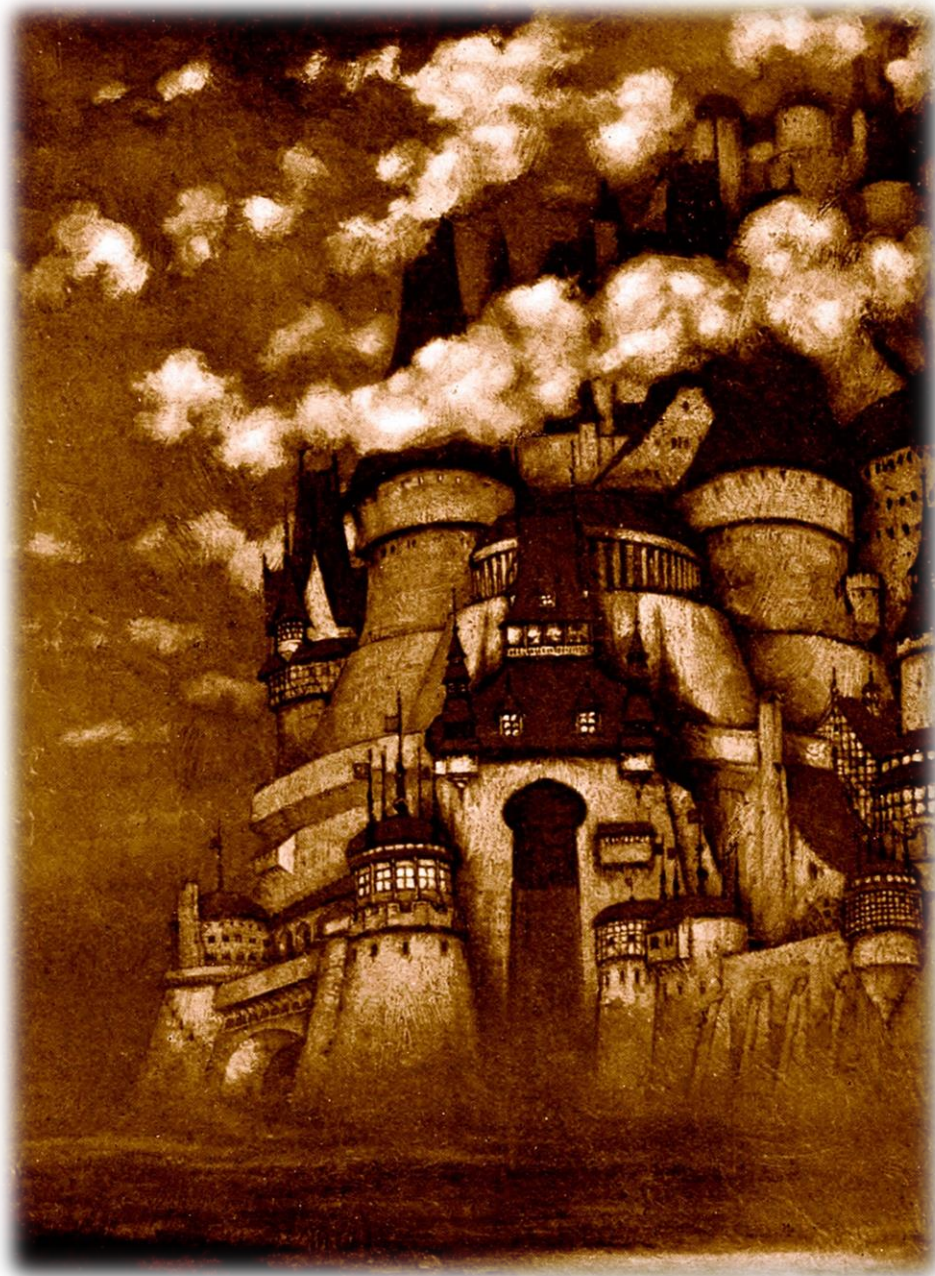
Does this sound like the fantasy city-state of your dreams, the gateway to all adventure? Or would you rather tell your players, "Okay, you guys heal up in town for thirty-six days, and nothing really happens."

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. (276 pages, 33,300 words.)



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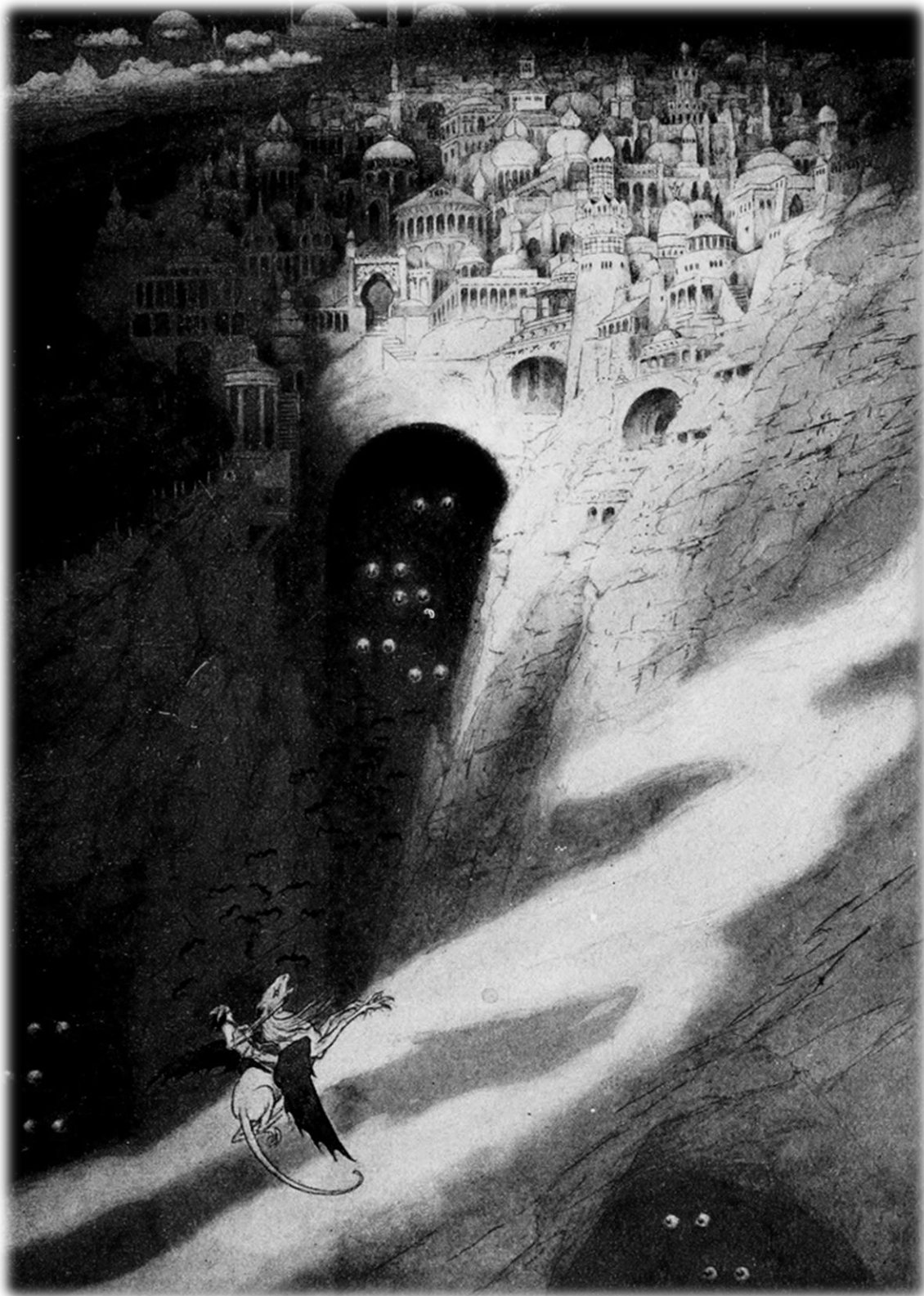
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# CHAPTER 1: INTRODUCTION

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 Gyax’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.

## 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.

## 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 mega-table.



## ~ A IS FOR ASSASSINATION ~

<b>001</b>	<b>“UFO” Sighting:</b> Dimensional travelers, angel in wreath of fire, mage enveloped in shadow, flying chariot, etc.
<b>002 or 003</b>	<b>Abandoned Child:</b> Possibly not human, or an illusion.
<b>004 or 005</b>	<b>Abandoned Kittens / Puppies:</b> Or similar harmless animals, goats, sheep, etc.
<b>006 or 007</b>	<b>Abandoned Monster Egg(s):</b> Tentacled centipedes, giant ants, giant frogs, etc.
<b>008</b>	<b>Abandoned Monster Young:</b> Giant centipedes, giant rats, etc.
<b>009 or 010</b>	<b>Abduction of Party Member Attempted:</b> Daylight or nighttime, various factors involved; may be a result of enemies made in the recent past.
<b>011</b>	<b>Abduction of Party Member Attempted, Mistaken Identity:</b> Will likely be associated with current activities of the local Thieves’ Guild and/or Assassins’ Guild.
<b>012 or 013</b>	<b>Abduction of Stranger Witnessed:</b> Pirate press gang, visiting foreign dignitary, etc.



<b>014</b>	<b>Abrupt Weather Change, Dust Devil:</b> If inappropriate to the climate, will be magical or monstrous in nature.
<b>015 or 016</b>	<b>Abrupt Weather Change, Fog / Mist:</b> May signal the proximity of illusion magic, or a monster.
<b>017 or 018</b>	<b>Abrupt Weather Change, Precipitation / Snow:</b> If inappropriate to the climate or season, will be magical in nature.
<b>019 or 020</b>	<b>Abrupt Weather Change, Thunder and Lightning:</b> If inappropriate to the climate or season, will presage the appearance of a mage, monster, or demigod.
<b>021 or 022</b>	<b>Abrupt Weather Change, Wind:</b> May be an indicator of violent incoming weather.
<b>023 or 024</b>	<b>Accidental Wound, Braggart Injures Adventurer:</b> Accidental assailant may be powerful, influential, drunk, or all three.
<b>025</b>	<b>Accidental Wound, Friendly Duel Turns Deadly:</b> May be the result of a duel challenge between a PC and an NPC, or the PCs may simply be passersby in the wrong place at the wrong time.
<b>026 or 027</b>	<b>Accidental Wound, Guard Injures Child:</b> Adventurers may be pressed into service for crowd control, or beseeched by commoners to intervene, or even unfairly blamed for the event.
<b>028 or 029</b>	<b>Accidental Wound, Jilted Woman Injures Lover:</b> Will involve the PCs if possible (e.g., if a PC has slighted a lover in the past); otherwise, the PCs will be passersby witnessing an event.
<b>030</b>	<b>Acrobatic Performance, Contortionist Mage:</b> The show may involve shapeshifting, elemental magic, potion use, illusions, etc.
<b>031 or 032</b>	<b>Acrobatic Performance, Injury / Accident:</b> If any of the PCs is visibly a cleric, the PCs will be asked to perform emergency healing magic.
<b>033 or 034</b>	<b>Acrobatic Performance, Monks Leaping:</b> May be the ceremonial introduction to a ritual duel or challenge of some kind.
<b>035 or 036</b>	<b>Acrobatic Performance, Roof Jumping:</b> Could be a performance, drunken revelers putting themselves in danger, or even a rooftop chase which is initially mistaken as entertainment.

<b>037 or 038</b>	<b>Acrobatic Performance, Tumbling:</b> Could be a performance, someone falling from a rooftop, or even a brawl which is initially mistaken as entertainment.
<b>039 or 040</b>	<b>Acrobatic Performance, Walking on Hands Race:</b> Could be a performance, a bet, or even a religious ceremony (perhaps involving worshippers of a god of agility or endurance).
<b>041 or 042</b>	<b>Adventurer Bowled Over by Angry Barbarian:</b> Barbarian will be of random alignment; if good, will likely want to buy the offended person a drink; if neutral, may react with hostility; if evil, a fight will begin almost immediately.
<b>043</b>	<b>Adventurer Bowled Over by Horrified Peasant:</b> Likely fleeing from someone or something – a ghost, murderers, monster, fear-inducing magic, etc.



<b>044 or 045</b>	<b>Adventurer Bowled Over by Noblewoman's Entourage:</b> Perhaps a deliberate provocation by the noblewoman's guards, or an accidental embarrassment which will result in PC appeasement and potential introduction of a future beneficiary or quest giver.
<b>046 or 047</b>	<b>Adventurer Bowled Over by Pickpocket:</b> Thief will be of random alignment; if good, will be very polite and may even return the item successfully pickpocketed as a test of skill; if neutral, a straightforward theft; if evil, a failed attempt at pickpocketing may end in violence if the thief is confronted.
<b>048 or 049</b>	<b>Adventurer Identified by Bounty Hunter:</b> Hired by defeated villain; the hirer will be identified either during the encounter ("Sir Bedevere sends his regards") or after the PCs are challenged and/or apprehended.
<b>050</b>	<b>Adventurer Identified by Bounty Hunter:</b> Mistaken identity; bounty hunter will be of random alignment; if good, will apologize profusely and perhaps even serve as a future henchman; if neutral, loud words will be exchanged; if evil, violence is likely.
<b>051 or 052</b>	<b>Adventurer Spat Upon:</b> Probably a deliberate provocation by a drunk or noble, but may be a case of mistaken identity.
<b>053 or 054</b>	<b>Aerial Attack, Bird of Prey:</b> Hungry falcon, giant eagle ridden by an evil brownie changeling, vanguard of a flock of blood hawks, etc.
<b>057 or 058</b>	<b>Aerial Attack, Giant Bat:</b> Could be vampiric, or even a shapeshifted vampire.
<b>059 or 060</b>	<b>Aerial Attack, Imp / Mephitic Gremlin:</b> Likely a mage's familiar, a devil's slave, or even a demi-god's minion.
<b>061</b>	<b>Aerial Attack, Jewel or Item-Stealing Raven:</b> Could be wild (stealing baubles for its nest), a familiar, or even a shapeshifted spell caster.
<b>062 or 063</b>	<b>Aerial Race:</b> Mages on griffons, flying carpet race, pursuit of a flying thief, lovers flying away somewhere (literally), etc.

064

**Aggressive Peddler / Shopkeeper, Angry:** May be yelling at a thief, someone who has upturned a cart, begging urchins, or even a PC



<b>065 or 066</b>	<b>Aggressive Peddler / Shopkeeper, Charming:</b> May be desperate for business, seeking help while being watched by assassins, or a thief in disguise.
<b>067 or 068</b>	<b>Aggressive Peddler / Shopkeeper, Drunk:</b> Of random alignment; if good, will break down sobbing if there is empathy; if neutral, a fight may result; if evil, probably a fence being watched by allied thieves or assassins.
<b>069 or 070</b>	<b>Aggressive Peddler / Shopkeeper, Pickpocket:</b> May either be a professional thief, or creating an opportunity for watching thieves, or even seeking to plant evidence on an innocent PC (for example, a previously-stolen gem while the city watch is closing in).
<b>071 or 072</b>	<b>Alley Game of Dice / Quoits / Runes:</b> Might be played by humans, demi-humans, NPC adventurers, children, or even escaped humanoid slaves.
<b>073 or 074</b>	<b>Ally / Companion Goes Missing:</b> Minor familiar, man or at arms, servant, sibling, etc.
<b>075 or 076</b>	<b>Animal Sacrifice, Evil Cultists:</b> May be worshipping a blood goddess, demon lord, arch-devil, lich, etc.
<b>077 or 078</b>	<b>Animal Sacrifice, Remains Only:</b> No one is still present; the remains may indicate the rise of a new cult, murderer, threatening secret society, etc.
<b>079 or 080</b>	<b>Animal Sacrifice, Sacred Ritual:</b> Probably a sacrifice to propitiate a deity, in hope of ending a curse, drought, plague, etc.
<b>081</b>	<b>Aqueduct Collapse:</b> May be imminent (and perhaps preventable), immediate (with dangerous flash flooding and victims in need of rescue) or recently occurred (with floods, screams, dying victims, confusion, etc.)
<b>082 or 083</b>	<b>Argument / Altercation, Drunk Dwarves:</b> Of random alignment; if good, and the PCs manage to talk them out of fighting while sparing their pride, the encounter will result in allegiance with the PCs; if neutral, the dwarves will probably fight the PCs and ally with one another; if evil, one of the dwarves may attack a PC with a poisoned blade while the other flees.

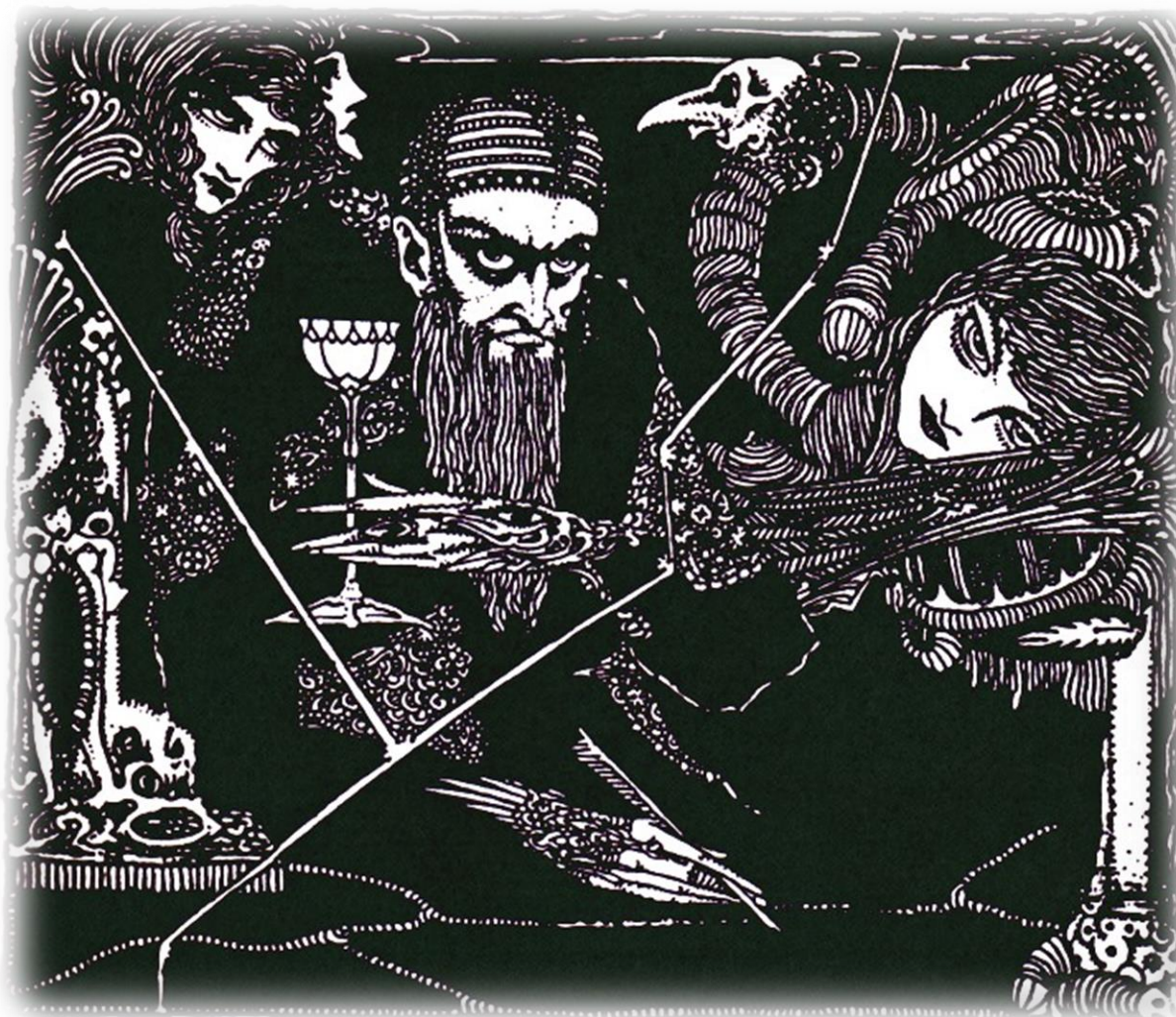
084	<b>Argument / Altercation, Half-Ogre and Halfling:</b> The argument might be over a bet, a heist gone wrong, a missing treasure, etc.
085 or 086	<b>Argument / Altercation, Lovers:</b> This could just be a normal fight, but it could allow for the mention of passwords, locations, buried treasure, secrets, etc.
087 or 088	<b>Argument / Altercation, Noble and Watchmen:</b> The noble might be guilty, or drunk, or shapeshifted, or simply arrogant.



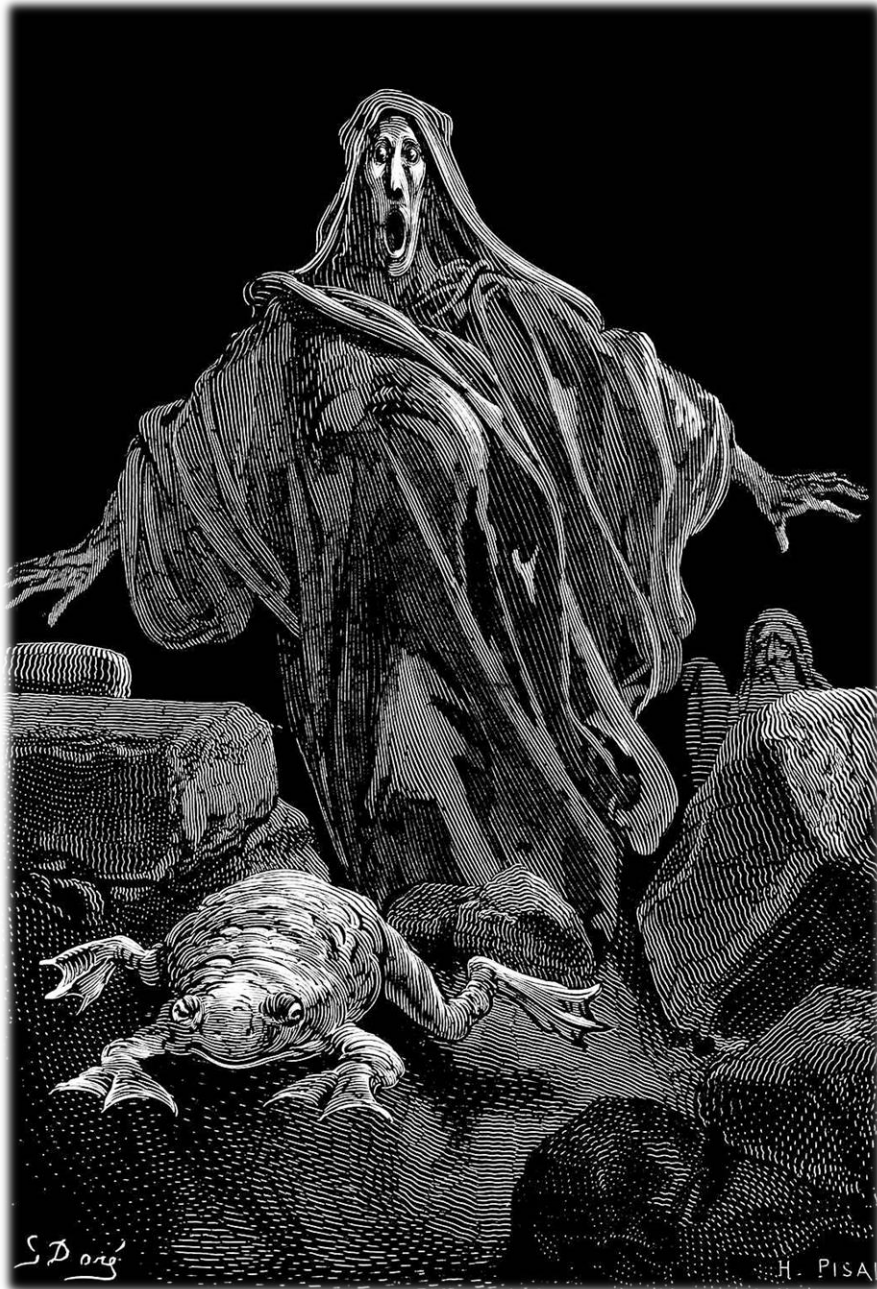
<b>089 or 090</b>	<b>Argument / Altercation, Old Woman and Town Watch:</b> The woman might be a witch, herbalist, priestess, blind prophetess, or even the avatar of a goddess.
<b>091</b>	<b>Argument / Altercation, Paladin and Half-Orc:</b> The argument might be over honor, humanoid tribes, a knightly order's crusade against humanoids, etc.
<b>092 or 093</b>	<b>Argument / Altercation, Rival Shopkeepers:</b> The argument might be over prices, Thieves' Guild payments, hush money, an eccentric mage who pays well for obscure things, etc.
<b>094</b>	<b>Arriving Barge / Ship / Fleet, Dead Crew:</b> This might be a plague ship, zombie ship, caged monster ship (with the monsters no longer caged), or a ship with a cursed artifact in the hold
<b>095 or 096</b>	<b>Arriving Barge / Ship / Fleet, Horrified Crew:</b> The crew might be beset by ghosts, illusions, madness, or still reeling from a recent sea monster sighting.
<b>097 or 098</b>	<b>Arriving Barge / Ship / Fleet, Noble / Villain:</b> The person arriving could be a benefactor, quest giver, heir, guild master, or a future or past nemesis of the PCs.
<b>099 or 100</b>	<b>Arriving Barge / Ship / Fleet, Treasure:</b> The treasure might be magic, gems, coins, ancient relics; and it might be cursed, false, and/or stolen.
<b>101 or 102</b>	<b>Arriving Caravan / Merchant Train, Selling Cantrip Trinkets:</b> There might be some minor potions and scrolls, but most of the items will be inexpensive (<100 gold pieces) items which have 1D6 charges and cast a cantrip for the user.
<b>103 or 104</b>	<b>Arriving Caravan / Merchant Train, Selling Gold / Jewels:</b> The treasure might be illusory, false, stolen, or perhaps even wildly undervalued.
<b>105 or 106</b>	<b>Arriving Caravan / Merchant Train, Selling Spices:</b> The spices might be from a dinosaur island, savage jungle, ancient tomb, or even another world.
<b>107</b>	<b>Arriving Caravan / Merchant Train, Selling Subdued Dragon:</b> The dragon could be good and imprisoned by villains, evil and subdued by heroes, or neutral.



108 or 109	<b>Arriving Gypsies / Wanderers, Beast Menagerie:</b> The menagerie will feature beasts from an exotic realm – tigers, elk, woolly rhinoceroses, etc.; and the gypsies will have tales of treasure, magic, curses, etc.
110 or 111	<b>Arriving Gypsies / Wanderers, Dark Carnival:</b> The carnival will feature games of magic, illusions, flight, prestidigitation, fortune telling, sparring matches, etc.
112 or 113	<b>Arriving Gypsies / Wanderers, Fortune Tellers:</b> The fortunes may tell of ancestral treasure, lost relatives, a future death, ill omens, good omens, visitations of the gods, etc.



114	<b>Arriving Gypsies / Wanderers, Untouchables:</b> The gypsies will be shunned by the city's common folk for some reason, and will request aid (to slay monsters, find a cure, guard the caravan on a journey, etc.).
115	<b>Assassin's Guild Rivalry, Bravo Surrounded by Rival Guildsmen:</b> The assassin could be a freelance who refuses to join a guild, a former guildsman who knows a dark secret, a double agent about to be executed, etc.
116 or 117	<b>Assassin's Guild Rivalry, Gangs Issuing Silent Threats:</b> The PCs could witness citizens being threatened, see assassins threatening one another a moment before a melee breaks out, be threatened themselves, etc.
118 or 119	<b>Assassin's Guild Rivalry, Godfather Assassins Drinking and Walking:</b> The godfather may be interested in death threats, offering a mission, seeking bodyguards, planting evidence, unloading stolen treasure, etc.
120 or 121	<b>Assassination / Murder Witnessed:</b> The target might be a noble, a thief, a foreigner, a seemingly random citizen, a case of mistaken identity, etc.
122 or 123	<b>Assassination Scheming / Murder Threat Witnessed:</b> The PCs might witness spies on a window ledge, cloaked figures whispering over a bound guard, a shopkeeper threatened in broad daylight, etc.
124 or 125	<b>Asylum Breakout, Madmen Fleeing:</b> The madman might be a mage who has witnessed Lovecraftian horror, a time traveler, a prince, etc.
126 or 127	<b>Auction Underway, Alchemist Selling Potions:</b> The alchemist might be selling healing potions, an experimental concoction, an improved invisibility potion, etc.
128 or 129	<b>Auction Underway, Arcane Scribe Selling Scrolls:</b> The scrolls might be spell scrolls, treasure maps, forgeries, etc.



**130 or  
131**

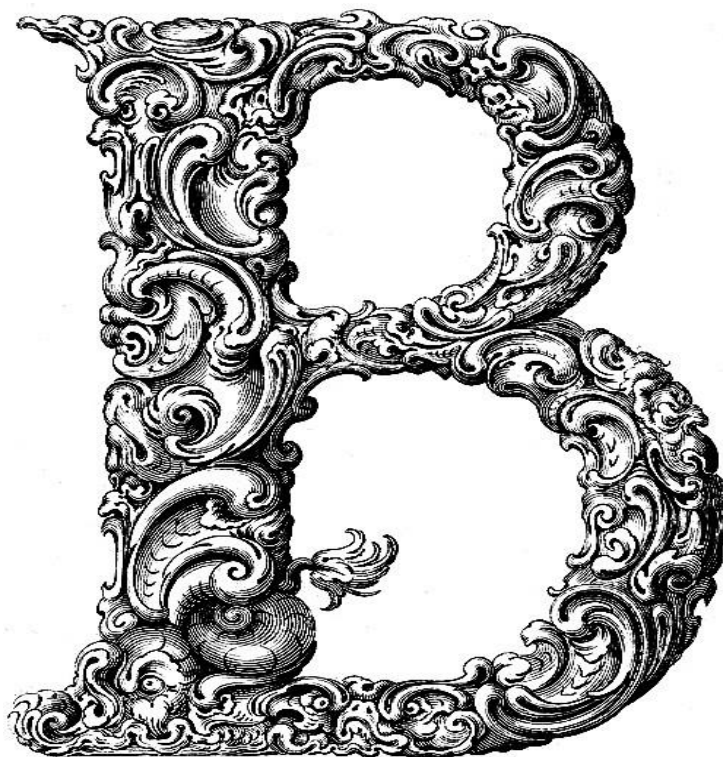
**Auction Underway, Charlatan Selling Snake Oil:** The fake potions might be colored water, poisonous, ancient, strangely effective, etc.

**132 or  
133**

**Auction Underway, Magic Item:** The magic item might be a sword, wand, key, bag of holding, etc.

134	<b>Auction Underway, Monster Eggs / Young:</b> Possibilities include badgerbear eggs, dimensional hound pups, a young dragon, etc.
135 or 136	<b>Auction Underway, Nonesuch Art Object:</b> The art object could be an ancient elvish instrument, a dwarf-sculpted statuette, a portrait of a person who looks exactly like a PC, etc.
137 or 138	<b>Auction Underway, Subdued Monster:</b> The monster could be a dragon, griffon, ogre mage who might be willing to serve as a henchman, etc.





## ~ B IS FOR BLACKMAIL ~

139

**Bandit Raid:** The bandits might be seeking treasure, a specific map, people to abduct and ransom, imprisoned allies who need to be freed, etc.

140

**Bard Singing and Playing:** The bard might be singing a tragic saga to the admiring crowd, attempting to charm someone, serenading a loved one, etc.



141

**Bears Wrestling:** The bears could be cave bears, mages, polymorphed prisoners, werebears, etc.

<b>141 or 143</b>	<b>Beast / Cattle Drive, Giant Beasts:</b> The beasts could be aurochs, elephants, mastodons, titanotheres, etc.
<b>144 or 145</b>	<b>Beast / Cattle Drive, Imminent Stampede:</b> The beasts could be frightened, wounded, chased by a monster, magically influenced, etc.
<b>146</b>	<b>Beast / Cattle Drive, Monstrous Beasts:</b> The beasts could be manticores, badgerbears, dimensional beasts, etc.; they may be tamed, caged, or out of control.
<b>147 or 148</b>	<b>Beast / Cattle Drive, Mundane Beasts:</b> Common animals include cattle, goats, pigs, sheep, etc.; the keepers could be demi-humans, humanoids, blind men, etc.
<b>149 or 150</b>	<b>Beating / Shaming, Innocent Demi-Human or Human:</b> The event could be a halted forbidden wedding, a broken oath, a humiliated father, an exile, etc.
<b>151 or 152</b>	<b>Beating / Shaming, Pickpocket Urchin:</b> The child could be a kidnap victim, a polymorphed monster, a dimensional traveler, a long-lost princess, etc.
<b>153 or 154</b>	<b>Beating / Shaming, Unfaithful Lover:</b> The lover could be demi-human, humanoid, or human; and might be a spy, agent, impostor, etc.
<b>155</b>	<b>Beating / Shaming, Unfaithful Paladin:</b> The paladin could be punished by blood kindred, a knightly order, a priesthood, a noble, etc.
<b>156</b>	<b>Beating / Shaming, Young Criminal:</b> The criminal could be a thief, assassin, spy, beggar, mistaken innocent, etc.
<b>157</b>	<b>Beautiful Maiden:</b> The maiden might be a seamstress, spy, illusion, shapeshifted dragon, ghost, etc.
<b>158 or 159</b>	<b>Beggar Beggars for Ale and Mead:</b> The beggar could be a drunk, a dwarf, a person in fear of their life, someone slowly dying of poison, etc.



<b>160 or 161</b>	<b>Beggar Begg for Copper Pieces:</b> The beggar could be crippled, blind, diseased, a dark elf exile, etc.
<b>162 or 163</b>	<b>Beggar Begg for Food:</b> The beggar could be a mother of twelve, a ranger in disguise, a courier mistaking the PCs for allied agents, a deposed noble, etc.
<b>164 or 165</b>	<b>Beggar Begg for Healing or Curing:</b> The beggar could be cursed, vampiric, lycanthropic, suffering from the Black Death, a Typhoid Mary, etc.
<b>166</b>	<b>Bizarre Spell Effect, Demonstration of Polymorphing:</b> A mage could be demonstrating a new form of flesh shaping, an experiment in gargantuan polymorphing, the coming of the King in Yellow, etc.
<b>167</b>	<b>Bizarre Spell Effect, Display of Fire:</b> The spell could be harmless pyrotechnics, an aerial firestorm, a dangerous fireball, etc.
<b>168</b>	<b>Bizarre Spell Effect, Display of Ice:</b> The spell could be an ice storm, a frozen patch of sea, a snowstorm in the desert, etc.
<b>169 or 170</b>	<b>Bizarre Spell Effect, Display of Light or Darkness:</b> The spell could be a rainbow, an accidentally blinding flash, a solar eclipse, etc.
<b>171</b>	<b>Bizarre Spell Effect, Display of Lightning:</b> The spell could be a huge thunderstorm, a dimensional portal, forked lightning leaping between towers and causing damage, a lightning elemental, etc.
<b>172 or 173</b>	<b>Bizarre Spell Effect, Illusion:</b> The effect could show a monster, another world, a dream realm, R'lyeh, etc.
<b>174 or 175</b>	<b>Blackmail Attempt Witnessed, Assassin's Guild:</b> The blackmail could involve a citizen revealing knowledge of an assassination attempt, an assassin threatening a citizen to keep silent, or even a rival assassin threatening to frame an "innocent" assassin.
<b>176 or 177</b>	<b>Blackmail Attempt Witnessed, Pompous Nobleman:</b> The blackmail could involve a citizen, guard, foreigner, lover, unpaid mercenary, etc.

<b>178 or 179</b>	<b>Blackmail Attempt Witnessed, Scandalous Cleric:</b> The cleric could be hoping to silence a witness of licentious behavior, heresy, blasphemy, attempted theft of holy relics, etc.
<b>180 or 181</b>	<b>Blackmail Attempt Witnessed, Young and Poor Guardsman:</b> The guardsman could be threatened by a powerful NPC, a fellow guard who has been bought off by criminals, etc.
<b>182 or 183</b>	<b>Blatant Theft:</b> The theft could involve a powerful spell caster conducting a magic-assisted smash and grab, a gang raiding a spice market, a drunken fighter leading a group of intelligent monsters in knocking down a wall, etc.
<b>184 or 185</b>	<b>Blockaded Street, Guarded Noble Procession:</b> The noble(s) in question could be involved in a marriage rite, an ancestral procession, the exile of a blood heir, etc.
<b>186 or 187</b>	<b>Blockaded Street, Guards Questioning Citizens:</b> The guards could be seeking information on a violent incident, deadly accident, hiding criminal who is buying off citizens, a rumor of sedition, etc.
<b>188 or 189</b>	<b>Blockaded Street, Murder / Crime Scene:</b> The murder victim could be a noble, powerful merchant, NPC rival of the PCs (with investigators on the prowl), etc.
<b>190</b>	<b>Blockaded Street, Strike / Trade Demonstration:</b> The demonstration could involve market manipulation (i.e., buying all of the healing salves and repricing them at double the price), a rivalry between guilds (the haberdashers and the milliners, or something more serious), etc.



191

**Body Dumping Witnessed:** The body might be dumped in a sewer, trash heap, shallow grave, river, etc.

192 or  
193

**Braumeister Festival:** The festival could be hosted by ancestral clans, dwarves, gnomes, every brewer in the city, etc.

194

**Breakout or Break-In Witnessed, Gaol / Prison:** This might involve criminals escaping a prison, a powerful gang taking over a prison to free a crime lord, a partially controlled prison riot with soldiers rushing to the scene and hostages being taken, etc.

195 or 196	<b>Breakout or Break-In Witnessed, Mage Tower:</b> This might involve NPC adventurers being trapped in the tower during a failed heist, a rival archmage summoning a demon to attack the tower, a mage gone mad trying to escape his own home and the strange magics taking place there, etc.
197 or 198	<b>Breakout or Break-In Witnessed, Shop:</b> This might involve the raiding of a magic shop for cursed items, curious street urchins checking out an unlocked door and getting in over their heads, a magical amulet which turns into a golem and smashes out through the roof, etc.



199	<b>Breakout or Break-In Witnessed, Treasury:</b> This might involve thieves fleeing the treasury with coins spilling behind them and guards in hot pursuit, a dragon attacking the city's treasure house, etc.
200 or 201	<b>Breakout or Break-In Witnessed, Warehouse:</b> This might involve guards raiding a gang headquarters hidden in a warehouse, pirates attacking a dock warehouse to take back treasure that is "rightfully theirs," etc.
202 or 203	<b>Bridge Damage / Collapse:</b> This could be a bridge between towers crashing down into the street, a bridge over a canal collapsing while hundreds of people fall into the water, a bridge damaged by a subdued burrowing behemoth or similarly huge monster being led across its length, etc.
204 or 205	<b>Building Collapse, Immediate Aftermath:</b> The building has just collapsed, and people will be in the rubble who are dying and desperately in need of rescue; the building could be an inn, guard tower, warehouse, guild hall, etc.
206 or 207	<b>Building Collapse, Imminent:</b> The PCs might see alarming structural damage, a colossus pounding on a castle, a street collapse into a sinkhole causing buildings to tilt, etc.
208	<b>Building Collapse, Underway:</b> The building is currently collapsing; the PCs might be in the building, in the street, witnessing horror from half a mile away, etc.
209	<b>Building Construction, Aided by Mage and Golem:</b> The building could be an arena, mage's tower, magic shop, treasury, tower, etc.; the golem might be iron, stone, crystal, clay, and might be controlled, berserk, or ready to collapse due to poor construction.
210 or 211	<b>Building Construction, Arena:</b> The arena could be intended for criminals to be executed, battles between gladiators, battles between NPCs and enslaved monsters, a naval arena, etc.
212 or 213	<b>Building Construction, Inn / Tavern:</b> The inn might be anticipated by demi-humans, guards, criminals, madmen, etc.

<b>214</b>	<b>Building Construction, Temple:</b> The temple will be dedicated to a single evil, good, or neutral deity; and the construction might be anticipated, feared, opposed, long-delayed, etc.
<b>215 or 216</b>	<b>Building Construction, Tower:</b> This could be a mage's tower, a guard tower, a donjon prison tower, a treasury, etc.
<b>217 or 218</b>	<b>Building Scaffolding and Repair Underway:</b> The scaffolding might be new, collapsing, overrun with gremlins, the scene of a chase, etc.
<b>219</b>	<b>Burrowing Behemoth Erupts from Street:</b> The monster might crash into a building, eat a horse and go back underground, reveal a netherworld, be covered in sewer muck, etc.
<b>220</b>	<b>Burst Pipe, Acidic Water:</b> The water could be alchemical, cursed, magical, unholy, spectral, filled with monstrous slime, etc.
<b>221</b>	<b>Burst Pipe, Icy Water:</b> The water could be magically frozen, frozen by a monster, surging from the deep netherworld, an ice elemental, etc.
<b>222 or 223</b>	<b>Burst Pipe, Sewer Sludge:</b> The pipe could flood a street, collapse a building, rise out of the gutter grates, rupture due to an earth tremor, etc.



## ~ C IS FOR CARNIVAL ~

<b>224 or 225</b>	<b>Caged Beast and Tamer:</b> The beast could be a wrestling bear, a work elephant, a “horse” (a unicorn with its horn sawed off by evil NPCs), etc.
<b>226 or 227</b>	<b>Caged Monster and Tender:</b> The “monster” could be a beautiful faerie, an elderly hunchbacked giant, a demon, etc.
<b>228 or 229</b>	<b>Call to Arms, Thief’s Distraction:</b> The distraction could be caused by the thief, a hired mage’s spell, a carefully timed “accident” (falling barrels etc.), or simply a random event (such as a riot) that is exploited by an opportunistic rogue.
<b>230 or 231</b>	<b>Call to Arms, Town Watch:</b> The call could be due to invading monsters, a discovered murder, a mage duel that is about to go cataclysmic, a false alarm, etc.

232 or  
233

**Call to Arms, Warriors' Guild:** The Warriors' Guild could be responding to discovery of a guild theft, invading humanoids or flying monsters, a call to revolt, etc.



234 or  
235

**Candy / Toy Vendor Pursued by Laughing Children:** The vendor could be an innocent gnome, a mad artificer, an evil demonling in disguise, a poison seller, etc.

236

**Captured Dragon's Egg Hatching Ceremony:** The egg could be the hatchling of the city's draconian protector, the egg of a slain black dragon, the legacy of a dragon rider bloodline, the last of its kind, etc.

<b>237 or 238</b>	<b>Carnival of Oddities:</b> The carnival could involve magical puppets, intelligent ants and giant beetles, steampunk artificers, disguised aliens from another dimension, etc.
<b>239 or 240</b>	<b>Carriage Race:</b> The race could be between two daredevil noblemen, a spy and an agent of the Overlord, runaways horses and a woman trying to stop the other carriage, etc.
<b>241</b>	<b>Cat Burglar Falls from Tightrope or Window:</b> The burglar might be robbing a wealthy family, a monster-trapped treasury, the PC's home, etc.
<b>242 or 243</b>	<b>Celestial Omen, Aurora:</b> The omen could presage an angelic presence, the opening of a dimensional rift, the coming avatar of a goddess, etc.
<b>244 or 245</b>	<b>Celestial Omen, Eclipse:</b> The omen could presage a demonic presence, the creation of a new moon, the coming avatar of a god of darkness, etc.
<b>246 or 247</b>	<b>Celestial Omen, Falling Star:</b> The omen could presage a plague, the Apocalypse, the crash of an interstellar vessel, etc.
<b>248 or 249</b>	<b>Celestial Omen, Rainbow:</b> The omen could presage a new age, a rainbow serpent, the opening of Shadowland or a faerie realm, etc.
<b>250</b>	<b>Celestial Omen, Sacred Sigil of Light:</b> The omen could presage the coming of a god of law, the invasion of a celestial race, a call to war and a crusade, etc.
<b>251 or 252</b>	<b>Ceremonial Duel / Mock Battle / Remembrance:</b> The duel could involve annual battles between dwarf clans, nemesis houses making peace for the first time in centuries, rival sons of a noble legacy, etc.
<b>253 or 254</b>	<b>Ceremony / Festival, Celebrating Chaotic Deity:</b> The ceremony could celebrate Loki, Anansi, Reynard the Arch-Fox, the Coyote spirit, etc.
<b>255 or 256</b>	<b>Ceremony / Festival, Celebrating Evil Deity:</b> The ceremony could celebrate Hades, Hel, Asmodeus, The Ulthrogorgon, etc.; the celebrants might be horrifying newcomers.
<b>257 or 258</b>	<b>Ceremony / Festival, Celebrating Good Deity:</b> The ceremony could celebrate Odin, Athena, Osiris, etc.

259	<b>Ceremony / Festival, Celebrating Lawful Deity:</b> The ceremony could celebrate Hastsezini, Anu, Chung Kuel, etc.
260 or 261	<b>Chamber Pot Emptied, Above Adventurers:</b> This could be a messy accident, a mischievous gnome, a deliberate distraction, a hateful rival, etc.
262	<b>Chamber Pot Emptied, Deliberate Assault:</b> The assault might be a result of mistaken identity, coercion / payment, spite, etc.
263 or 264	<b>Chamber Pot Emptied, Splatters Nobleman:</b> The noble could react with horror, threats, or even humor; the PCs will witness the next event / altercation.
265 or 266	<b>Chanting Crowd:</b> The crowd could be seeking justice, protesting the imprisonment of an innocent, close to riot due to a food shortage, outraged over the acceptance of humanoids into the city, etc.



<b>267 or 268</b>	<b>Chaotic Mage Rides Through:</b> The mage's chaotic alignment will be random; if evil, there will be deaths and assaults; if neutral, there will be a dangerous and flamboyant display of magic which could be dangerous; if good, something humorous or amazing is likely to occur.
<b>269 or 270</b>	<b>Chariot Race:</b> The race could be a planned event, a chase between villains and heroes, a daring escape attempt, etc.
<b>271 or 272</b>	<b>Chickens / Fowl in Piled Cages:</b> The animals might be exotic and valuable, an illusion, dangerous (chickens were once believed to incubate cockatrice eggs), and/or diseased.
<b>273</b>	<b>Children Fleeing, Screaming:</b> The children might be running from a horrific sight, the sound of monsters, a violent accident, or the discovery of a dead body.
<b>274</b>	<b>Children Running and Playing:</b> The children might be innocents, urchin pickpockets, halflings in disguise, etc.
<b>275</b>	<b>Climbing Strangers Witnessed:</b> The climbers might be thieves, adventurers, invaders, someone sneaking out a window to avoid capture, etc.



<b>276 or 277</b>	<b>Cluster of Staggering Drunkards:</b> The drunkards might be brawlers, revelers, joke makers, or even priests conducting a solemn traditional ritual.
<b>278 or 279</b>	<b>Collapsed and Flooded Street:</b> The street's collapse could expose a treasure vault, a netherworld descent, a monster-filled sinkhole, etc.
<b>280</b>	<b>Compelled Mass Oath of Allegiance:</b> The demand for allegiance might come from the Overlord, an arrogant noble, a powerful archmage, an impostor, etc.; the PCs will probably have the demand made of them as well.
<b>281</b>	<b>Contest / Game, Dangerous:</b> The game could be a run across the rooftops, a bet to climb-race up a wall, tightrope walking, theft for the sake of theft (pickpocketing that is mistaken for the real thing), etc.
<b>282 or 283</b>	<b>Contest / Game, Lucrative:</b> The game could be a wheel of fortune (medieval Tarot style), dice, or even a Deck of Infinite Magics.
<b>284 or 285</b>	<b>Contest / Game, Swindle:</b> This could be a simple charlatan, or the swindle might be a front for a thief recruiter, an apprentice mage, or a polymorphed enemy of the city state.
<b>286 or 287</b>	<b>Contest, Game, Magical and Fascinating:</b> The game might involve racing flying creatures, leaping on hovering clouds over water, a labyrinth made of magical colored ice, etc.
<b>288 or 289</b>	<b>Cordoned Block / Quarantine, Infectious Laughter / Madness:</b> The laughter might be caused by mass hysteria, dangerous fungal spores, a psionic attack, the rise of a Lovecraftian entity, etc.
<b>290</b>	<b>Cordoned Block / Quarantine, Lycanthropy:</b> The event would indicate the outbreak of non-good lycanthropic conversion; e.g., wereboars, wererats, weretigers, werewolves, Sons of Set, etc.
<b>291</b>	<b>Cordoned Block / Quarantine, Mind Control:</b> The mind control might manifest itself as a silent crowd stopping all work and entering a tunnel, a hundred citizens converging on the PCs and attempting to wrestle them to the ground, etc.

<b>292 or 293</b>	<b>Cordoned Block / Quarantine, Plague:</b> The plague could be an outbreak of the Black Death, a swarm of giant rats, diseased imps or monsters, a magical virus, etc.
<b>294</b>	<b>Cordoned Block / Quarantine, Vampirism:</b> This could involve an attack by a vampire's minions, a vampire attack in a shadowed alley, vampire hunters beseeching the PCs for help, etc.
<b>295 or 296</b>	<b>Corpse Burning:</b> The corpse might indicate a magical murder, a dragon strike (with multiple victims), or even the annihilation of undead with one specimen detected and many more on the way.
<b>297 or 298</b>	<b>Counterfeit Merchandise Offered:</b> The merchandise appears to be valuable; the PCs could be offered a silver sword with a magical aura attached, glass jewels, pepper mixed in with diluted magical spices or mushrooms, etc.
<b>299</b>	<b>Courting Lovers:</b> The lovers might be singing, giving away money, impersonating people and stopping strangers (such as the PCs) on a lark, seeking revelers, etc.
<b>300</b>	<b>Coven of Witches:</b> The witches might be evil and malicious, neutral and willing to tell fortunes, good and reluctantly offering a warning, etc.



301

**Crier Declares Decreased Taxes:** This event will quickly be followed by cheers, declarations of drinks on the house, filled taverns, and an explosion in petty thievery as the crowds gather to celebrate.



302 or 303	<b>Crier Declares Increased Taxes:</b> This event will be met with grumbling, rotten fruit or even rocks being thrown at blameless guards, protests, and perhaps even masked serfs carrying torches and pitchforks through the night streets.
304	<b>Crier Declares New Justified Law:</b> This event will result in arguments between shopkeepers of different alignment, protests, blocked streets, cheering, emboldened citizens of lesser status demonstrating, fights starting at night, etc.
305 or 306	<b>Crier Declares New Unjust Law:</b> This developing and long-term event will result in loudly broken friendships, whispers of sedition, assassination attempts, etc.

<b>307</b>	<b>Crier Declares Repeal of Unjust Law:</b> This event will result in an impromptu festival day, as exhibited by dancers, tumblers, apprentice mages, jesters, jugglers, brewers, etc.
<b>308 or 309</b>	<b>Criminal Arrest:</b> This might have just occurred (guards will be frog marching a criminal down the street), occurring (guards will be raiding a building) or about to occur (guards are assembling in an alley, and hush the PCs as they stumble across the dangerous scene).
<b>310 or 311</b>	<b>Criminal Arrest, Cover for Abduction Attempt:</b> This event will probably involve thieves or assassins in disguise as guards or other authorities, attempting to abduct a “criminal” (someone the guild master urgently wants to see against their will).
<b>312 or 313</b>	<b>Criminal Arrest, Innocent and Blackmailed Victim:</b> This event will have been triggered by deliberate misinformation from someone powerful, mind-controlled guards, or a power-hungry guard captain with a personal vendetta.
<b>314</b>	<b>Criminal in Stocks, Exile / Time Traveler:</b> The person will be shouting for the PCs to free them; they might speak (truthfully) of fabulous treasure to be gained, a blood relationship, or a dire imminent catastrophe that might be averted.
<b>315 or 316</b>	<b>Criminal in Stocks, False Prophet:</b> The prophet may be yelling about rising demon hordes (if evil), the collapse of civilization and the dawn of a new druidic age (if neutral) or the need for the city to submit to the rulership of an ancient gold dragon (if good).
<b>317 or 318</b>	<b>Criminals’ Heads on Pikes:</b> The criminals committed a horrible crime which anyone can and will tell the PCs all about — treachery, collaboration with an infernal power, assassination of a noble, blasphemy against the city state’s avatar-protector, etc.
<b>319 or 320</b>	<b>Criminal in Stocks, Heretic:</b> The heretic (cleric) may simply be someone who defied the alignment of their priesthood; if evil, they may have been converted to good alignment and speaking out against devil worship; if neutral, they may have been seduced by a demon lord; if good, they may have gone mad and turned to evil and defaced the temple; etc.
<b>321</b>	<b>Criminal in Stocks, Murderer:</b> The criminal may beg for release, offer treasure secrets, give death threats, or offer critical

information for escape and release; or, he may have been framed (e.g., by a doppelganger who committed the murder).



## ~ D IS FOR DUEL ~

**322 or  
323**

**Dangerous Procession of Maenads and Celebrants:** Maenads are chaotic neutral female monks, notorious for their lust, fearless passion, and battle frenzy — and they have a Dionysian fan club! Barely-tamed wild animals will also be present.

**324**

**Dead Beast Falling from Sky:** Might be a dragon, a griffon, or inexplicable (an unknown species, a petrified demon that shatters on impact, etc.).

**325 or  
326**

**Dead Body Tumbles Out of Carriage:** This could be a victim of organized crime, a lothario who slept with the wrong nobleman's daughter, a noblewoman with a knife in her back trying to escape a murderer, etc.

<b>327 or 328</b>	<b>Dead Monster Falling from Window:</b> This could be a familiar, a creature slain by monster hunters, an animated cadaver that killed its master, etc.
<b>329 or 330</b>	<b>Demonstration / Protest, Alignment Confrontation:</b> Typically between the followers of good and evil gods, but could also be law vs. chaos (even lawful good and chaotic good), or a neutral alignment against any oppressive alignment / bigoted group of followers.
<b>331 or 332</b>	<b>Demonstration / Protest, Guild / Trade Issue:</b> This may be an embargo, a shortage, a glut (with workmen trying to prevent the arrival of more cheap imported goods), or even a union issue with line-crossers.
<b>333 or 334</b>	<b>Demonstration / Protest, Magister / Official Residence:</b> The magister's home or office of station has been surrounded by citizens who know of malfeasance, or shopkeepers angry over an unjust tariff, or even guards demanding pay.
<b>335 or 336</b>	<b>Demonstration / Protest, Slavery / Gladiatorial Issue:</b> This might be a group of pacifist priests protesting on behalf of gladiators, good citizens protesting slavery, or demi-humans (half-orcs?) demanding equal treatment.
<b>337 or 338</b>	<b>Discovered Blood / Body Parts, Beast(s):</b> The parts might be from a spilled shipment of magical reagents, a partly-devoured horse (with the monster having crawled back into the sewers), a trail of blood leading down an alleyway to a pile of remains, etc.
<b>339 or 340</b>	<b>Discovered Blood / Body Parts, Human Victim:</b> This might be a murder victim, an accident victim, a monster assault victim, a hoax, etc.
<b>341</b>	<b>Discovered Blood / Body Parts, Monster(s):</b> These might be shapeshifters returning to human form after death, dead vermin (giant beetles, ants, rats, centipedes, etc.), or something inexplicable.
<b>342 or 343</b>	<b>Disease Contracted:</b> A PC might be accosted by a leprous beggar, unknowingly infected (with first symptoms appearing the next day), or be hit by a cause disease spell; or, perhaps a lycanthrope attack at night.
<b>344</b>	<b>Dock Damage / Collapse:</b> The collapse could be imminent (a crowd rushing a treasure ship that is strangely on fire for some

	reason), occurring (screams are heard as gale winds push ships ashore), or imminent.
<b>345 or 346</b>	<b>Dogfight:</b> This could be a fight between alley mongrels, an illegal betting ring, or something more interesting (such as a dog barking down a sewer grate, and something growling back at it).
<b>347 or 348</b>	<b>Doppelganger Discovered:</b> The doppelganger's appearance might be that of a magister, noble, or even a PC.
<b>349</b>	<b>Dragged Colossus / Golem / Dead Giant:</b> A crowd is following the spectacle; this might be a city automaton that was malfunctioning, a slain villain, etc.



<b>350 or 351</b>	<b>Dropped Purse Returned:</b> The adventurer may not have noticed it was dropped; a reward could be offered; or, it might be a clever pickpocket who barely failed a pickpocket attempt and is now pretending to be a concerned citizen.
<b>352 or 353</b>	<b>Drunken Brawl Spilling into Street:</b> The brawl could be the result of a disagreement and a missed punch (causing more people to become involved), a clan rivalry, a long-simmering feud between social castes, etc.
<b>354</b>	<b>Drunken Wizard Dangerously Entertaining a Crowd:</b> The wizard could be using fire, ice, illusions, or wild displays of light (prismatic spray etc.).
<b>355 or 356</b>	<b>Duel / Feud between Noble Families:</b> As an example, consider Romeo and Juliet with Tybalt, Mercutio, etc.; the duel could be imminent (insults are being hurled), ongoing (swords are out and there is a melee) or the aftermath (dead and dying nobles in the street and a crowd shouting for the watch).
<b>357 or 358</b>	<b>Duel / Skirmish between Dwarf and Elf:</b> The duel might be friendly (if both participants are good), dangerous (if both are neutral) or downright deadly with collateral damage (if both are evil).
<b>359 or 360</b>	<b>Duel / Skirmish between Mage and Fighter:</b> The duel could be imminent (an apprentice is getting in over his head against a champion), ongoing (spells and bolts flying) or the aftermath (one participant is near death and the other is fleeing).
<b>361</b>	<b>Duel / Skirmish between Ranger and Monk:</b> The duel could be friendly (martial arts against quarterstaff), dangerous (psy powers against arrows) or downright deadly.
<b>362 or 363</b>	<b>Duel of Jesters:</b> This odd spectacle would involve puns, juggling, riddles, fire eating, etc.





## ~ E IS FOR EXECUTION ~

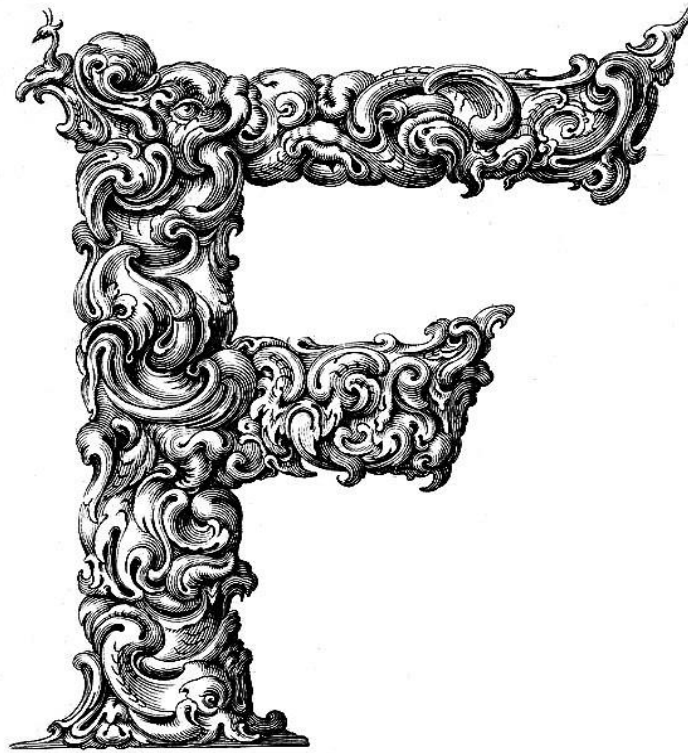
<b>364 or 365</b>	<b>Earthquake / Tremor:</b> This could be a natural encounter, spell, or even the imminent eruption of a giant netherworld worm (bhole / dhole).
<b>366 or 367</b>	<b>Eccentric Storyteller:</b> The storyteller might be unusual for his audience (all elven children, small animals, all blind people) or subject matter (a real treasure the PCs are seeking, a legendary monster, a lost city, etc.).
<b>368</b>	<b>Eerie Feeling / Foreboding Premonition:</b> The GM could describe a feeling of being watched, a random passage from street noise to total silence, or a sense that something terrible is about to happen.
<b>369 or 370</b>	<b>Eerie Upstart Cult, Procession:</b> The cult might celebrate masking, magical facial feature manipulation, crawling, flagellation, etc.

371

**Eerie Upstart Cult, Proclamation:** The proclamation might predict the rise of Cthulhu, the death of the Overlord, the downfall of a named PC (where the stranger should have no idea of the PC's name), etc.



<b>372 or 373</b>	<b>Eerily Deserted Street:</b> The street might clear (due to people seeing the person following the PCs), be clearing (the citizens have heard rumors about a PC) or about to clear (a mage is hunting the PCs and casts a fear spell on the populace to clear the scene).
<b>374 or 375</b>	<b>Elder Sign Painted on Wall:</b> This could be a protective measure (Lovecraftian entities are about to invade), an historical curiosity (entities were imprisoned or defied here) or something worse (someone is trying to summon a shoggoth).
<b>376 or 377</b>	<b>Escaped Criminal / Slave:</b> This individual might seek help from the PCs, avoid capture, pretend to be someone else, attack, etc.
<b>378 or 379</b>	<b>Escaped Runaway Beast:</b> The beast could be a camel, elephant, reindeer, etc.
<b>380</b>	<b>Escaped Runaway Construct / Juggernaut:</b> This could be a temple colossus, a mage's defense construct, something never before seen rising out of a magical pit, etc.
<b>381</b>	<b>Escaped Runaway Monster:</b> The monster might be an alchemist's experimental subject, a mage's (out of control) summoned creature, an illusion, etc.
<b>382 or 383</b>	<b>Evil and Good Cleric, in Near or Violent Confrontation:</b> The clerics may be of different pantheons, the same pantheon, or completely different from one another (e.g., a witch doctor and a jurist).
<b>384</b>	<b>Evil and Good Cleric, Laughing and Drinking Together:</b> The clerics may be old friends (one went astray), brothers, blood enemies, etc.
<b>385 or 386</b>	<b>Execution Preparations Witnessed:</b> This might be a witch burning, hanging, execution by sword, inquisitorial drowning, etc.
<b>387 or 388</b>	<b>Execution Witnessed:</b> The victim might be a criminal, heretic, spy, traitor, completely innocent, etc.



## ~ F IS FOR FLOOD ~

<b>389</b>	<b>Failed Abduction Witnessed:</b> The kidnappers might be assassins, impostors, brigands, mercenaries, “rescuers,” etc.
<b>390 or 391</b>	<b>Failed Assassination Attempt / Attempted Murder Witnessed:</b> The victim could be crying out for help, fleeing, attacking the assailants, etc.
<b>392 or 393</b>	<b>Failed Kidnapping Witnessed:</b> The victim could be a merchant, priest, princess, guild master, etc.
<b>394 or 395</b>	<b>Faire, Unusual:</b> Could feature gnomes, puppets, shadow magic, enormous beasts, etc.
<b>396 or 397</b>	<b>Falling Coins:</b> This might be the result of a spell, the coming of a god of wealth, a thief balanced above with a torn treasure sack, etc.

<b>398 or 399</b>	<b>Falling Tool / Anvil / Meat Hook:</b> The dangerous implement could fall on or near a PC, passersby, a building's roof, etc.
<b>400 or 401</b>	<b>Fawning Sycophant:</b> The sycophant could be addressing a PC, a bemused priest, a magistrate, a beautiful woman, a noble, a madman, etc.
<b>402</b>	<b>Feast, Class Guild:</b> This will be an assembly of NPCs of one class, druids, warriors, mages, etc.
<b>403 or 404</b>	<b>Feast, Commoners / Poor:</b> The feast might be a feeding of the poor, a wedding, a beneficent noble's whim, etc.
<b>405 or 406</b>	<b>Feast, Nobles:</b> The nobles might be good and worthy and cheered by the crowd; foreigners with strange customs in an inappropriate place; evil and arrogant and mocking the slaves serving them; etc.



<b>407 or 408</b>	<b>Feral Child Crawls Out of Hole:</b> The child might be from the alleys, the sewers, the netherworld, another dimension, etc.
<b>409</b>	<b>Fervent Cultist Procession of the Gods of Chaos:</b> The procession might encourage lovemaking in the streets, duels and challenges, random shouts, practical jokes against authorities, theft, etc.
<b>410 or 411</b>	<b>Fervent Cultist Procession of the Gods of Evil:</b> The procession might encourage enslavement, heresy, murder, violent spell use, etc.



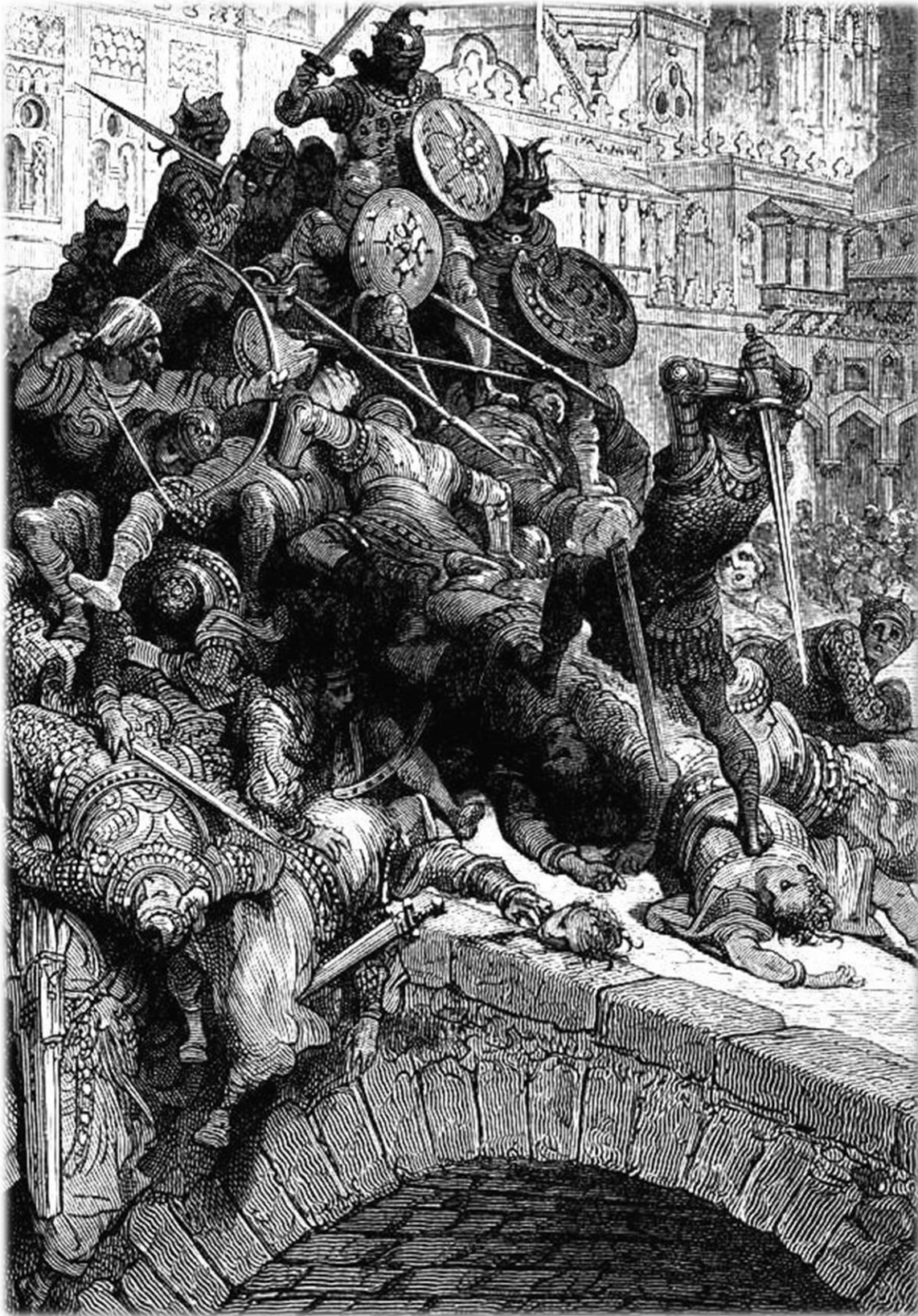
<b>412 or 413</b>	<b>Fire, Burning Bridge / Scaffolding:</b> The fire could be endangering important NPCs, children, the city watch, citizens, or even rare or exotic animals (escaping from a menagerie etc.)
<b>414 or 415</b>	<b>Fire, Burning Homes:</b> The fire could be burning a single building (and about to spread), leaping across the street (perhaps from rooftop to rooftop), or magically induced (by a mad pyromancer etc.).
<b>416</b>	<b>Fire, Burning Runaway Cart:</b> The cart could be filled with expensive spices, caged faeries, ancient scrolls which tell of lost cities and which can never be replaced, etc.
<b>417 or 418</b>	<b>Fire, Burning Temple / Guild Hall:</b> The fire could be a case of accident, lightning strike, arson, guild warfare, etc.
<b>419</b>	<b>Fire, Burning Watch Tower / Guard Garrison:</b> The fire could be malicious (set by rioters who are attacking the fleeing guards), accidental, or even imminent (perhaps the PCs witness the beginning of an arson attempt).
<b>420 or 421</b>	<b>Fire, False Alarm / Distraction:</b> The fire could be set by NPC mages conducting a heist, thieves, escaping criminals, etc.
<b>422</b>	<b>Fisherman Fishing on Collapsed and Flooded Street:</b> The fisherman might be a humorous jester, a madman, an elderly eccentric, a demigod in disguise, etc.
<b>423 or 424</b>	<b>Flock of Birds:</b> The birds are unusual in some way — either for their species (snowbirds in the desert), their appearance (bright blue and glowing), or their circumstances (fleeing from a hungry dragon).
<b>425 or 426</b>	<b>Flooding, Aqueduct / Fountain / Cistern:</b> The flooding could be minor yet important; spilled holy water, a disrupted reflecting pool during a scrying ceremony, polluted water during a ritual, etc.
<b>427 or 428</b>	<b>Flooding, Brewery / Distillery:</b> The flood could be humorous (free beer and all the drunks come running), dangerous (acids from a dye shop) or horrifying (a slow tidal wave of molasses drowning people in sugar).

429

**Flooding, Dangerous Flash Flood:** Likely magical, unless it has been raining and/or windy all day; the water could be driven by angry water elementals, a sea dragon, a disastrous spell experiment, the rise of a sunken artifact, etc.



<b>430 or 431</b>	<b>Flooding, Rising Sewer Water:</b> The flood might be significant because of street activity (people running out of shops and thieves moving in), response activity (guards trying to rescue people and something interfering) or underworld activity (a surge of giant mutated rats rushing out of the overflowing sewers).
<b>432</b>	<b>Fluttering Letter with Broken Seal (of the Overlord):</b> The letter could presage criminal activity, a dire calamity about to hit the city, or some kind of dark secret; possession of the letter could prove to be very hazardous.
<b>433 or 434</b>	<b>Flyers / Banners / Pennants, Advertising Wizard:</b> The wizard might be selling services (spell casting, magic item identification), or goods (potions, scrolls), or seeking worthy apprentices.
<b>435 or 436</b>	<b>Flyers / Banners / Pennants, Elvish Noble Procession:</b> The procession might be funereal, ceremonial, or celebratory; or perhaps religious / temple-related.
<b>437</b>	<b>Flyers / Banners / Pennants, Newly Arrived Rival Warriors' Guild:</b> The arrival could result in more men-at-arms available for hire, a violent rivalry, challenges and duels in the streets, etc.



<b>438 or 439</b>	<b>Flyers / Banners / Pennants, Visitation by Foreign Queen:</b> The arrival could presage a peace treaty, marriage and alliance, war, etc.
<b>440 or 441</b>	<b>Flying Adventurer Soars Overhead:</b> The adventurer could be on a flying carpet, dragon, broom, alone or pursued, etc.



<b>442 or 443</b>	<b>Fog / Mist:</b> The fog could be magical or natural; it could be a sign of invading undead, a rising god, a tumult in the sea, a dangerous poison, etc.
<b>444 or 445</b>	<b>Forbidden / Sealed Gate:</b> The gate could be mundane and locally known yet new to the PCs (a gate between lower class and upper class neighborhoods, to a stronghold, or to an arena), or it could be completely unexpected (a magic doorway appearing in a well-known wall or even in the sky).
<b>446 or 447</b>	<b>Foul Sewer Gas:</b> The gas could be the result of nature, magic, netherworld activity, or monsters; the effects could include nausea, slowness, disease, or even temporary paralysis.
<b>448</b>	<b>Found Bag of Beans:</b> Dropped in the street; the beans could be mundane, but are almost certainly magical.
<b>449</b>	<b>Found Bag of Holding:</b> Dropped in the street; the owner could be fleeing, distracted, abducted and dropping something in hopes of catching the PCs' attention, etc.
<b>450 or 451</b>	<b>Found Purse / Gold:</b> Dropped by a noble, important NPC, visiting dwarf prince, etc.
<b>452 or 453</b>	<b>Found Purse / Gold:</b> Thief's bait; the thief may be preparing an ambush, wanting to trail the PCs (the bag has some kind of trackable magic in it), or waiting to accuse the PC of thievery to shift blame from himself.
<b>454 or 455</b>	<b>Free Dispensation of Holy Water:</b> There will be a crowd; the crowd might be fearful vampire hunters, the sick and disabled, frantic worshippers, etc.
<b>456</b>	<b>Funeral Procession, Dwarf Elder:</b> The elder may have been beloved, hated, or feared; the procession of dwarves might be sorrowful, holding back laughter, or terrified (perhaps fearing the dead will rise).
<b>457 or 458</b>	<b>Funeral Procession, Fallen Dungeon Hero:</b> The fallen hero might be a former henchman of the PCs, a long-term rival, or a stranger beloved by the community.
<b>459</b>	<b>Funeral Procession, Murdered Guild Master:</b> The guild master could have been murdered by a rival guild's agents, poisoned by

agents unknown, or a suicide may have been mistaken for murder.



460 or 461	<b>Funeral Procession, Noblewoman:</b> The woman could have been an adored princess, honored matriarch, hated madwoman, plague victim causing rampant panic, etc.
462 or 463	<b>Funeral Pyre, Barbarian Warlord:</b> The warlord could have been an avowed ally, a respected enemy, or the burning might be considered an abomination by his (about to invade) people.
464 or 465	<b>Funeral Pyre, Elven Princess:</b> The princess may have been an ancient gray elf who remembered the founding of the city, a child who died under mysterious circumstances, a mysterious dark elven exile, etc.
466	<b>Funeral Pyre, Grand Master Monk:</b> The grand master's death may have been a notorious poisoning, a case of old age (after 200 years of life), a strange suicide after proclaiming a secret (he sat and willed himself to momentarily die), etc.



## ~ G IS FOR GHOST ~

<b>467 or 468</b>	<b>Galloping Horse, Arrogant Noble:</b> The ride might be a result of drunken anger, careless revelry, a daring chase, etc.
<b>469 or 470</b>	<b>Galloping Horse, Exotic Bringer of War:</b> The rider may be an unknown humanoid warning of invasion, a hated figure of the past believed to be dead, etc.
<b>471</b>	<b>Galloping Horse, No Rider:</b> The horse may be terrified, wounded, exhausted, gaunt and starving etc.
<b>472 or 473</b>	<b>Galloping Horse, Panicked Scout:</b> The scout may warn of fire, unknown forces, the approach of a fleet, a rapid change of severe weather, etc.



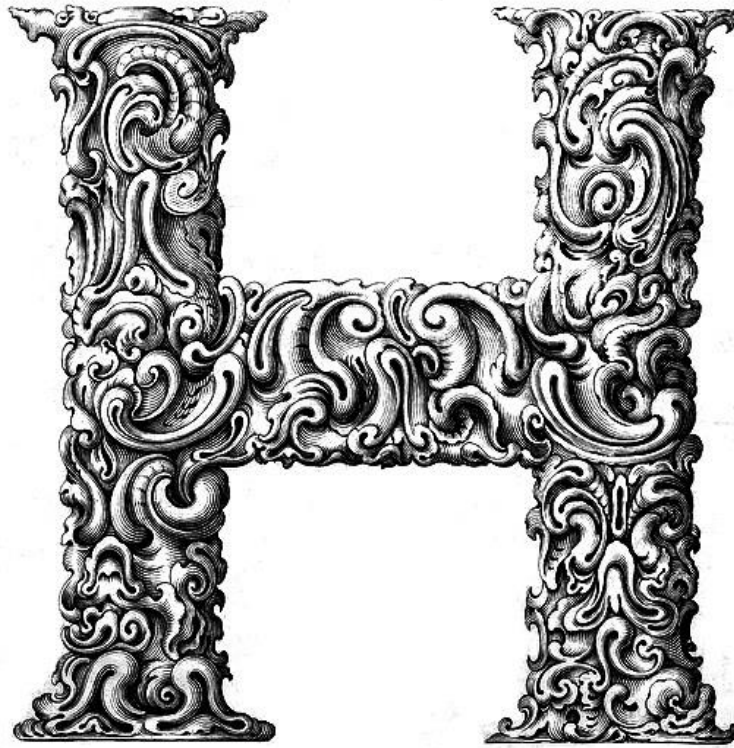
<b>474</b>	<b>Gang Violence, Assassins:</b> The violence may involve a street fight, the discovery of dead bodies pinned with notes, a case of night-by-night murders between two gangs, etc.
<b>475 or 476</b>	<b>Gang Violence, Thieves:</b> The violence may involve fighting groups of young street urchins, a demi-human rivalry (elven thieves vs. halfling thieves), or even a “trade” war (cat burglars vs. charlatans) and bizarre acts of violence.
<b>477 or 478</b>	<b>Gang Violence, Thugs / Ruffians:</b> The violence could result in guard-enforced curfews, random decimation or severe punishment by authorities, unchecked violence in the streets until the citizens unite in arms, etc.



<b>479 or 480</b>	<b>Gang Violence, Urchins:</b> The street urchins could be attacking one another, their “employers,” the PCs, guards, citizens, etc.
<b>481 or 482</b>	<b>Gaol Breakout, Criminals Fleeing:</b> The criminals could be severely-punished minor infractors (debtors, etc.), hardened criminals (murderers), smugglers, foreign refugees jailed for no good reason, etc.
<b>483 or 484</b>	<b>Gathering Army Patrol:</b> The Overlord’s army might be gathering to repel a rumored attack, to escort the Overlord into the field, massing to prepare and then march to war, etc.
<b>485</b>	<b>Gathering Royal Hunt:</b> The hunt could involve horse-mounted nobles hunting foxes, unicorn-mounted elves hunting manticores, nightmare-mounted dark elf hunting escaped slaves, etc.
<b>486 or 487</b>	<b>Gathering Town Watch / Guard Patrol:</b> The patrol might be gathering to stifle a protest, patrol the most dangerous street in the city, prepare for a raid on a criminal organization, etc.
<b>488 or 489</b>	<b>Gentlemen Betting on Rats and Vicious Dogs:</b> The betting could be taking place in a secret basement (shouts are heard from the grates), a rooftop gallery, a crowded slum establishment, etc.
<b>490 or 491</b>	<b>Ghost / Phantom Sighting, Illusion:</b> The illusion could be magical, divine, infernal, or psychological (appearing to only one NPC, perhaps as a result of guilt).
<b>492</b>	<b>Ghost / Phantom Sighting, Monster:</b> The monster might be a ghost, banshee, spectre, wraith, etc.
<b>493 or 494</b>	<b>Ghost / Phantom Sighting, Spell:</b> The spell could involve astral travel, an ethereal visitor, a failing invisibility spell, etc.
<b>495</b>	<b>Glowing Rune / Symbol on Ground:</b> The symbol could indicate a trap door, trap, jest, warning, etc.
<b>496</b>	<b>Gnomish Engineer / Gadgeteer with Dangerous Contraption:</b> The gnome could be an inventor, time traveler, mad scientist, heir to a misunderstood mechanical legacy, etc.

<b>497 or 498</b>	<b>Goodwives Gossiping, Rumors of Noble Death:</b> The death might be a lone child / heir, two noble lovers, an entire bloodline rumored to have been cursed, etc.
<b>499 or 500</b>	<b>Goodwives Gossiping, Rumors of Scandal:</b> The scandal will typically involve someone powerful, or at least locally prominent; it might involve sex, drugs, murder, shame, lies, obfuscation of evidence, etc.
<b>501</b>	<b>Goodwives Gossiping, Rumors of Treasure:</b> The treasure might be real, imagined, planted, newly made attainable (a dragon has been slain), long-established and now stolen, etc.
<b>502 or 503</b>	<b>Graveyard with Disturbed Earth / Overturned Stones:</b> This might be the result of grave robbers, criminal mischief, vermin, or the undead.
<b>504</b>	<b>Guarded Door / Gate, Golem / Construct:</b> The guardian might be an iron golem with a polite magic mouth, a grim and silent stone golem in the shape of a bull, a deadly juggernaut, etc.
<b>505 or 506</b>	<b>Guarded Door / Gate, Investigating Inquisitors:</b> The Inquisitors are having guards refuse entry / exit to the area; the matter might be one of heresy, witchcraft, vampirism, treachery, etc.
<b>507 or 508</b>	<b>Guarded Door / Gate, Mercenaries:</b> The mercenaries might be hired by a secretive sorcerer, a newly-forming adventuring party, a visiting delegation of eccentric nobles, etc.
<b>509</b>	<b>Guarded Door / Gate, Spectator:</b> The spectator is a monster similar to an Eye of Azathoth; the guard might have been summoned by an archmage, patriarch, warlock, accidental reader of an ancient scroll entitled "The Harbinger," etc.
<b>510 or 511</b>	<b>Guardsmen Inviting / Recruiting:</b> The guardsmen might be genuine, or perhaps pirates in disguise serving as a press gang (forcing citizens into mariner service).
<b>512 or 513</b>	<b>Guild Inviting / Recruiting:</b> This would be a call / enticement for the services of young thieves, assassins, rangers, wizards, etc.
<b>514 or 515</b>	<b>Guild Rivalry Incident, Destroyed Goods / Building:</b> The incident might involve a collapsed hideout, burned market goods, a sunken spice ship, etc.

<b>516 or 517</b>	<b>Guild Rivalry Incident, Incited Riot:</b> The rioters may have been paid off due to perceived unfair competition, a market glut, preferential treatment in the emporium / stall placement, etc.; the issue will seem minor to the PCs but deadly in its consequences.
<b>518</b>	<b>Guild Rivalry Incident, Tarring and Feathering:</b> The victim might be a shopkeeper, guildsman, unfortunate mercenary, captured spy, etc.
<b>519 or 520</b>	<b>Guild Rivalry Incident, Wounded Victims:</b> There may be people dying in the street following a knifing, an attempted murderer fleeing from the watch, citizens caught in arrow fire between guild factions, etc.
<b>521 or 522</b>	<b>Gust Blows Trash Everywhere:</b> The trash could be interesting (anarchist leaflets that were about to be distributed at a secret meeting), dangerous (infected with mold spores or covered in slime), disgusting, ominous, etc.
<b>523 or 524</b>	<b>Gust of Wind:</b> The wind could be natural (a storm is coming), magical (a mage is attempting to break into a building), monstrous (an air elemental is on the loose), bizarre (an opening dimensional portal causes a vortex as alien invaders pour out), etc.



## ~ H IS FOR HERETIC ~

525

**Half-Ogres Telling Jokes:** The half-ogres might be mercenaries, drunk, escaped from a nearby ogre lair, the minions of a newly-arriving demigod, etc.



<b><u>D1000 Roll</u></b>	<b><u>Random Event / Adventure Hook</u></b>
<b>526</b>	<b>Hanging / Impaled Bodies of Heresiarchs:</b> The heresiarchs might have been summoning a demon lord, committing child sacrifices, imprisoning citizens and turning them into monsters, etc.; their crimes are almost certainly not fully extinguished.
<b>527</b>	<b>Heavy Security Presence, Archmage and Bodyguards:</b> The archmage might be flamboyant and playful, drunk and

	dangerous, arrogant and looking for a reason to magically humiliate someone, about to turn a crowd to panic, etc.
528 or 529	<b>Heavy Security Presence, Gnomish Monks:</b> The monks may be hired help during a dangerous event, a magic auction with wealth changing hands, agents in disguise, etc.; undoubtedly, arrogant humans will pick on them for their size and grave demeanor and something bad will happen.



<b>532 or 533</b>	<b>Heavy Security Presence, Nobleman's Mercenaries:</b> The mercenaries might be normal soldiers, or might be strange automatons, dangerous foreigners, terrifying undead minions, etc.
<b>534 or 535</b>	<b>Heretic / Witch Burning, Aftermath:</b> The scene will include various tragedies — people weeping, callous onlookers celebrating, violence, someone attempting to recover the body for burial and being prevented by stern-faced guards, etc.
<b>536 or 537</b>	<b>Heretic / Witch Burning, Imminent:</b> The PCs may foolishly and heroically intervene; the crowd might support them or turn against them, depending on if the impending victim is innocent or truly evil.
<b>538</b>	<b>Heretic / Witch Burning, in Progress:</b> The event will begin with a shock as the PCs round the corner, the smell of burning flesh, screams and cheers, a dramatic magical escape attempt by the dying witch, etc.
<b>539 or 540</b>	<b>Hooded Figures Are Revealed as Humanoids / Monsters:</b> The figures might be disfigured burn victims, humanoid assassins, impostors (doppelgangers), lycanthropes announcing their presence in the city, etc.
<b>541 or 542</b>	<b>Horse Race:</b> The race could involve magical steeds, dangerous stunts, an ancestral tradition with thousands of gamblers and observers, competing riders in a grim contest, etc. Or, the mounts might include exotic animals, such as lions or tigers.



<b>543 or 544</b>	<b>Humanoid Raid:</b> The humanoids will be assaulting a nearby gate, wall, sewer exit, or outer fortification; the raiders might be kobold skirmishers, goblin ambushers, orc and half-orc bandits, a hobgoblin legion, etc.; there will likely be hundreds or thousands (as smaller forces do not dare to assault the city).
<b>545 or 546</b>	<b>Humanoid Scout Seen on a Rooftop:</b> The humanoid might be a goblin runt foolishly proving himself, a deadly half-orc agent, a mad and feral gnole exiled from his tribe, etc.

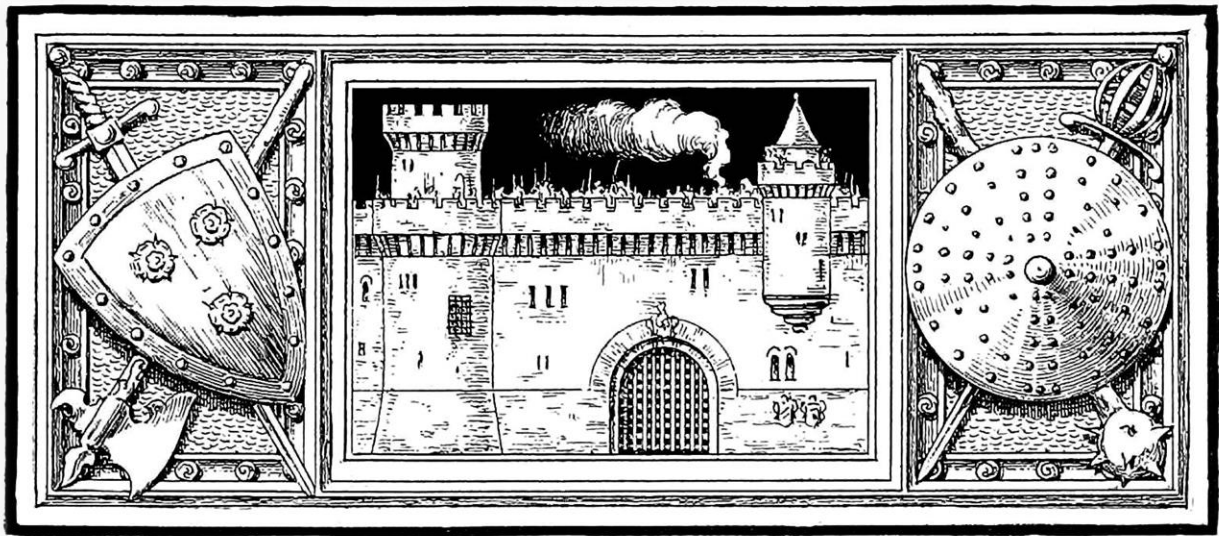


## ~ I IS FOR INCRIMINATION ~

<b>547 or 548</b>	<b>Illegal Sale of Monster Body Parts:</b> The parts might be solid (eyes and brains used in potion making), liquid (dragon's blood, demon ichor, slime) or even gaseous (the remnants of a dying vampire).
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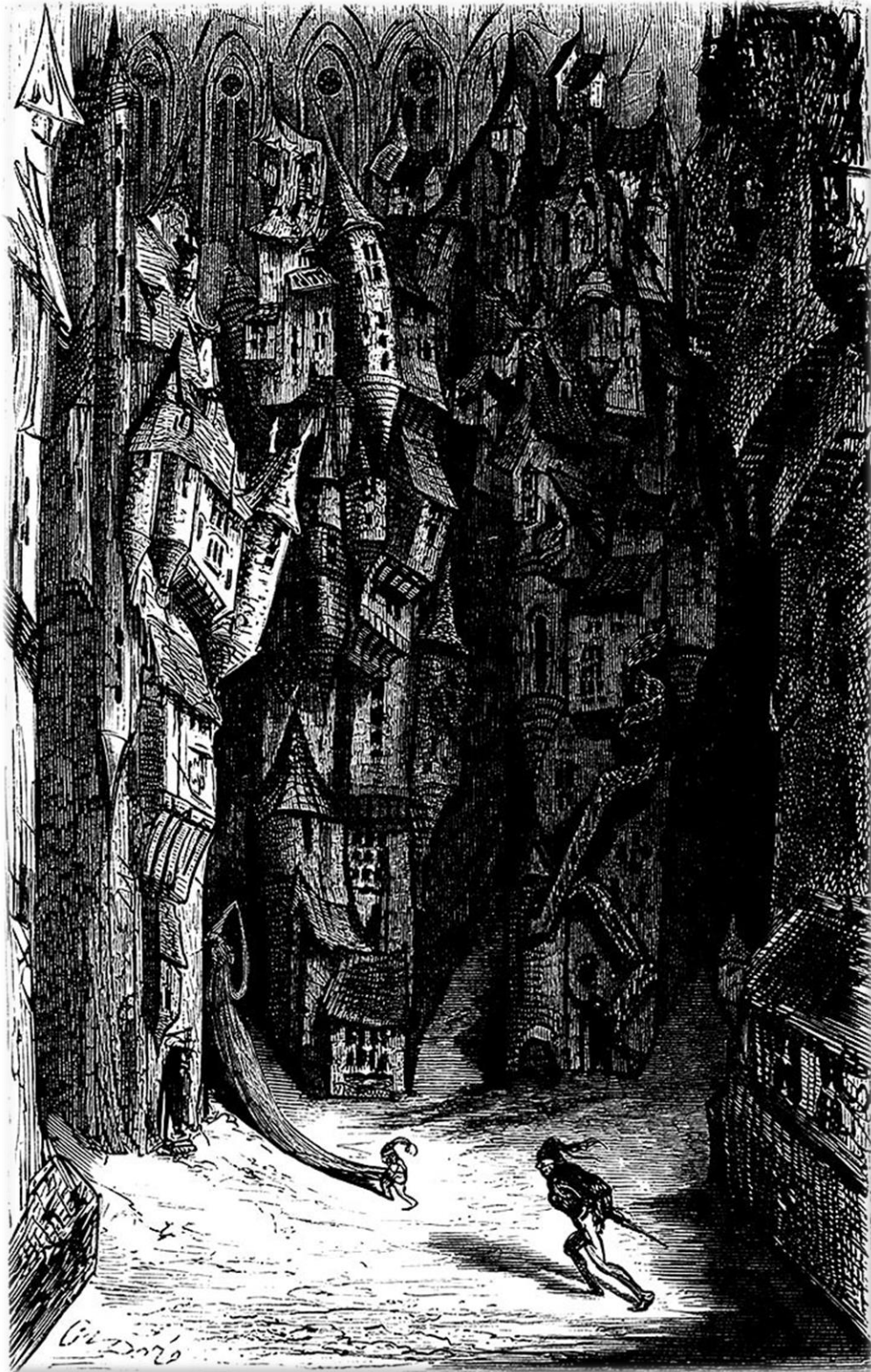
549	<b>Illegal Sale of Monster Eggs:</b> The eggs could be intended to be raised as mounts (griffons, hippogriffs), guardian beasts (badgerbears, basilisks), allies (dragons), experiments (frogs, spiders), etc.
550	<b>Illegal Sale of Monster Young:</b> The young could be mounts (pegasi), guardian beasts (dimensional hounds, dimensional beasts), allies (dragons), experiments, etc.
551 or 552	<b>Impressive Street Mural / Improvisatory Art:</b> This could be an animated advertisement, two men covered in dragon's "hide" walking on stilts, a jester mage juggling flame and arcane spheres, a fortune teller with a stacked wall of bottled imps, etc.
553	<b>Incriminating Paper Blowing Down Street:</b> The papers could involve a forged deed, a murder plot, a map showing vulnerabilities in a treasure house, an unsent blackmail letter, etc.; the writer may be frantically pursuing the sheets.
554 or 555	<b>Infectious Fear / Suspicion, Death Threats:</b> This may involve a dangerous barbarian threatening citizens, a beguiler causing people to experience psychic paranoia, a dangerous wave of invisible spores that turns people to random violence, etc.
556	<b>Infectious Fear / Suspicion, Psychic / Psionic:</b> This may be a good psychic unintentionally influencing others with uninhibited thoughts, a neutral psychic protecting herself from a silent enemy's onslaught, an evil psychic attempting mass mind control, etc.
557 or 558	<b>Infectious Laughter / Merriment:</b> Likely harmless, purely psychological, but may be dangerous over time if it affects a large number of people; research for example the real-life Tanganyika Laughter Epidemic.
559 or 560	<b>Interesting Merchandise Offered:</b> This may involve a silver weapon, inexpensive plate armor, stolen valuables, etc.; the seller might be desperate, suspicious, or gullible, or simply not know what they have.
561	<b>Interrupted Bribery, Alchemist and Charlatan:</b> The alchemist may be trying to sell failed potions, testing the results of a mind control potion, trying to poison the populace, etc.

<b>562</b>	<b>Interrupted Bribery, Gladiator and Rival Owner:</b> The PCs may be threatened with death, brought into an attempted conspiracy, or they may witness a bluff / escape attempt.
<b>563 or 564</b>	<b>Interrupted Bribery, Guardsman and Smuggler:</b> The guard may threaten the PCs, or the smuggler may flee, the PCs might be forced to deal with the ongoing silence while more guards arrive, etc.
<b>565 or 566</b>	<b>Interrupted Bribery, Thief and Magister:</b> The magister may be blackmailed, covering up a scandal, planting evidence, hiring a master cat burglar for a heist, etc.
<b>567</b>	<b>Invisible Assailant:</b> The assailant might be a joke cantrip / unseen servant, an invisible monster, an invisible adventurer / spy running through the crowd, a psychic force, etc.
<b>568 or 569</b>	<b>Invisible Force Field:</b> The force field could be across the street, blocking entry / exit of a building, channeling crowds to a specific area, blocking access to a spilled treasure, etc.
<b>570 or 571</b>	<b>Invitation from Guide / Host / Interpreter, Aid / Service:</b> This is likely a paid job offer and/or adventure hook, where an NPC requests reconnaissance, guidance, a charismatic envoy, diplomacy, communication with someone in another language, etc.
<b>572 or 573</b>	<b>Invitation from Guide / Host / Interpreter, Audience:</b> This may be a magistrate's demand to meet with the PCs, a noble's courtesan hinting at a love interest, a lord's request to meet with heroes who might be able to venture into a nearby dungeon or stronghold, etc.; there may be a language barrier or other confusion.
<b>574 or 575</b>	<b>Invitation from Guide / Host / Interpreter, Dangerous:</b> This may be an assassin in disguise, a bounty hunter, a bringer of threats, a corrupt official attempting blackmail or intimidation, etc.
<b>576 or 577</b>	<b>Invitation from Guide / Host / Interpreter, Unusual:</b> This may be a secret admirer, a secret agent testing for (dis)loyalty before making an invitation, a voiceless NPC begging for help, a mysterious individual of unknown race making appeasement gestures, etc.



## ~ J IS FOR JESTER ~

578	<b>Jack the Ripper Incident:</b> These incidents involve discovery of a mutilated body and a murderer with inexplicable knowledge, motive, means, and/or weaponry; it may be a dimensional traveler, time traveler, demon lord in human form, awakened evil demigod, etc.
579	<b>Jester Follows Party, Disguised Assassin:</b> The jester is either attempting to assassinate a PC, attempting to implicate a PC in a murder attempt that is about to occur (pretending to associate with the party before striking), or attempting to dispose of a murder weapon to lead investigators toward the PCs.
580 or 581	<b>Jester Follows Party, Drunk and Throwing Knives:</b> The jester might be a dwarf with a terrible secret, an old woman who believes she is still a master thrower, an illusion which achieved sentience and escaped from a faire, or something even stranger.
582 or 583	<b>Jester Follows Party, Juggling:</b> The jester may be using the PCs to encourage tips and laughter from lower citizenry nearby, or attempting to incite a (comedic?) brawl, or a spy in disguise, etc.
584 or 585	<b>Jester Follows Party, Mimicking / Mocking:</b> The GM should choose the PC whose player has the shortest temper, the best sense of humor, or the best sense of improvised roleplay, and let the situation develop.
586	<b>Jester Follows Party, Taunting:</b> The goal might be to incite a PC to cause a crime (the jester is paid and trying to get hit), shaming for a recent incident (perhaps the PCs ignored a beggar and the beggar became a jester?), or simple mischief.



**587 or  
588**

**Joust / Melee:** Typically, a tournament hosted by a noble, where heroes can engage in non-lethal combat for prizes; there may be a mace battle, quarterstaff sparing match, a humorous goat joust (for small demi-humans), a dangerous blood feud between participants the host noble is unaware of, etc.





## ~ K IS FOR KIDNAPPING ~

**589 or  
590**

**Kidnapping Standoff with Town Watch Witnessed:** The guardsmen / watchmen may be negotiating with a hostage taker, attempting to apprehend an “abductor” who is rescuing someone from unknown circumstances, foiling an imminent kidnapping attempt but bungling it without PC assistance, etc.

**591 or  
592**

**Kidnapping Witnessed:** The victim might be a noble heir, a valued artisan (gemcutter, cryptographer, dancer-courtesan, etc.), a mistaken innocent, a powerful but corrupt official, etc.

**593 or  
594**

**Knightly Procession, Knights of Evil:** The knights will be intimidating the populace while hiding behind the Overlord’s law and tolerance, and may provoke a riot, fight, series of duels, etc.



<p><b>595 or 596</b></p>	<p><b>Knightly Procession, Knights of Good:</b> The knights might be Templars on their way to a crusade, Hospitallers healing the sick in the streets (as they do once a year), proud Paladins walking in penitence to temple, foolhardy dragon slayers on a suicide mission, etc.</p>
<p><b>597</b></p>	<p><b>Knightly Procession, Elven Knights:</b> The elves will have an alluring / exotic trait; an oath of silence, all are elderly, all are half-dark elven with one side of their faces tattooed, they give their possessions away to the poor in the streets before they go out on a death mission, etc.</p>



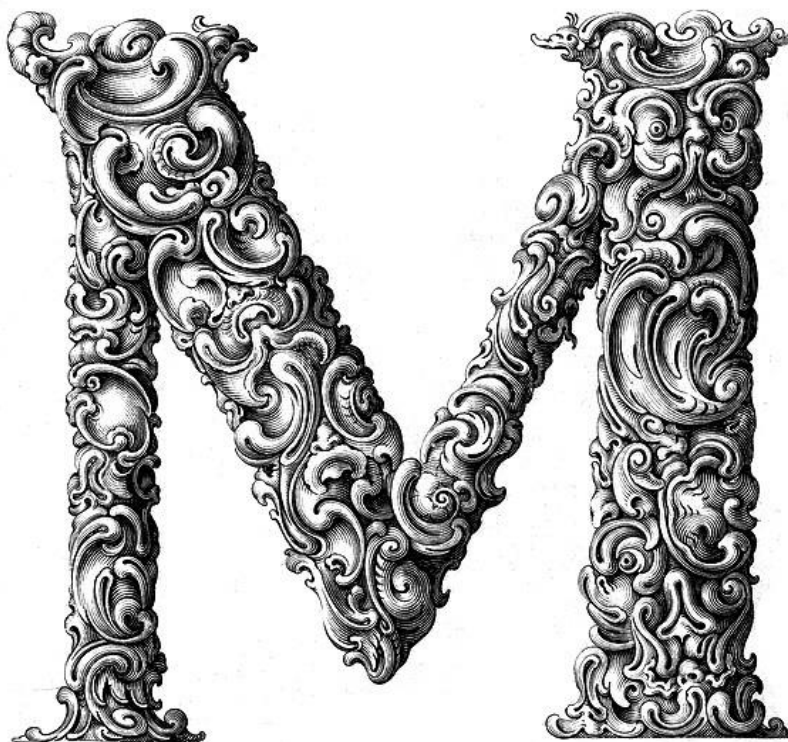
## ~ L IS FOR LYCANTHROPY ~

598 or 599	<b>Ladies of the Evening:</b> They may be licentious, merry, working in fear while deadly bawds (pimps) look on from the shadows, working in broad daylight while nonplussed guards look on, etc.
600	<b>Lady Godiva Incident:</b> The nude noblewoman might be a pious wife protesting her husband's cruelty, a selfless matron avowing poverty after a life of privilege, an ancient witch polymorphed and making her way to a hated temple of good, etc.
601 or 602	<b>Landing Aerial Mount, Bold Adventurer:</b> The adventurer may land on a dragon, griffon, pegasus, shedu, etc.; and may be panicked, laughing, wounded, mad, etc.
603 or 604	<b>Landing Aerial Mount, Foreign Emissary:</b> The emissary might carry a proclamation of war, a sealed scroll for the Overlord's eyes only, a wounded comrade, etc.

<b>605 or 606</b>	<b>Landing Aerial Mount, Noble:</b> The noble might be a well-known marshal parading for cheering troops, a haughty fat man trying out his newly-subdued griffon, a pair of young lovers escaping their families, etc.
<b>607</b>	<b>Line of Chained Prisoners Transported by Guards:</b> The guards might be criminals, innocents (debtors taking from their families), preparing an escape attempt, friends or former men-at-arms employed by the PCs, etc.
<b>608</b>	<b>Lone Watchman:</b> The watchman might be afflicted with lycanthropy (and not yet understand what is happening), an agent of the Overlord, a lost foreigner, possessed, etc.



<b>609 or 610</b>	<b>Loose Cobblestone:</b> This might result in a twisted ankle, mount lamed, etc.
<b>611 or 612</b>	<b>Lord of Misrule Gallivanting through the Streets:</b> This could be ceremonial, a demigod in disguise, a madman, a bored nobleman slumming with the locals, etc.
<b>613 or 614</b>	<b>Lost / Stolen Item, Magical:</b> Perhaps a mishap, or a thief targeting wealthy-looking individuals; adventurers will be able to find / pursue.
<b>615 or 616</b>	<b>Lost / Stolen Item, Weapon:</b> Perhaps a mishap, or a thief targeting wealthy-looking individuals; adventurers will be able to find / pursue.
<b>617</b>	<b>Lost Time Episode / Mysterious Gap in Memory:</b> This might be the result of a memory erasing spell, hallucinogenic fungal spores, passing through a dimensional warp, etc.
<b>618</b>	<b>Lost Treasure on Ground:</b> The treasure could be a gem, a small magic item, an illusion, a forgery or trap, etc.
<b>619 or 620</b>	<b>Loud Noise:</b> This could be anything — a thunderclap, scream, collapse, attacking monster, etc.
<b>621 or 622</b>	<b>Lovemaking Couple in Public:</b> The PCs might discover the situation, or there could be a gathered crowd, a puppet master psychically tormenting victims, etc.
<b>623 or 624</b>	<b>Lycanthrope Transformation:</b> Someone in the crowd is either transforming (if the conditions are appropriate), or is suffering from the disease and showing telltale signs — the monster species is up to the Game Master.
<b>625</b>	<b>Lynch Mob:</b> The victim might be a criminal, a member of a hated race, a framed innocent, etc.



## ~ M IS FOR MAIDEN ~

<b>626 or 627</b>	<b>Mage Duel, Friendly:</b> The mages may be dueling with illusions, cantrips, facial feature-altering magics, etc.
<b>628 or 629</b>	<b>Mage Duel, Violent:</b> Of random alignment; if both are good or neutral, the mages will fight until first blood; if both are evil, they will fight to the death; if their alignments conflict, they will fight for 1D6 rounds regardless of outcome and then flee the authorities.
<b>630 or 631</b>	<b>Mage Duel, Wild and Deadly:</b> This will involve monster summoning, violent uncontrolled forces, collateral damage, people running and screaming, etc.
<b>632 or 633</b>	<b>Magic Mouth:</b> The mouth might be an advertisement, a faire entrance gimmick, a warning giver, a secret message intended for the PCs, etc.
<b>634</b>	<b>Magical Accident / Explosion:</b> This may be the result of a summoning gone wrong, a dangerous alchemical mixture, a wild

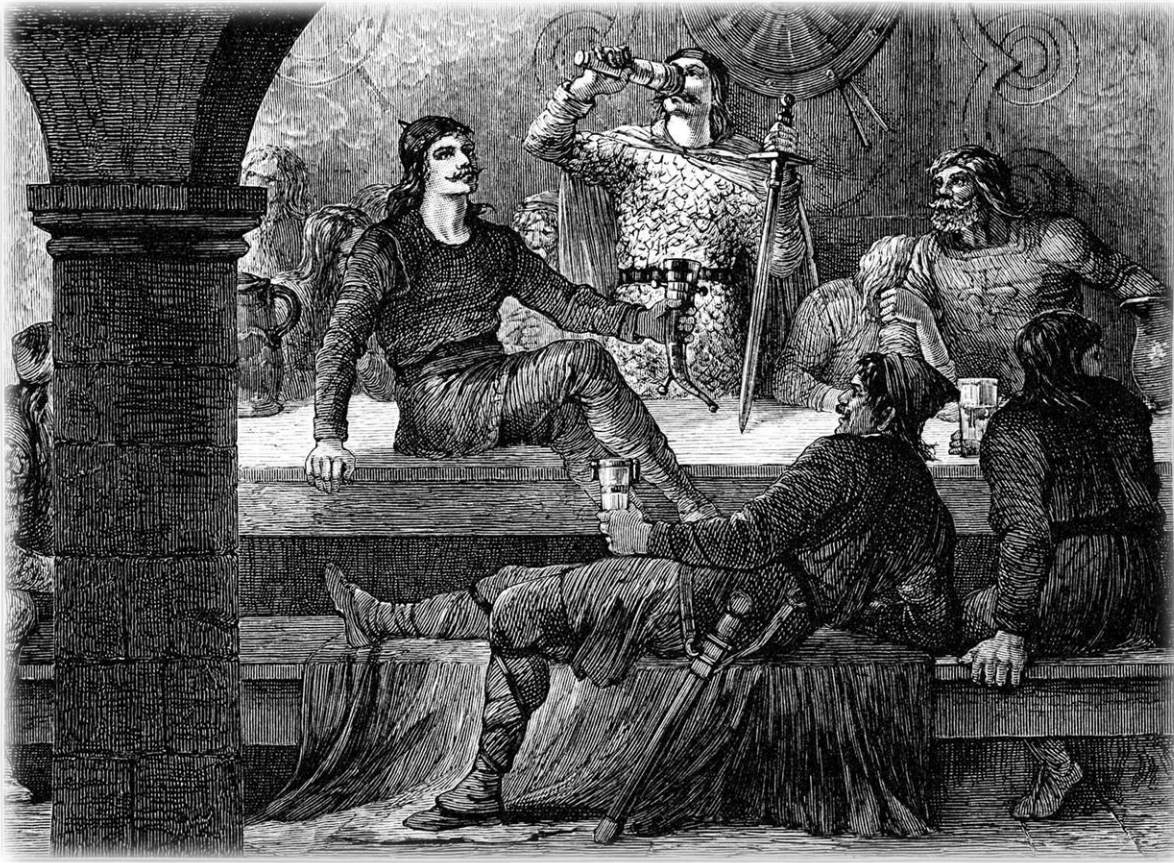
	failure in experimentation (perhaps a nearby building turns to transparent ice and then shatters), etc.
<b>635 or 636</b>	<b>Magical Experiment Gone Awry:</b> This will be very curious but not dangerous — a wagon grows tentacles, the ground turns into a solid rainbow, the air turns purple and smells overwhelmingly of blueberries, etc.
<b>637 or 638</b>	<b>Magical Gate, into Dungeon:</b> This may be an entrance into an undercity, a secret hideout, a magical monster's lair, a gate to a cloud castle over another world, etc.
<b>639 or 640</b>	<b>Magical Gate, into Secret Building:</b> This might be a secret door demanding a password, an alignment-detecting gate warning off intruders, a temporary dimension door into a vault where a heist is underway, etc.
<b>641</b>	<b>Magical Gate, Planar:</b> The gate could lead to the astral plane, or an elemental plane, the Demonlands, etc.; it is likely one-way (unless you want to presage an invasion scenario).
<b>642</b>	<b>Magical Gate, Teleporting:</b> The gate shows a wildly different locale; stepping through could bring the PCs to a tropical island, snowy mountaintop, faerie land, the netherworld, etc.
<b>643 or 644</b>	<b>Magical Scout Seen Hovering / Flying:</b> The scout is probably the vanguard for an invading army, either infernal, draconian, flying, or dimensional.
<b>645 or 646</b>	<b>Magical Wall:</b> Blocking the street or an alleyway for no discernable reason; it might be made of fire, iron, mist, etc.
<b>647</b>	<b>Magically Animated Artwork:</b> This could be a talking painting, an animated sculpture, or even a mist that forms the shape of a beautiful maiden and frolics away.
<b>648 or 649</b>	<b>Magically Animated Golem:</b> The golem might be a statue, or an automaton, or something altogether different (such as a building that sprouts mechanical legs and walks away).
<b>650</b>	<b>Magically Animated Statues:</b> The statues will either be entertainment, or will be sentinels to a mage tower, stronghold, temple, etc.

<b>651</b>	<b>Magically Held / Paralyzed Guardsmen:</b> The guardsmen are in need of aid, and were recently attacked by a renegade mage, monster, dangerous poison gas, etc.
<b>652 or 653</b>	<b>Maiden Falls from Horse:</b> The PCs may rush to her aid; she might thank them, or curse them, or be hoping for a secret meeting, or be protected by a slighted and offended nobleman, etc.
<b>654 or 655</b>	<b>Map Blowing Down Street:</b> The map could be to a dungeon, escape tunnel, heist plan, invisible building, etc.
<b>656</b>	<b>Marauding Humanoids:</b> Typically a raiding party; the humanoids might emerge from a burrow and into a building, alley, sewer entrance, etc.
<b>657 or 658</b>	<b>Marriage Ceremony, Celebratory:</b> There will be laughter, flowers, music, some tears, a dispensation of coins, etc.



**659 or  
660**

**Marriage Ceremony, Drunken / Amusing:** This will be something odd — a party dressed as masquers and jesters, a half-ogress and her halfling groom, a clan of hollering dwarves running down the street dressed in nothing but barrels, etc.



**661 or  
662**

**Marriage Ceremony, Grim / Arranged:** This might be very strange — a beastman and his bride, two young nobles who hate one another, a dwarf maid and an elf lord securing a peace for their peoples, etc.



663 or 664	<b>Marriage Ceremony, Tense / Family Rivalry:</b> You could draw from <i>Romeo and Juliet</i> , <i>The Taming of the Shrew</i> , or even the Hatfields and the McCoys (perhaps complete with clockwork “firearms”).
665 or 666	<b>Mass Hysteria / Panic:</b> This could be an instance of everyone seeing the same monster (that is invisible to the PCs), someone shouting “Fire” (and there is one, in a straw cart with flames leaping up to a thatched roof), people running down the street toward the PCs for an unknown reason, etc.
667 or 668	<b>Masterpiece / Monument of Demi-Human Artwork:</b> This might be a gnomish colossus (of carved wood), a dwarven tank (an armor-plated war wagon, research Jan Zizka for reference), an elvish tree nurtured by magic, a halfling-and-wizard fireworks display, etc.
669 or 670	<b>Maze of Wagons Loading / Unloading Produce:</b> The wagons will be difficult to navigate around; this is a perfect place for a chase scene (perhaps a thief), a wild brawl, a disguised troop of raiders unloading weapons, etc.

<b>671 or 672</b>	<b>Medieval Equivalent of Spring-Heeled Jack:</b> He might be a (she-)daredevil inventor / gadgeteer, a gnomish mechanic bent on revenge (for what?), an automaton-demon hybrid, etc.
<b>673 or 674</b>	<b>Men Digging Holes:</b> They might be digging for treasure, an undercity entrance, a ditch for mass burial, etc.
<b>675 or 676</b>	<b>Menagerie, Unusual:</b> The menagerie will feature exotic beasts from another land, climate, or even dimension; the monsters will be caged and cared for with magic (e.g., desert monsters with magical water and warmth while they are on display in a snowy city).
<b>677 or 678</b>	<b>Merchant Arguing with Guard:</b> Either party could be in the right, and either party might want the PCs to side with them; this could be over prices, taxes, hours, supply and demand, forced discounts for armed forces, threats, etc.
<b>679 or 680</b>	<b>Merchant Chasing Thief:</b> The classic scenario is a desperate thief of good intent and an evil wealthy merchant, but a creative GM might make this into something very different.
<b>681 or 682</b>	<b>Merchant Distracting Guards, Aiding Pickpocket Urchin:</b> The merchant is receiving a cut from the skilled and gullible child, while taking none of the risk; careful observation will show the urchin's methods and capture / questioning should be fairly easy if the PCs wish.
<b>683</b>	<b>Mob / Riot, Aftermath:</b> There will be smoke, fires, broken doors and shutters, blood, wounded people, hate-filled graffiti, shouts, oaths of revenge, etc.
<b>684 or 685</b>	<b>Mob / Riot, Imminent:</b> This could be prevented by the PCs (with high Charisma and good role-playing), or could even be exacerbated by them (the populace fears that raids on monster lairs is causing deadly reprisals).
<b>686 or 687</b>	<b>Mob / Riot, Underway:</b> The PCs will need to avoid attack, being grappled, stifled, etc., while also avoiding killing enraged people; the coming guards may either ask the PCs to help, or may regard them as instigators.
<b>688</b>	<b>Mob with Torches and Pitchforks Chasing Monster:</b> The monster could be a flesh golem, hunchbacked beastman, someone transforming into a Lovecraftian horror, etc.

689	<b>Monk Duel, Ancient Elders:</b> The monks will be deadly masters in their respective arts, with highly different fighting styles (Crane, Monkey, Rat, etc.) and different alignments.
690 or 691	<b>Monk Duel, Drunken Masters:</b> A fascinated crowd will have gathered to watch the duel; read up on the Zui Quan and Houquan martial arts styles if you want to me make this an intricate and entertaining encounter.
692	<b>Monk Duel, Psychic:</b> The masters will be standing in the street motionless, while effects occur around them (passersby experiencing headaches and nosebleeds, crackling walls, trembling street, dogs howling, etc.).
693 or 694	<b>Monster Attack:</b> Appropriate to setting, giant rats, stryges, invisible monster, etc.
695 or 696	<b>Monstrous Scout Seen in a Sewer Grate:</b> Something fearsome and intelligent; perhaps a beastman, Son of Anubis, fungus man, Eye of Azathoth, eye slime, etc.



## ~ N IS FOR NEWS ~

<b>697</b>	<b>Newly Opened Store / Tavern, Bizarre / Bafflement:</b> This will be something unusual, such as a store selling magically animated masks, a fortune telling tavern, a shop run solely by mute jesters in black and white face paint, etc.
<b>698 or 699</b>	<b>Newly Opened Store / Tavern, Fearful Silence from Commoners:</b> This will be something grim, such as an occult talisman shop, a witch doctor's shrunken head store, a grim and badly scarred vampire hunter encouraging leads, etc.
<b>700 or 701</b>	<b>Newly Opened Store / Tavern, Huge Crowd:</b> This will be something popular, such as a nude performance gallery, a drunken pit fight establishment, a gambling den with magical features or servitors, etc.
<b>702</b>	<b>News of Slain Dragon, Celebration:</b> This will likely be news of a powerful evil dragon being slain.



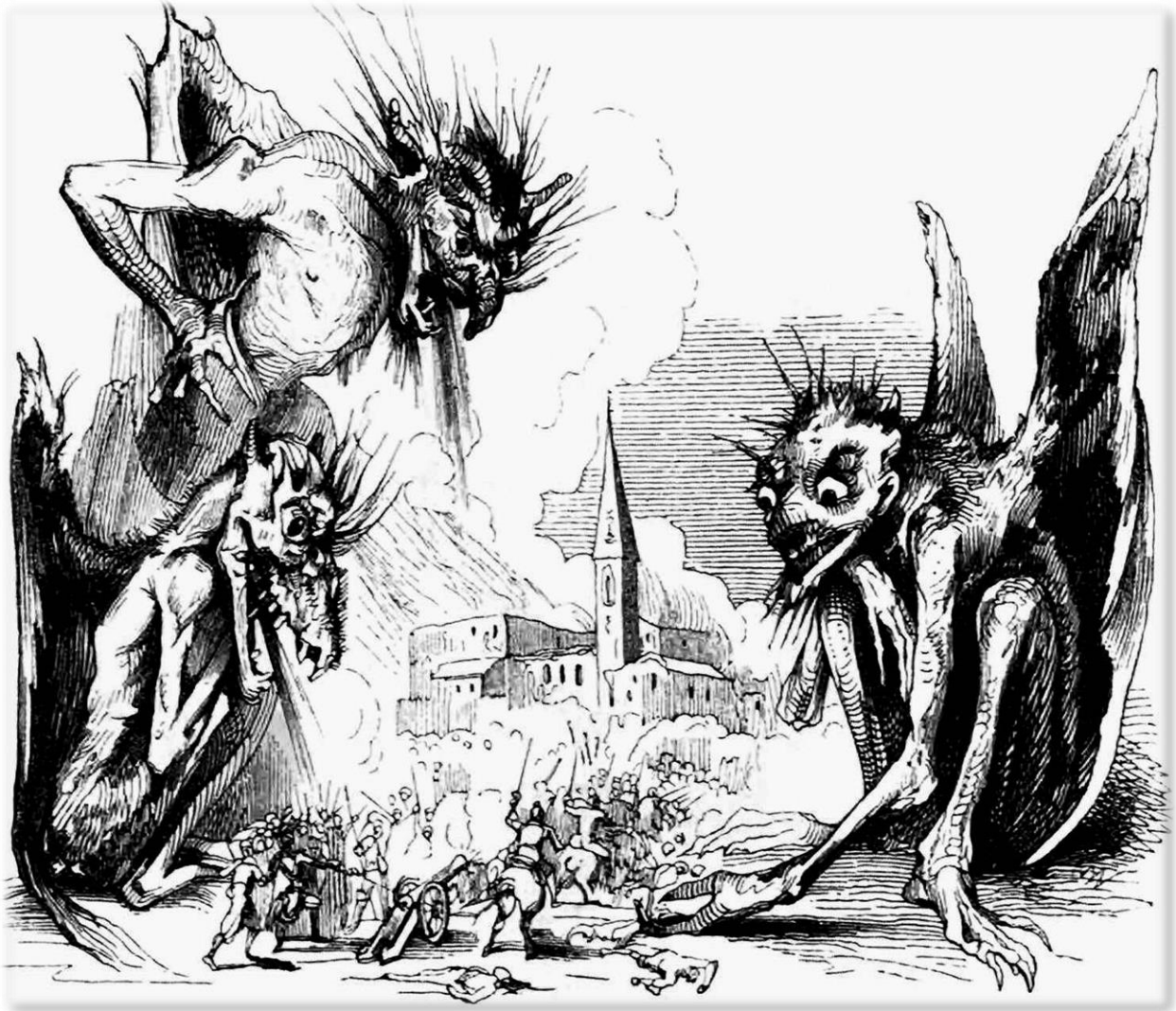
703	<b>News of Slain Dragon, Despair:</b> Slaying of a benevolent protector of the city, such as an ancient gold dragon; this may result in invasions or raids by evil creatures in the weeks to come as the news spreads that the dragon is no more.
704	<b>News of Slain Dragon, Treasure Rush:</b> A Smaug incident; there will be many factions who believe they are owed treasure (stolen from them, belonged to ancestors, promised to them, etc.) and many of the claims will be conflicting and valid.



## ~ O IS FOR OMEN ~

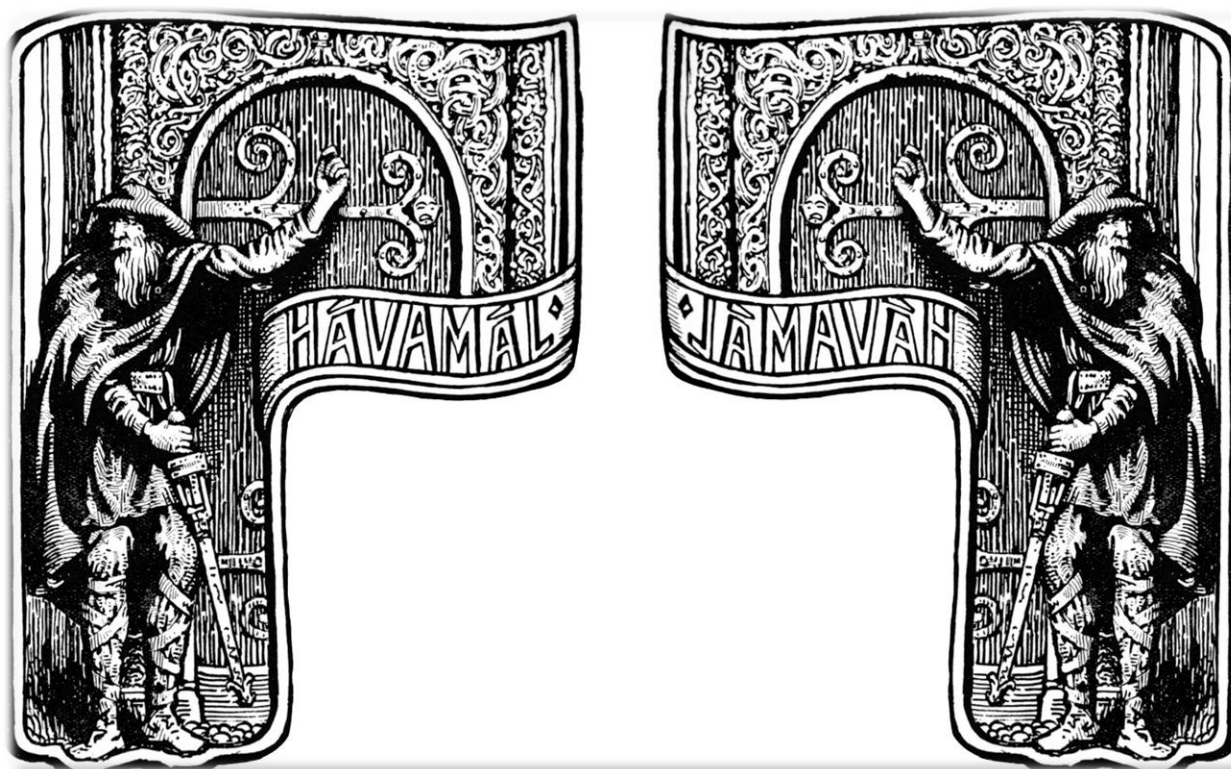
705 or 706	<b>Offer to Buy an Adventurer's Art Object:</b> This could be a noblewoman impressed by a fur cloak, a foreigner seeing something random (a brooch, scabbard, silk scarf, etc.) that has great value in his own land, etc.
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<b>707 or 708</b>	<b>Offer to Buy an Adventurer's Magic Item:</b> This will probably be a wealthy NPC interested in acquiring a magic weapon, spells, a magical robe, etc.
<b>709</b>	<b>Offer to Sell Adventurers a Magic Item:</b> The offer will probably be genuine, and the item will be interesting but expensive; a trade or service might be arranged.
<b>710 or 711</b>	<b>Offer to Sell Adventurers a Subdued Monster:</b> Make it something bizarre — a merman, giant beetle, dimensional beast, etc.
<b>712 or 713</b>	<b>Offer to Sell Adventurers an Art Object:</b> This may be forged or genuine; it could be a painting, idol, reliquary, coat, etc.; it may be magical (animated, swirling colors, changing scent, sentient and speaking, etc.) but not necessarily powerful.
<b>714 or 715</b>	<b>Old Men Complaining:</b> This is a perfect hook for the introduction of an interesting rumor, treasure clue, plot point, or future adventure hook.
<b>716 or 717</b>	<b>Omen / Startling Prophecy, Ancient Prophet:</b> The prophecy could involve the imminent death of a ruler, a war, a falling star, an eclipse, the appearance of a godly avatar, etc.
<b>718 or 719</b>	<b>Omen / Startling Prophecy, Herald of Despair:</b> As above, but the prophet will be dangerous and disturbing — a demon, devil, skeletal lord, Grim Reaper figure, etc.



720 or 721	<b>Omen / Startling Prophecy, Vision:</b> Instead of listening to a prophet, the PCs may experience a shared nightmare, a waking dream, a voice on the wind, a momentary dimensional shift, etc.
722 or 723	<b>Omen / Startling Prophecy, Waking Revelation:</b> The PCs will simultaneously become psychically aware of a treasure, monster, locale, new event (a city rising from the sea), etc.
724	<b>Ominous Graffiti:</b> This might involve a death threat, portent, scandalous secret, temple war declaration, etc.

725 or 726	<b>Open Sewer:</b> This could involve a trap, a nauseating description, an opportunity for invading monsters, an entrance to the undercity, or all of the above.
727 or 728	<b>Overlord Appearance:</b> The Overlord may be present because he is leading an army to war, or moving to observe arena matches, preparing to make a speech, or even seeking out one or more of the PCs.



729	<b>Overlord Declaration of Peace / War:</b> The declaration will end a war that is current in the campaign, or will begin a war either with a neighboring realm of different alignment, or against a powerful outside force (humanoid tribes, invading giants, encroaching undead, a troll infestation, etc.).
730 or 731	<b>Overlord's Grand Inquisitor, Investigation:</b> The Grand Inquisitor will likely announce either a series of trials, a literal witch hunt, the beginning or ending of a war of assassins, or a security campaign which will involve citizens being held, questioned, scrutinized, accused, etc. due to some secret plot.

**732 or  
733**

**Overtured Cart:** The cart will reveal dead bodies, treasure, or perhaps a prisoner escape attempt, etc.



## ~ P IS FOR PIRATES ~

**734 or  
735**

**Parasitic Infection Contracted:** This could be a mundane infestation (worms, flukes, bedbugs, fleas, botflies, ticks, etc.) or something more hazardous (ear weevils, brain parasites, blood maggots, etc.).

**736**

**Party Split by Boisterous Crowd:** The party could be temporarily split up at a crucial time (for example, during an investigation or questioning by guards), or it could be happenstance that leads to adventure (e.g., a party member becoming lost and then not found for hours, stalked by lycanthropes or vampires).

<b>737 or 738</b>	<b>Patrol / Watch Raid, Guards Duped by Villain:</b> This event could have just occurred (the villain has escaped and the guards realize that they need help apprehending him), occurring now (the PCs might be asked to intervene) or about to happen (the PCs see a strange nobleman putting on a disguise in a shadowy alley while guards are approaching).
<b>739 or 740</b>	<b>Patrol / Watch Raid, Guards Rushing Cult Edifice:</b> The cult might be seditious, eerie, violent, threatening, or just plain misunderstood.
<b>741</b>	<b>Patrol / Watch Raid, Guards Rushing Domicile:</b> The raid might involve the breakup of a hostage situation, the apprehension of a criminal, a search for evidence, or even something corrupt (intimidation, for example) or simply a mistake.
<b>742 or 743</b>	<b>Patrol / Watch Raid, Guards Rushing Guild Hall:</b> The guild might be investigated for murder, theft, threats, bribery, or even unfair market practices (such as unjustified price hikes on crucial goods) that endanger the city state's welfare.
<b>744 or 745</b>	<b>Payment Demand / Toll, Gang Territory:</b> The PCs might witness this, or might fall victim to it; the ruffians may be thieves, fighters, barbarians, or even monsters of some kind.
<b>746 or 747</b>	<b>Payment Demand / Toll, Mountebank(s):</b> The mountebanks might be impersonating guards or officials, or even someone the PCs know and trust (such as a "quest giver" or other benefactor).
<b>748</b>	<b>Payment Demand / Toll, New Law in Effect:</b> There may be guards stopping people based on what they are wearing, smoking, buying, selling, etc.; research medieval and Renaissance sumptuary laws and taxes for examples (furs, pipeweed, silk, dyes, etc.).
<b>749 or 750</b>	<b>Payment Demand / Toll, Overlord's Inquisitors:</b> The inquisitors might be respectful (they are collecting moneys on a law they believe is unjust, and apologize for it), antagonistic (the inquisitors dislike non-noble characters of high level who should "know their place") or corrupt.
<b>751 or 752</b>	<b>Payment Demand / Toll, Restricted Quarter / Luxurious Building:</b> This might be a payment to access a restricted area (such as a temple precinct during a festival), a limitation on a rare

	service (such as a mage's shop opening in high demand), or a shakedown attempt of some kind.
<b>753 or 754</b>	<b>Performance / Play / Puppeteers:</b> This might involve a medieval-themed Punch and Judy show, religious observances, an unusual display by demi-humans or foreigners, or advertisement for a new theater troupe.
<b>755 or 756</b>	<b>Person Drowning Near Shore:</b> This event can occur near the bay or river, but could also occur near a canal, dam, sinkhole, or even a well (where cries can be heard but the person cannot be seen).
<b>757</b>	<b>Person Snooping at Door:</b> The person may be listening, spying through a crack, attempting to pick a lock, etc.



<b>758</b>	<b>Person with Amnesia:</b> The person might be the victim of a psionic monster attack, a spell victim, a random person with a natural affliction, a dimensional traveler, or something bizarre (perhaps an escaped clone).
<b>759</b>	<b>Pigs Driven by Swineherd:</b> This event could be simple (the PCs are delayed / amused for several events) or horrific (the swineherd is a powerful assassin seeking the PCs, and the pigs are actually a new sub-strain of vicious wereboars).
<b>760 or 761</b>	<b>Piled Barrels / Boxes / Hay Bales Fall on Passersby:</b> This could result in delay, humor, injury, a fight, a distraction before an attack, etc.
<b>762 or 763</b>	<b>Pirate Raid:</b> Can only occur near the water, but could be considered a humanoid raid elsewhere; the raiders might be seeking treasure, food, unwilling recruits, kidnap victims, or even medicine.
<b>764 or 765</b>	<b>Pixies / Sprites in Piled Cages:</b> The sprites could be evil blur pixies (seeking to escape and attack the PCs), neutral sprites (who hurl some choice insults and magical pranks whenever possible) or good brownies (who plead that they are being held by an evil master who is not what he seems).
<b>766 or 767</b>	<b>Poisoned Weapon Discovered, in Dead Body:</b> The weapon could reveal the owner's culture (dwarven, a nearby realm, barbarian, etc.), the victim's former location (perhaps an arrow-stricken body that has fallen from a rooftop) or might implicate an innocent person (a stolen monogrammed dagger used to perform the murder).
<b>768 or 769</b>	<b>Poisoned Weapon Discovered, in Street / Alley:</b> The weapon might be pre-use (a vial of poison, a dipped crossbow bolt, and the sound of fleeing footsteps) or post-use (the weapon is flecked with blood but there is no body).
<b>770 or 771</b>	<b>Pool of Mud:</b> This could be humorous (a noblewoman falls in face-first), annoying (the street is now closed and there are too many people pressing in from behind to back up) or dangerous (the "pool" is actually an infestation of a dozen hungry mudmen from the underworld).

772	<b>Pool of Quicksand:</b> The pool could be an accidental effect (a pit of sawdust where broken masonry has brought in leaking water from a cistern) or a magical trap.
773 or 774	<b>Preaching Cleric of the Gods of Chaos:</b> Of random alignment; if evil, the cleric will threaten passersby with disturbing omens; if neutral, he/she will use allure and temptation instead of fear; if good, the cleric will be advocating freedom over authority (and passing guards may not be pleased with his growing audience).



<b>775 or 776</b>	<b>Preaching Cleric of the Gods of Evil:</b> Of bizarre and random (foreign?) mythos; the cleric might be seeking new worshippers of an Egyptian god, a Norse half-giant demigod, an Aztec demon lord, etc.
<b>777</b>	<b>Preaching Cleric of the Gods of Good:</b> Of random race (dwarf, elf, gnome, halfling, or something exotic) and corresponding pantheon.
<b>778 or 779</b>	<b>Preaching Cleric of the Gods of Law:</b> Of random alignment; if evil, the cleric will be peaching the benefits of totalitarian rule and severe punishments (security, control through fear, etc.); if neutral, the cleric will be advocating an unusual pantheon (perhaps the modal automatons); if good, the cleric will be advocating justice and punishment of the wicked (a cleric of Zeus, Odin, etc.).
<b>780</b>	<b>Priests or Priestesses, Unusual:</b> These might be tattooed frogmen, naked celebrants, children in masks, or even ghosts.
<b>781</b>	<b>Procession of Robed Lizard Men:</b> The lizard men could be ancestrally venerated diplomats, mistrusted foreigners, degenerating cursed and once-human priests, prisoners on their way to the arena, etc.
<b>782</b>	<b>Public Nudity / Outrageous Spectacle:</b> Play this for laughs, and make it as bizarre and wild as you can; the more dwarves, the better.
<b>783 or 784</b>	<b>Pulled Siege Engine:</b> This could be a new trebuchet being mounted on an enormous tower by the gates, a prize of war dragged from a battlefield, an implication that the rumors of war are about to come true, etc.
<b>785 or 786</b>	<b>Puppet Show, Beautiful / Haunting:</b> This might involve an ancient elven woman telling the story of her life over many hours (each major scene of her life lasting a few seconds), blind pixies dressed in ceremonial garb interacting with glass dolls, or something equally affecting and strange.
<b>787</b>	<b>Puppet Show, Hilarious:</b> Medieval Muppets, basically; the crowd will be roaring, probably because the authorities are being mocked in this quick, nasty, impromptu and highly illegal show.

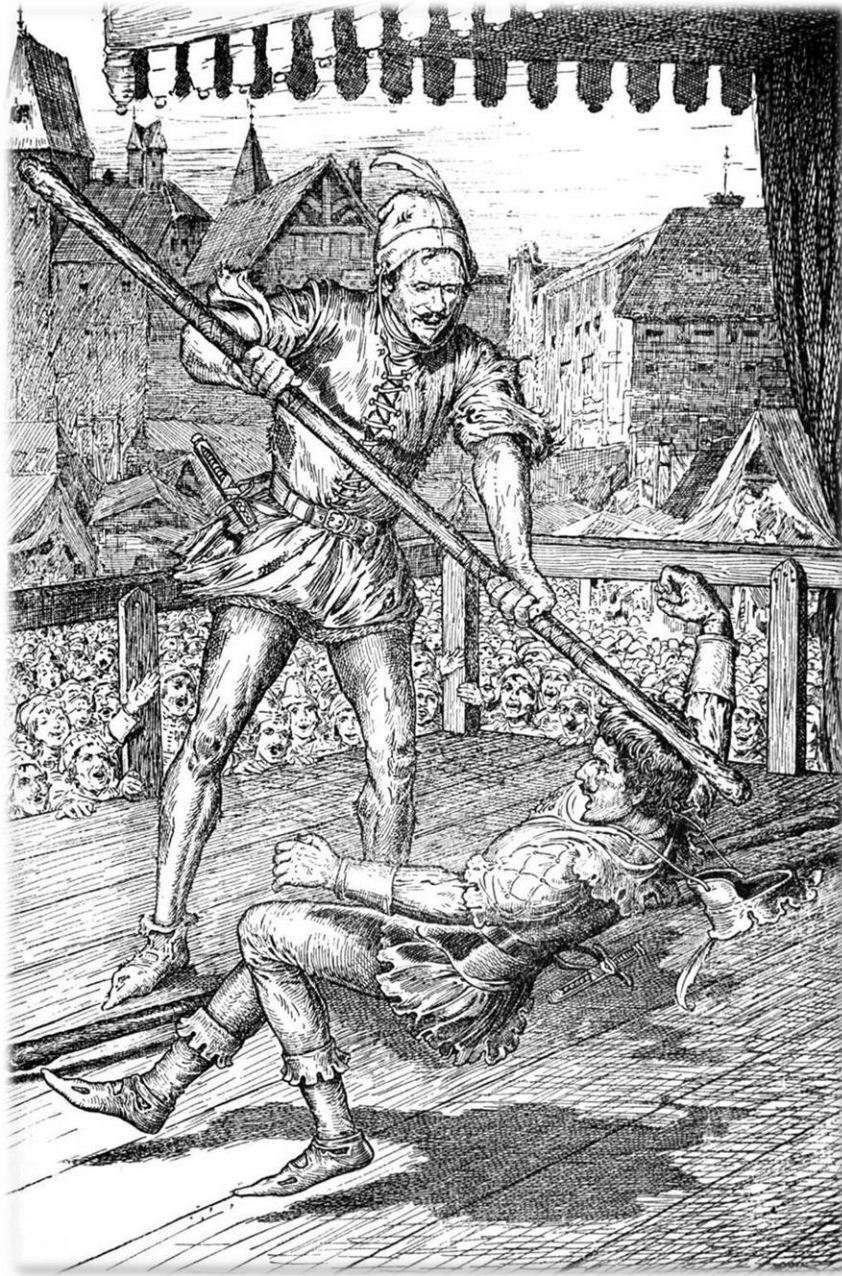
788	<b>Puppet Show, Horrific:</b> This will be disturbing; animated dolls made of dead flesh, imps or mephitic gremlins tormenting one another, etc.; the “show” might well be the ritual display of a disguised Lovecraftian entity of some kind.
789 or 790	<b>Pursued Thief:</b> The PCs might get involved on the behalf of a victim, on the behalf of the thief (someone they recognize from a previous heist or adventure), or randomly (a running thief says “Catch!” and one of the PCs finds himself holding a pouch of gems).
791	<b>Pyrotechnics Display:</b> This could be a display of halfling fireworks, a crazed pyromancer, mischievous fire pixies, or even something accidental (such as an exploding alchemical experiment).



## ~ Q IS FOR QUARTERSTAFF ~

792

**Quarterstaff Master:** The master may be publicly training an apprentice, engaging in an honor duel, or offering 10,000 gold and taking on all comers.





## ~ R IS FOR RIVALRY ~

<b>793 or 794</b>	<b>Rabid Dog:</b> The dog might be monstrous, in need of healing, a polymorphed victim, etc.
<b>795 or 796</b>	<b>Racial Altercation:</b> This might be a dwarf clan yelling at an elven procession going down their street, gnomes pelting half-orcs with garbage, halflings protesting buildings scaled only for humans, etc.
<b>797</b>	<b>Raid on Pleasure Den:</b> The den might be typical (a brothel or dark elven drug den) or strange (ogre maidens only, a shapeshifters' paradise, a place where only masks are allowed and everyone uses magic, etc.).
<b>798 or 799</b>	<b>Random Dangerous Hailstorm:</b> The storm could be natural, magical (a spell), monstrous (the approach of a white dragon), odd (pouring out of a hole in the sky), etc.

800	<b>Random Tarot Card Blowing on the Wind:</b> This could be a plaque from a Deck of Infinite Magics (GM's choice, or roll randomly), or a plot hook / foreshadowing symbol of some kind.
801	<b>Rescue Attempt Witnessed:</b> The rescued person might be a fair maiden, wounded old man, paralyzed mage, etc.; the rescuer may be pursued and in need of immediate assistance.
802	<b>Returning Adventuring Party, Badly Wounded:</b> The party could be met at the gates by guards and healers, turned away (visibly cursed or diseased), etc.



<b>803 or 804</b>	<b>Returning Adventuring Party, Deadly Rivals:</b> These will be NPCs which the PCs once defeated, now back for revenge; this could be an outright melee, or threatening glares and the promise for sleepless nights in the future.
<b>805 or 806</b>	<b>Returning Adventuring Party, Rich / Carousing:</b> The adventurers could be stalked by thieves, trailed by vicious monsters, an illusion, rivals of the PCs, etc.
<b>807 or 808</b>	<b>Returning Adventuring Party, Terrified:</b> They might be insane, cursed, stalked by werewolves, amnesiac, crawling through a dimensional portal, etc.
<b>809 or 810</b>	<b>Reward Notice / Poster, Criminal:</b> The criminal could be a master thief, master of disguise, a mass murderer, or even someone the PCs are very familiar with (and may have presumed dead).
<b>811</b>	<b>Reward Notice / Poster, Incomprehensible:</b> For example, a painting of a Fungus from Yuggoth and writing in the Elder Script.
<b>812 or 813</b>	<b>Reward Notice / Poster, Innocent Victim:</b> The reward might be for a strange “alien,” a framed magistrate, an identical twin, etc.
<b>814 or 815</b>	<b>Reward Notice / Poster, Player Character:</b> This is a good way to remind players of the repercussions of evil acts if that is appropriate to the campaign; or, this could be an instance of PCs making corrupt enemies in high places.
<b>816 or 817</b>	<b>Rich Noble Throwing Coins and Swarm of Beggars:</b> This could result in fights, total chaos, celebration in the streets, a rush of plagued / diseased beggars and a flight of panic, “noble worship,” etc.
<b>818 or 819</b>	<b>Riddling Contest, Admired Sages:</b> This will be an historical lore / memory challenge which will be at turns profound, absurd, humorous and haunting; with a large crowd and a perfect chance to drop in legends of lost treasures, cities, dungeons, slumbering dragons, etc.
<b>820 or 821</b>	<b>Riddling Contest, Mad Jester:</b> The jester will be annoying, hilarious, and downright scary; think of The Joker if he was a good guy (but only barely); this is a chance for you to introduce

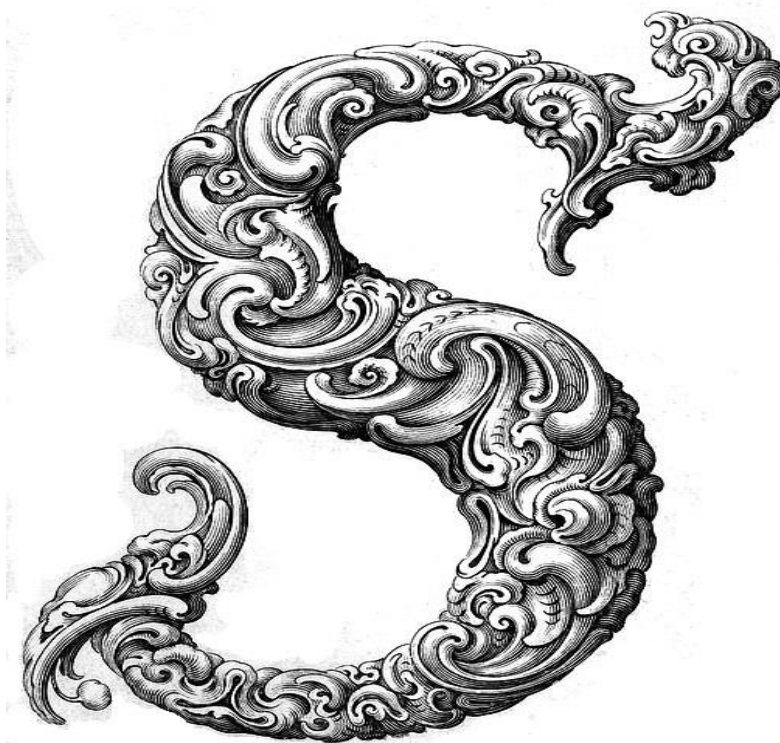
	future prophecies, omens, and fortune telling to hint at future adventures.
<b>822</b>	<b>Riddling Contest, Prophetic Children:</b> The children will somehow know much more than they should (old souls, psychic powers, polymorphed fallen angels, etc.) and what will at first seem a minor spectacle will turn eerie and disturbing if the PCs stay to listen.
<b>823 or 824</b>	<b>Rite of Banishment, Admired Personage:</b> There will be stone-faced guards, protests, weeping, and perhaps even an intervention by an outraged noble, or a “rescue attempt.”
<b>825 or 826</b>	<b>Rite of Banishment, Powerful Evil Personage:</b> There will be cheering, suppressed riots, guards with conflicting orders and feelings, and perhaps violence from the personage’s underlings.
<b>827</b>	<b>Rite of Banishment, Wronged Old Woman:</b> This will be patently unfair (the lifting of a curse by the sacrifice of an innocent, the exile of the last matriarch of a once-honored bloodline, a woman who was possessed and exorcised and then held in suspicion, etc.) and the PCs will have a chance to role play / intervene.
<b>828 or 829</b>	<b>Rival Assassins Threaten One Another with Death:</b> This could be an imminent street fight, polite threats over dinner on an inn portico balcony, a “Princess Bride” duel of poison chalices, etc.
<b>830</b>	<b>Rival Barbarians Strip and Wrestle:</b> This will be highly entertaining, completely unexpected, violent, and ribald; make it as awkward as you like (female dwarf vs. male half-orc, two female wild elves, obese barbarian vs. blind elderly barbarian chieftain, etc.).
<b>831 or 832</b>	<b>Rival Mages Taunt One Another with Cantrip Attacks:</b> This will involve changing hair color, fingers turning into snakes, voices changing, twisted facial features, uncontrolled sounds and smells, etc.; make sure some spells backfire or get reflected into the crowd / PC group.
<b>833 or 834</b>	<b>Rival Priests Argue and Come to Blows:</b> The PCs may want to intervene, or passersby may implore them to; the argument could end in a fistfight (if both priests are neutral), challenge of repentance / oaths taken (if both priests are good), or monster summoning and a wild spell duel (if both priests are evil).

**835 or  
836**

**Rival Warriors Boast and Prepare to Duel:** The PCs can intervene if they like, which might ally the warriors against them in a street fight; the warriors could be of different clans, races, social castes, specializations (archer vs. swordsman), etc.



837	<b>Road Repair Underway:</b> This might involve stacks of bricks (which can fall), diverted wagons full of goods (which can be robbed), careless guards (who can fall or be trampled), or even gravely careless repair (which can turn into a sinkhole or building collapse).
838 or 839	<b>Royal Procession, Overlord and Nobles:</b> The procession might be welcomed (gifts of gold pieces and potions of healing), feared, loathed, admired, etc.
840 or 841	<b>Royal Procession, Visiting King:</b> There will be tensions and celebrations between foreigners and city folk, vendors, pickpockets, city guards and royal entourage guards, and perhaps the Overlord himself.
842 or 843	<b>Runaway Carriage(s):</b> The PCs might see a damsel in distress, a dead body, nobles pleading for help, or something truly bizarre (a black horse revealed to be a nightmare, and a demon dropping onto the carriage's roof and slaughtering the coachman).
844	<b>Running of the Bulls / Monsters:</b> This can be similar to real-world Pamplona, which is dangerous and exciting enough; or, it could involve enslaved giants, subdued dragons, rampaging manticores, etc.; the event is probably traditional, banned, and highly illegal.



## ~ S IS FOR SMUGGLERS ~

<b>845 or 846</b>	<b>Secret Society Meeting:</b> Planning overheard; this might be the planning for an assassination attempt, rebellion, heist, dark Lovecraftian ritual, bizarre masquerade, predicted celestial event, etc.
<b>847 or 848</b>	<b>Sensational Price Hike / Shortage:</b> This will be something major (all of the city's tavern keepers collude and agree to double ale and mead prices overnight, a siege causes a complete stoppage of imports, all of the fish in the bay die during the night before market day, etc.) presaging a major campaign event.
<b>849 or 850</b>	<b>Sensational Sale / Market Glut:</b> This will be mostly a crowd / bargain / wild shopping scene with larger implications; it might involve a new gold mine discovery, the killing of a dragon, a mage cabal entering the beef market with 1,000 slaughtered bulls made from polymorphed insects, etc.

<b>851 or 852</b>	<b>Severed Head:</b> The head could be fresh (a monster just attacked), rotting (an earth tremor collapsed a wall where a body had been stashed), or ancient (a cursed witch doctor's head is unearthed during a grave robbery and then discarded in terror)
<b>853 or 854</b>	<b>Severed Tentacle, Still Twitching:</b> The (nearby) owner of the appendage might be a Thrall of Cthulhu, shoggoth, or something even worse (invisible primordial demigod?).
<b>855</b>	<b>Sewer Grate Slowly Opens:</b> This could be thieves coming back from hiding treasure, monsters emerging, a prank played by children, drunken tunnel gnomes exploring on a lark, etc.
<b>856 or 857</b>	<b>Shambling Corpse:</b> This could be any form of undead from a zombie all the way up to a revenant; or, it could be a case of a horrified / amnesiac person who was a victim of premature burial.
<b>858 or 859</b>	<b>Shoulder Slammed by Barbarian:</b> This might be someone drunk, fleeing, looking for a fight, or even seeking help (a barbarian exchanging a pleading glance and then looking back at the dark ethereal figures stalking after him).
<b>860 or 861</b>	<b>Shoulder Slammed by Nasty Noble:</b> This is almost certainly aggression; the noble might be hoping to start a fight, jealous of lowborn PCs acquiring known wealth, or even a disguised madman playing an unknown game of pawns.
<b>862</b>	<b>Shouts of Dead Body Discovered:</b> The guards have not yet arrived; the discoverer might be a shopkeeper, milkmaid, young boy, old woman, suspicious man, etc.
<b>863 or 864</b>	<b>Shouts of Plague Outbreak:</b> This could be a false alarm spreading panic, a natural disease, or something wildly magical and deadly (perhaps even a zombie outbreak).
<b>865 or 866</b>	<b>Shouts of Thievery Discovered:</b> This could be a shopkeeper running up from his now-empty wine cellar, someone being held at knifepoint heard from the street, a mage shouting at an apprentice gone rogue, etc.
<b>867 or 868</b>	<b>Sighting of Flying Monster:</b> The distance could be near (cave locusts swarm up from a garbage pit), far (swarms of flying kobolds following a witch outside the city walls) or very far (something flying out of the bay, which must be colossal to be seen at this distance, and causing a tidal wave)

**869 or  
870**

**Sign of the Apocalypse:** This should be something disturbing; a rain of blood and slime, a pall of silence no one can break, an eclipse where the black intervening sphere becomes a leering skull, a blind angel with a sword stalking the streets, etc.; a perfect beginning of a campaign-ending scenario, or an invitation to change / leap through game worlds.



<b>871</b>	<b>Sinking Raft / Skiff / Ship in the Distance:</b> The victims could be merchants, pirates, humanoids, etc.; the PC spell casters might be asked to help (flight, water breathing, etc.) in dangerous circumstances.
<b>872 or 873</b>	<b>Slain Guardsmen:</b> The murders could be monsters, assassins, gang members, humanoids, invisible, etc.
<b>874 or 875</b>	<b>Slave Auction, Illegal:</b> This might involve rival cultists, abducted children, a mad mage and prisoners, etc.; there will soon be a town watch raid to break the event up in violent fashion.
<b>876</b>	<b>Slave Auction, Legal:</b> This could involve debtors, concubines, conquered humanoids, foreign warriors, gladiators, etc.; there might be strong role-playing opportunities here for good-aligned PCs.
<b>877 or 878</b>	<b>Slime Devouring a Dead Body:</b> The slime could be green, ochre, gray, crystal, etc.
<b>879 or 880</b>	<b>Smell, Beasts / Monsters:</b> The smell might be merely offensive (wet war dogs in the heat after a rain) or outright alarming (the sickly sweet smell of a lich covered in preserving resins and spices).
<b>881 or 882</b>	<b>Smell, Enticing:</b> This could be a harmless interlude (fresh bread, a laughing baker, children running for treats) or something dangerous (a man-eating plant excreting an aroma to lure prey).
<b>883 or 884</b>	<b>Smell, Horrific:</b> This could be burning flesh, demon ichor, infernal brimstone, a gargantuan mushroom-covered amber behemoth, etc.
<b>885 or 886</b>	<b>Smell, Ozone / Spell Effect:</b> This might be the aftermath of a duel, but is more likely an indication that someone has teleported in / out, or a nearby dimensional gate has opened / closed.
<b>887</b>	<b>Smell, Smoke / Burning:</b> This could be a burning building, hay, bales of linen, spilled alchemical spirits, etc.
<b>888 or 889</b>	<b>Smugglers Loading / Unloading Forbidden Items:</b> The contraband could be alcohol, poison, dark elven drugs, vampire blood, etc.

<b>890 or 891</b>	<b>Smugglers Loading / Unloading Magic Items:</b> The contraband could be potions, magic arrows, stolen spell scrolls, etc.; the buyer will be someone interesting.
<b>892 or 893</b>	<b>Smugglers Loading / Unloading Spice:</b> The spice could come from exotic monster-filled islands, another world, a strange desert caravan, the netherworld, etc.; the sellers might still be nearby.
<b>894 or 895</b>	<b>Sobbing Child Begg for Help:</b> This classic trop can lead to an adventure; or, it could be a ruse / trap (perhaps a young vampire?).
<b>896</b>	<b>Spectacle, Contest of Illusions:</b> This could involve minor phantasms (obvious illusions which cause a grand display but no harm), or perhaps something far more dangerous (a duel between illusionists with shadow monsters, where too many spectators believing in the monsters' reality causes the shadows to be replaced with the real thing).
<b>897 or 898</b>	<b>Spectacle, Contest of Wits:</b> This could be a simple riddle contest, or perhaps a wise NPC challenging PCs to questions of realm lore; or, it could be something amusing and gain-oriented (such as a clan of gnomes challenging payers to navigate their somewhat-dangerous steam-gearred maze in a certain amount of time).
<b>899 or 900</b>	<b>Spectacle, Drinking Contest:</b> There might be two dwarven warlords, maids from two completing halfling clans, the warriors' guild vs. the sages' guild, etc.; PCs might be invited as well (drinking is typically a Constitution roll-based event).
<b>901 or 902</b>	<b>Spectacle, Half-Ogre Wrestling Champion Taking on All Comers:</b> The half-ogre might be a lightweight (level 3 barbarian with 3 Wisdom), worthy adversary (level 7 fighter with 11 Intelligence) or truly terrifying (a level 20/20 monk/rogue oni demigoddess seeking a worth mortal consort).
<b>903 or 904</b>	<b>Spell Scroll Blowing Down Street:</b> The spell might be lucrative, useful, extraordinarily powerful, incriminating, etc.
<b>905 or 906</b>	<b>Spider Web over Entire Alley:</b> This may just be a magical spell, but is more likely the new lair of a giant spider, dimensional spider, werespider, etc.; there may be cocooned children or other victims in the web.
<b>907</b>	<b>Spilled Food / Treasure / Trade Goods:</b> This could be an opportunity for theft, role play, combat (fighting off robbers), an adventure hook, an ambush, etc.

908 or 909	<b>Stryxes / Blood Hawks in Piled Cages:</b> The monsters are being gathered and tamed for a specific purpose; the master might be a seller of tamed guardian beasts, a huntress planning an attack on a dragon's lair, etc.
910 or 911	<b>Stolen Item Returned:</b> An adventurer may not have noticed it was stolen; the person returning the object could be an old woman, child, blind man, honorable rival, etc.
912 or 913	<b>Stolen Merchandise Offered:</b> The seller will be mysterious and the merchandise will be tempting and valuable; options include a magic sword, scroll, treasure map, art object, royal seal, crystal key to the palace of the God of Revelry, etc.



914 or 915	<b>Stolen Weapon Returned:</b> Adventurer may not have noticed it was stolen; the weapon might have been stolen and replaced with a forgery (but why, for tracking?), tested and then abandoned (how, and for what purpose?), etc.
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916	<b>Strange Flower / Shrieking Fungus Blooming:</b> This could be a monstrous fungus, a man-eating plant, or something even more sinister (such as the tentacle tip, or even the tongue tip, of a gargantuan monster that is waking up underground).
917	<b>Strange Messengers Witnessed:</b> These might be faeries, giant bats, giant eagles, speaking ravens, etc.



<b>918</b>	<b>Stranger Spontaneously Combusts:</b> This could be a curse, a delayed spell effect, an illusion, a transforming monster, etc.
<b>919 or 920</b>	<b>Stranger Turns into Monster:</b> The classic example is a lycanthrope; but this could also be a doppelganger, a shape-shifting dragon in human form, an evil illusionist with a rapidly failing disguise, etc.
<b>921 or 922</b>	<b>Stray Dog Follows Party, Begging:</b> The dog might just be a mundane stray, or it might be a planar traveler in disguise or something even stranger.
<b>923 or 924</b>	<b>Stray Dog Follows Party, Bleeding:</b> The dog may have been injured by street urchins, or may be an escaped test subject, or a harbinger of some omen (perhaps it is even a yeth hound, cu sith, etc.).
<b>925</b>	<b>Stray Dog Follows Party, Growling:</b> This may be a mundane encounter, or it might indicate the nearby presence of a guarded hideout, a dog detecting an invisible monster stalking the PCs, etc.
<b>926 or 927</b>	<b>Stray Dog Leads Party, Whining / Barking:</b> The dog may simply be self-interested (leading the PCs to a sausage cart or whatever), but more likely the dog is bringing the PCs to a wounded owner, a fire, a dead body, an emerging monster, etc.
<b>928 or 929</b>	<b>Street Clears (I):</b> A feared personage is approaching; it might be an evil high priestess and her entourage, a cruel villain with his henchmen, or even a monstrous emissary landing from above and demanding to speak to the Overlord.
<b>930</b>	<b>Street Clears (II):</b> Rumors have been spread about the adventurers; the citizens might fear the PCs are murderers, poisoners, thugs, diseased, cursed, mad, etc.; why they believe this is another question entirely (perhaps they are influenced by a spell, or careful misinformation has been spread).
<b>931 or 932</b>	<b>Street Clears (III):</b> People silently flee into their houses and lock their doors; there might be a magical wave of fear, the shadow of enormous flying monster, a huge oncoming storm, the beginning of an unpredicted eclipse, a mysterious purple fog, etc.

<b>933 or 934</b>	<b>Street Erosion, Aftermath of Sinkhole:</b> The sinkhole has occurred recently; this is a perfect opportunity to reveal the entrance to the Undercity, a tomb, an ancient treasure vault, a hideout, etc.
<b>935</b>	<b>Street Erosion, Imminent Collapse:</b> Dwarves, gnomes, miners and dungeon delvers in the PC party will be alarmed by the signs of collapse (the smell of wet earth, dust puffing in the air, strange cracking noises, a sense of vertigo, trembling, etc.).
<b>936 or 937</b>	<b>Street Erosion, Sinkhole:</b> The sinkhole will be imminent; the PCs (dwarves, gnomes, miners, etc.) may note the signs that a natural collapse is pending (tilting sign posts, cracks in foundations broadening, a small pond that has appeared overnight, the rapid drainage or change of direction of gutter water, a strange depression in the street, etc.).
<b>938 or 938</b>	<b>Street Filled with Sleeping People:</b> This could be the aftermath of a drunken celebration, the effect of a spell, the effect of a magical monster, a case of sleep dust puffed through a faerie gate from which figures are now emerging, etc.
<b>940</b>	<b>Suddenly Disoriented / Confused / Fearful:</b> The PCs might be experiencing a spell, a psionic effect, a magic item effect, the beginnings of a dispel magic zone, the opening of a gate, the passing of a huge monster in another dimension, etc.
<b>941 or 942</b>	<b>Suddenly Lost:</b> This might be the result of a street detour, conflicting waves of passing crowds, banners waving and people cheering everywhere, signs being changed by a mysterious group of hooded people, etc.
<b>943 or 944</b>	<b>Surprise Law Decree / Ordinance:</b> Probably announced by a crier, and / or being discussed by shopkeepers; this may not make immediate sense, and may indicate that something bad is going down with the guards, watch, Inquisitors, etc.; this might be an announcement of closure, curfew, search, redirection, seizure, limitation, etc.
<b>945 or 946</b>	<b>Swarm of Butterflies:</b> The butterflies could be natural, or magical, or faerie-born, and might indicate something ominous (migration away from predators, the approach of a locust swarm, poisonous gases seeping out of the earth and causing the butterflies to flee, etc.).

**947 or  
948**

**Swarm of Insects:** Probably a monster encounter, but it could simply be unnerving (weevils crawling out of grain sacks, spiders crawling out of a doorway, ants swarming out of a barrel or gutter, etc.).



## ~ T IS FOR TRAIL ~

**949 or  
950**

**Talking Crow / Parrot / Raven:** The bird could be a messenger, an omen bringer, or a familiar; it might speak words of warning, treasure, secrets, mimicked cries for help, etc.

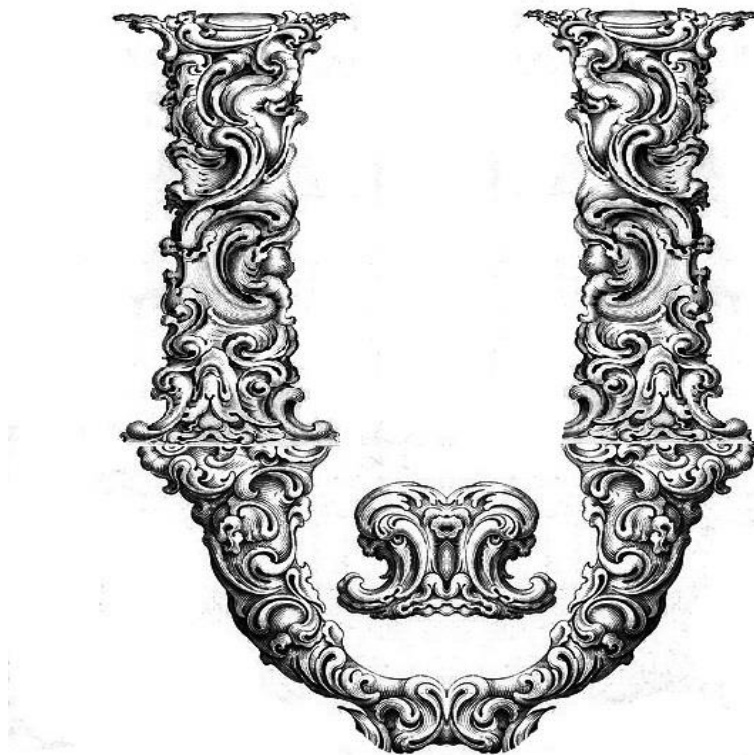
**951**

**Three Weird Sisters:** They could be witches, fates, medusas, night hags, etc.

**952 or  
953**

**Thronging People Shouting Threats:** They might be shouting at slavers, untouchables, unwanted foreigners, Inquisitors, other people (for example, new shopkeepers or gypsies or refugees), etc.

<b>954 or 955</b>	<b>Thrown Brick / Rock Hits Adventurer:</b> This may be an accident, although it is unlikely; the thrower might be paid, a rival, a humanoid, an angry barbarian, etc.
<b>956</b>	<b>Thrown Brick / Rock Hits Passerby:</b> This is probably an accident, but may break out in an argument, fight, flurry of accusations, reveal of simmering tensions between gangs / neighborhoods, etc.
<b>957 or 958</b>	<b>Trail of Coins / Jewels:</b> The trail could lead to the sewer, a door, a wall (there is a rope with a grappling hook hanging above), a monster lair, etc.



## ~ U IS FOR UNCONTROLLED ~

<b>959 or 960</b>	<b>Uncontrolled Rolling Barrels:</b> The barrels might be a thieving gang's trap, a runaway flow out of a brewery, a strange result from a wand of wondrous magics, etc.
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**961 or  
962**

**Unintentional Breach of Taboo:** This might involve a foreigner committing a grave error in innocence, or (if the PCs are in a foreign city) a seemingly innocuous hand gesture causing grave offense, etc.



## ~ V IS FOR VISION ~

**963 or  
964**

**Valuable / Vile Sewer Flotsam:** The goop-covered thing might be a jewel, sealed scroll case, demon spawn, etc.

**965 or  
966**

**Violent Eviction in Progress:** This might involve a landlord beating young people, guards beating eviction victims, the evicted attacking the guards or a sneering noble, etc.

**967**

**Vision of Cthulhu:** The Thing's shape might be seen in clouds, water, darkness, rising from the sea and causing a tsunami, etc.

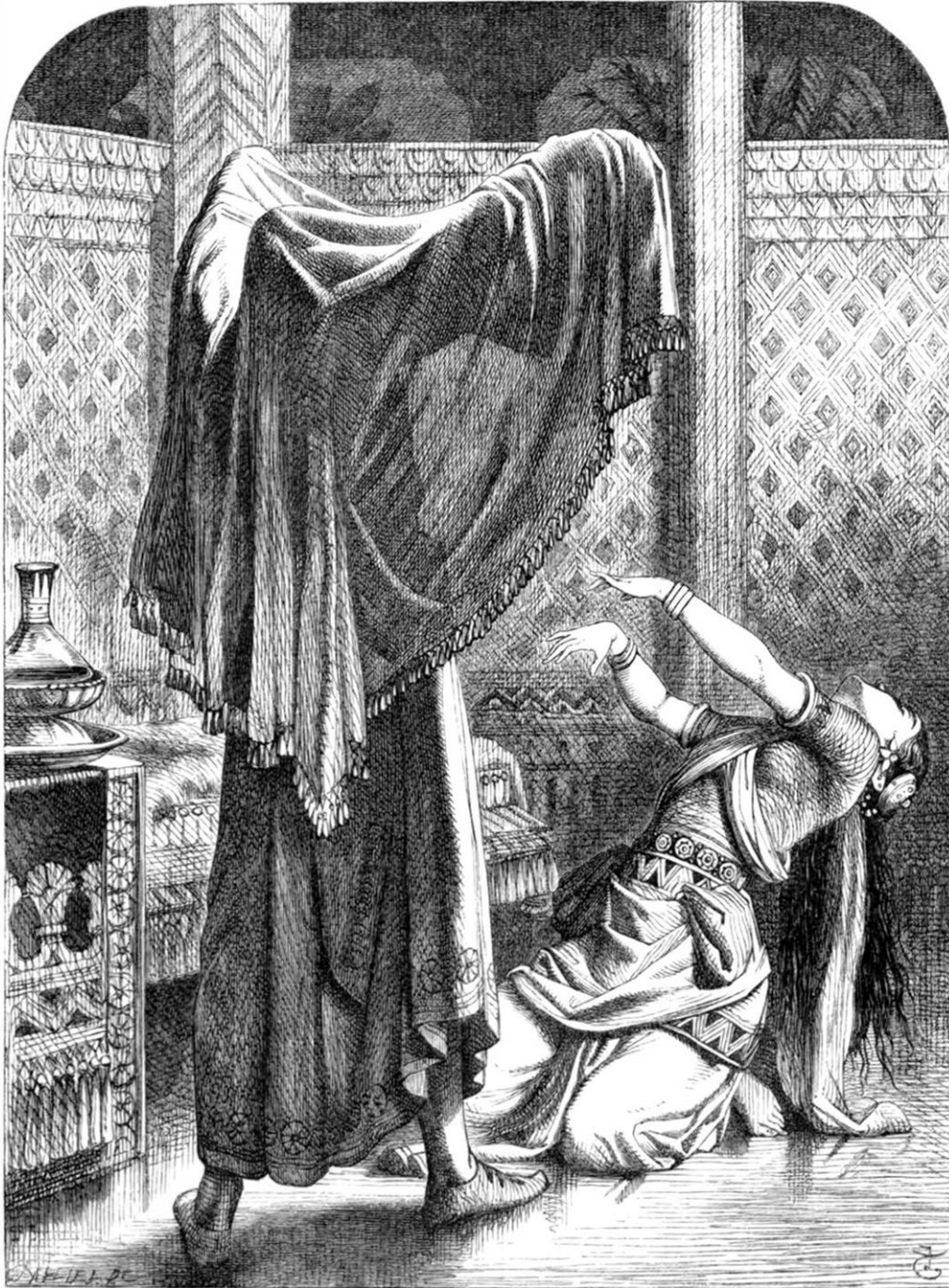
**968 or  
969**

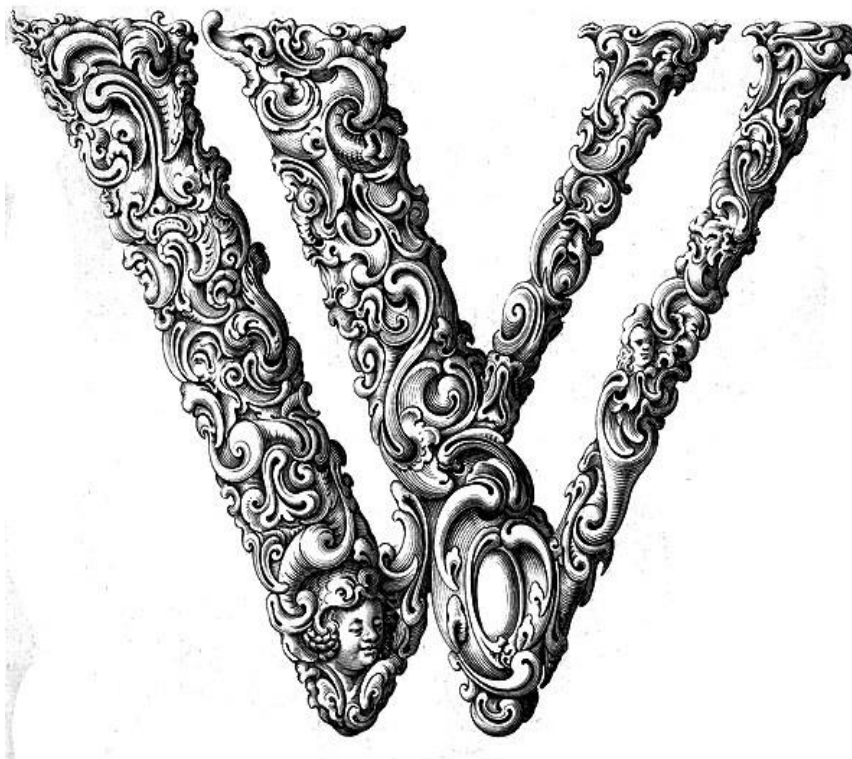
**Vision of the King in Yellow:** He might appear as a figure passing in the distance, reflection in mirror, face in the mist, masquer proclaiming the reign of a madness, etc.



970 or  
971

**Vision of the Masque of the Red Death:** Read the tale by Edgar Allan Poe, and decide how far you want to take this scenario (give the players the power to change the events).

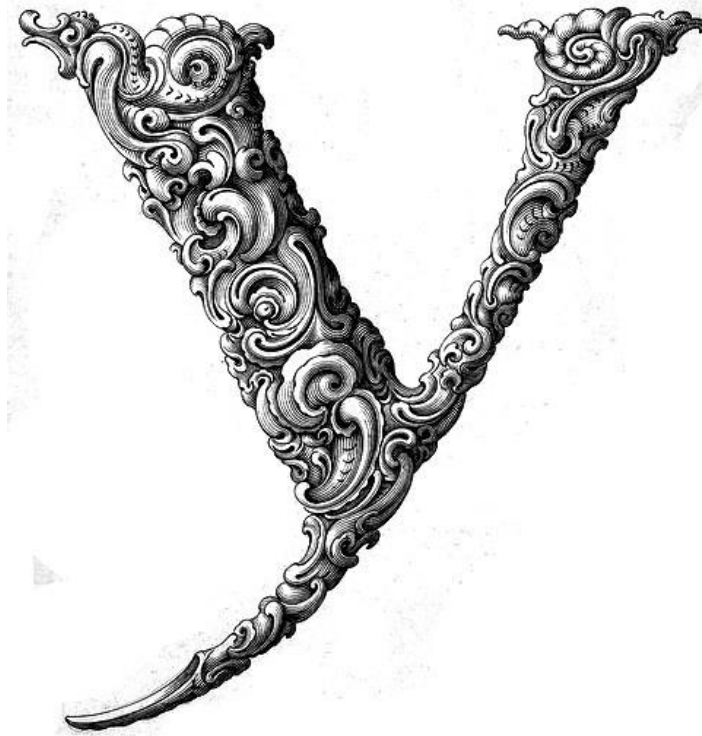




## ~ W IS FOR WHISPERS ~

<b>972 or 973</b>	<b>Wall Repair Underway:</b> The wall collapse might have revealed a treasure room, secret hideout, strange museum exhibit, dead body, etc.; there is only a fleeting glimpse now.
<b>974</b>	<b>Water Contamination / Witnessed Poisoning:</b> The poisoning might be natural (a mineral spring mixing with a thermal geyser), monstrous, magical, imagined and a case of mass hysteria, etc.
<b>975 or 976</b>	<b>Wererat Raid:</b> The wererats might emerge from the sewers, a tavern's basement, an attic garret, etc.
<b>977 or 978</b>	<b>Whispered Death Threat:</b> The threat might come from a child, a hunchback, a withered old woman, a grinning nobleman with wild eyes, etc.
<b>979 or 980</b>	<b>Whispered Plea for Help:</b> The plea might come from a robed figure, someone hiding under a pile of furs, an invisible person, a magic mouth, etc.

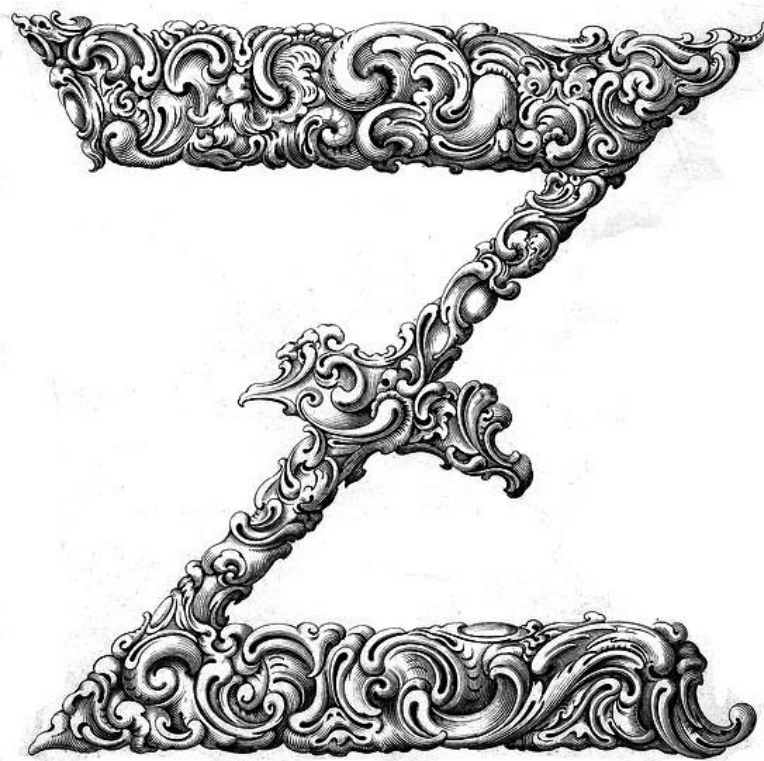
<b>981 or 982</b>	<b>Wide-Eyed Children, Wandering in Silence:</b> The children might be amazed and taking in the sights (their parents are momentarily left behind), mind-controlled, enthralled by the Child Catcher, embarking on a Children's Crusade, etc.
<b>983</b>	<b>Willfully Short-Changed by Shopkeeper:</b> The shopkeeper could be challenging the PC, exhibiting racism, signaling that he needs help and there is a killer beneath the counter, etc.
<b>984 or 985</b>	<b>Witnessed Extortion / Death Threat:</b> The threat might be made by a half-ogre, a guard, an Inquisitor, a monster in disguise, etc.
<b>986 or 987</b>	<b>Woman Chasing Goats / Pigs:</b> This might be a simple case of a temporarily blocked street, a humorous incident, something terrifying (the woman is a sorceress and the pigs are polymorphed mariners she is going to butcher), etc.
<b>988 or 989</b>	<b>Woman Suddenly Giving Birth:</b> The child could be normal, deformed, a monster, etc.
<b>990</b>	<b>Wounded Beast:</b> The beast could be a horse riddled with arrows carrying a dead rider, a lamb chased by dogs, a rampaging ox with the wreckage of a lumber cart dragged behind it, etc.
<b>991 or 992</b>	<b>Wounded Monster:</b> The monster could be evil and escaping monster hunters, neutral and recently landed (or crawling out of a burrow), good and beseeching people for help, etc.
<b>993 or 994</b>	<b>Wounded Person, Crawling:</b> The person could be murmuring a secret, pleading for help, turning into a werewolf, etc.
<b>995 or 996</b>	<b>Wounded Person, Unconscious:</b> The person could be a heart attack victim, mugged, nearly slain but the murderer fled when the PCs were heard nearby, etc.



## ~ Y IS FOR YELLOW ~

**997 or  
998**

**Yellow Sign Painted on Wall:** The Sign could indicate the imminent arrival of the King in Yellow; or it might be an ancient sign from the past; or, it could be painted by someone (perhaps sleepwalking?) who has no idea what it means.



## ~ Z IS FOR ZEALOT ~

**999 or  
000**

**Zealot Inciting a Riot:** The zealot could be an insurrectionist, an anarchist, a founder of a new religion, a disciple of an Elder God, etc.



# CHAPTER 4: UNEXPECTED CREATURES

## 4 - 1 BEASTS AND MONSTERS

Refer to your game's bestiary 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)

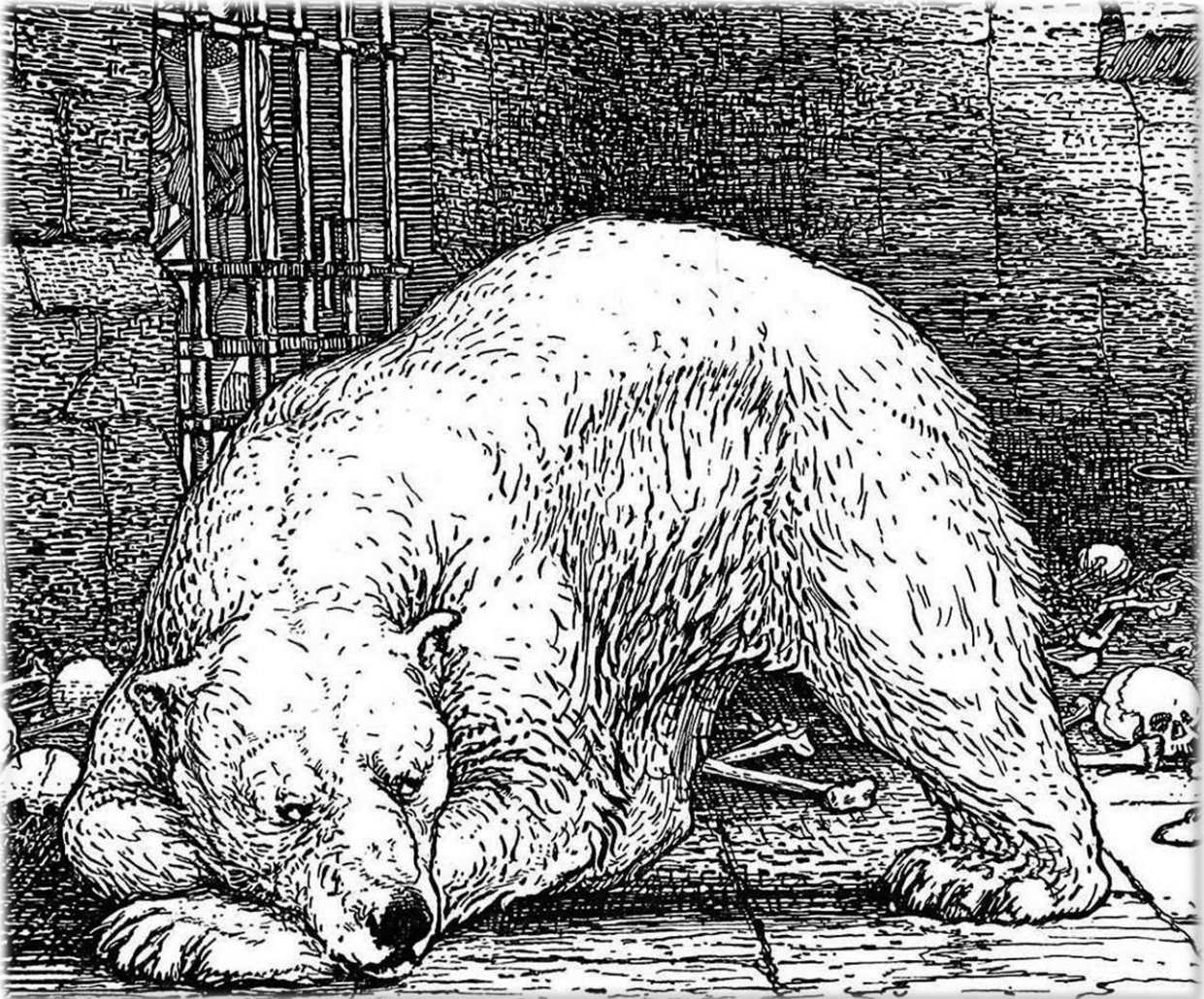
[80-84]	Spider, Large
[85-89]	Swarm, Arachnid
[90-95]	Swarm, Insect
[96-00]	Swarm, Vermin

## 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]	Jackal-Man (Son of Set, or Son of Anubis)
[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]	Mimick / Brollachan (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.

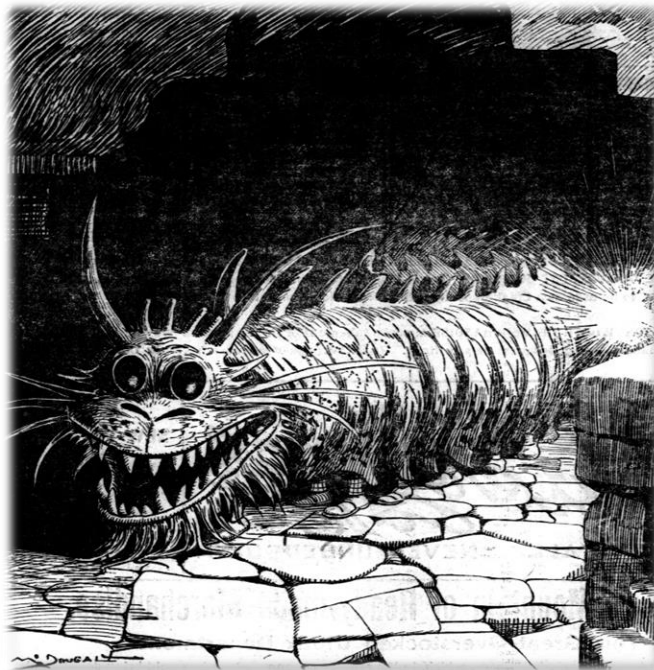
[01]	Abomination
[02]	Acid Mantis
[03]	Amber Behemoth
[04]	Angel (Random)
[05]	Ape, Carnivorous
[06]	Ape, White
[07]	Badger
[08]	Badgerbear
[09]	Banshee
[10]	Bee, Giant
[11]	Centipede, Monstrous
[12]	Demigod
[13-14]	Demon (Random)
[15-16]	Devil (Random)
[17]	Dracunculus
[18-19]	Dragon (Shape-Shifted 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 / Burrowing Behemoth
[48]	Lich
[49-50]	Lizard, Giant (Random)
[51-52]	Manticore
[53]	Minotaur
[54]	Mummy
[55-56]	Naga (Random)
[57]	Nereid
[58]	Nixie
[59]	Ogre / Ogress
[60]	Ogre Mage / Ogress Crone



[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



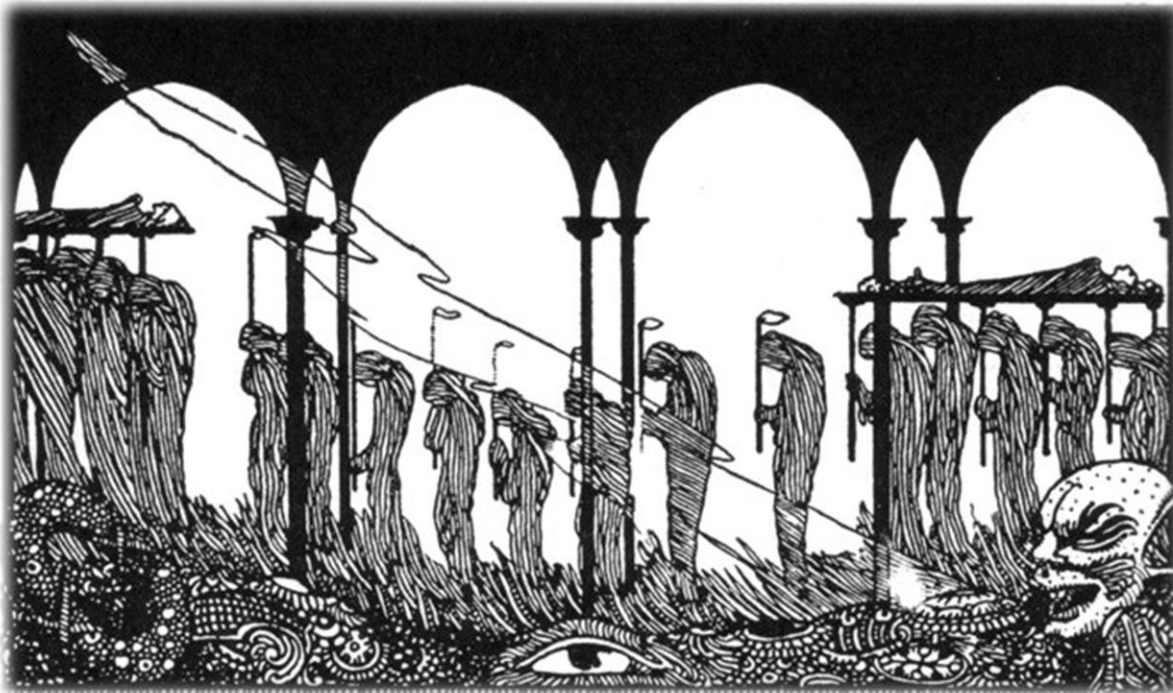
[81]	Tick, Monstrous (Random)
[82]	Titan
[83]	Troglodyte
[84]	Troll (Random)



[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

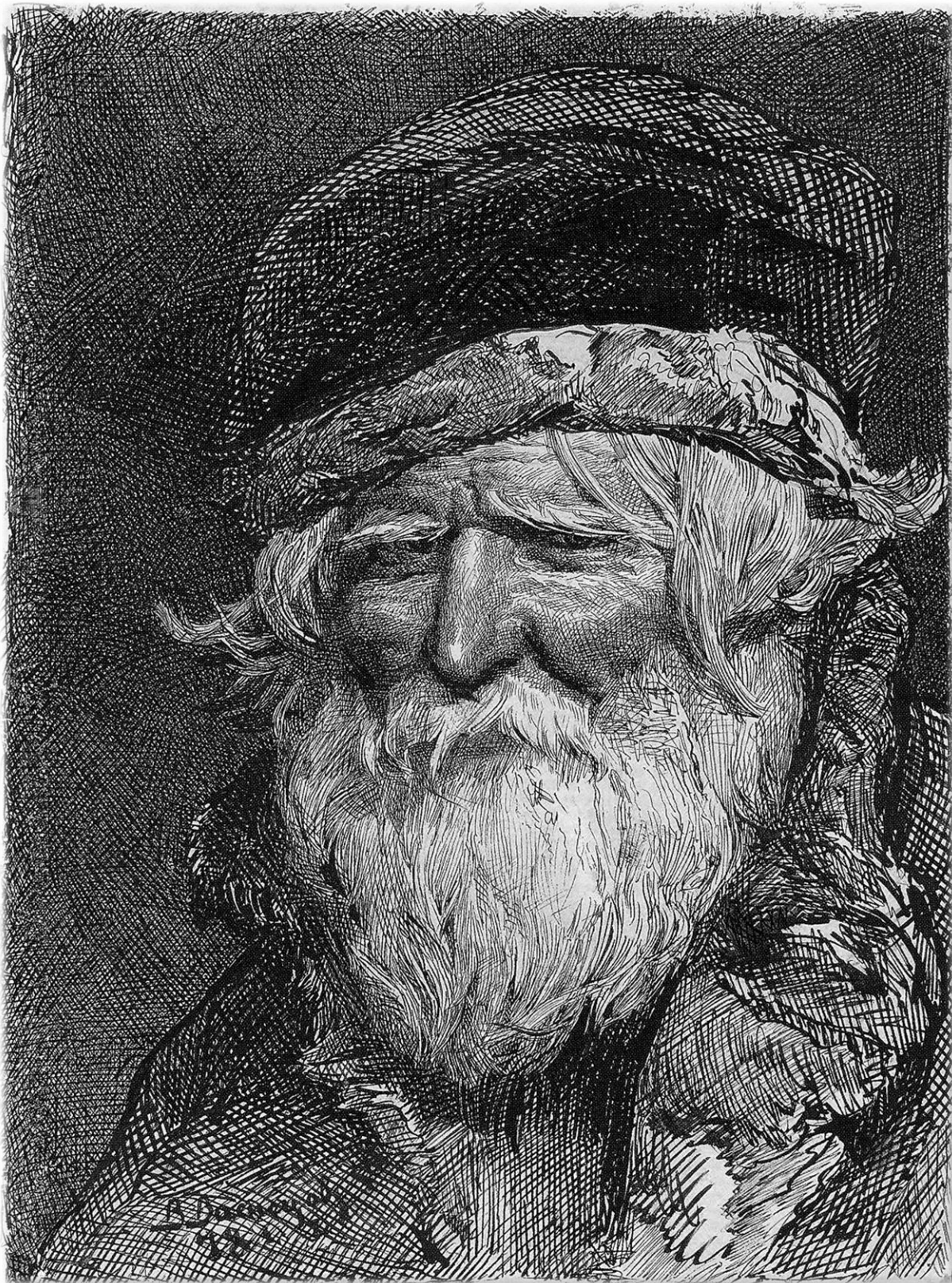
The subject of NPC development beyond the detail level of occupation and/or class is beyond the scope of this book. However, if you would like assistance in fully developing NPCs with names, epithets, personalities, physical descriptions, historical backgrounds and so forth, I recommend the use of Castle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

## 5 - 2

# COMMON PEOPLE IN THE URBAN ENVIRONMENT

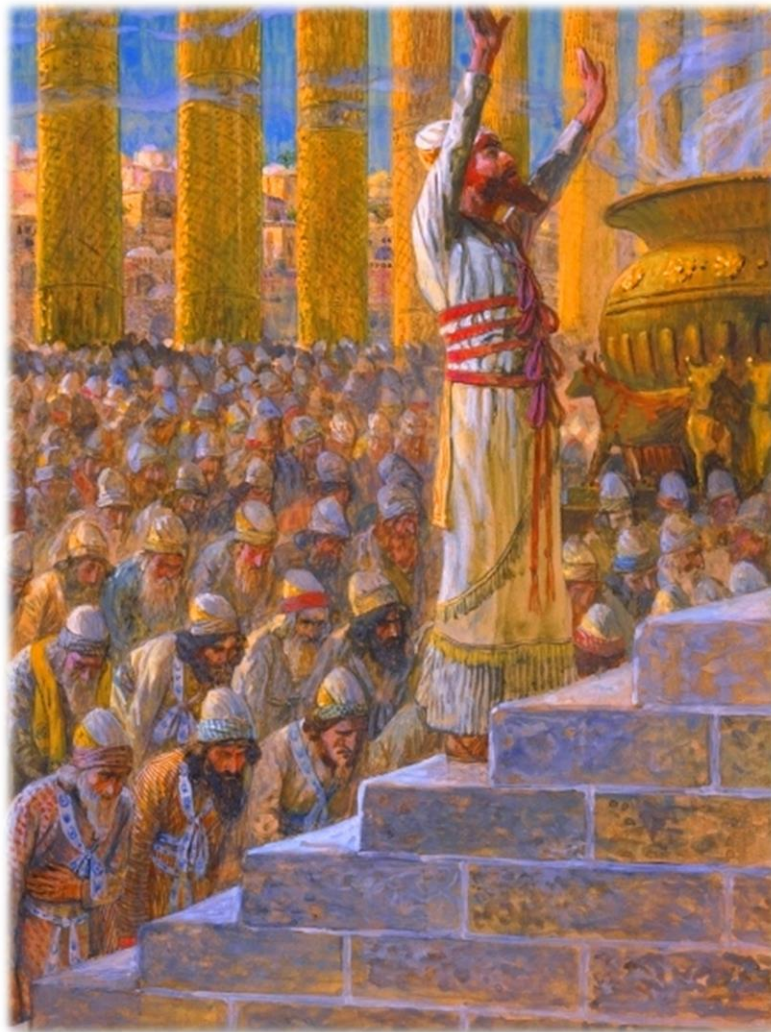
Roll 1d100 and consult the following table.

[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]	Apprentice Inquisitor (Level 1 Mage)
[10-17]	Chaplain Liaison (Level 2 Cleric)
[18-25]	Inquisitor (Level 2 Mage)

[26-28]	Agent Initiate (Level 2 Monk)
[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]	Veteran Darkman (Level 2 Demi-Human, Random Class)
[38-44]	Chaplain (Level 3 Cleric)
[45-51]	Senior Inquisitor (Level 3 Mage)
[52-54]	Agent of the Brotherhood / Sisterhood (Level 3 Monk)
[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]	Senior Darkman (Level 3 Demi-Human, Random Class)
[63-68]	Senior Chaplain (Level 4 Cleric)
[69-74]	Inquisitor Adept (Level 4 Mage)
[75-77]	Agent Disciple (Level 4 Monk)
[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]	Darkman Vigile (Level 4 Demi-Human, Random Class)
[85-89]	Chaplain Overseer (Level 5 Cleric)
[90-94]	Grand Inquisitor (Level 5 Mage)
[95-96]	Agent Immaculate (Level 5 Monk)
[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]	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

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## 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]	Launderer
[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)

<b>Hierarchy III</b>	
An equivalent title is Supreme Master (Folkloric).	
<b>[46-50]</b>	Knight / Lady Banneret (Level 7)
<b>[51-54]</b>	Knight / Lady Banneret (Level 8)
<b>[55-58]</b>	Knight / Lady Banneret (Level 9)
<b>[59-62]</b>	Knight / Lady Banneret (Level 10)
<b>[63-65]</b>	Knight / Lady Banneret (Level 11)
<b>Hierarchy IV</b>	
Equivalent titles include Chief (Tribal), Efridder (Dutch), Knight Commander (English), Laird (Scottish), Mayor (Latin Derivative / Traditional) and Nobile (Italian).	
<b>[66-68]</b>	Baronet (Level 8)
<b>[69-71]</b>	Baronet (Level 9)
<b>[72-74]</b>	Baronet (Level 10)
<b>[75-76]</b>	Baronet (Level 11)
<b>[77-78]</b>	Baronet (Level 12)
<b>Hierarchy V</b>	
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).	
<b>[79-80]</b>	Baron / Baroness (Level 9)
<b>[81-82]</b>	Baron / Baroness (Level 10)
<b>[83]</b>	Baron / Baroness (Level 11)
<b>[84]</b>	Baron / Baroness (Level 12)
<b>[85]</b>	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)
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[87]	Viscount / Viscountess (Level 11)
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[88]	Viscount / Viscountess (Level 12)
------	-----------------------------------

[89]	Viscount / Viscountess (Level 13)
------	-----------------------------------

[90]	Viscount / Viscountess (Level 14)
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### 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)
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[92]	Count / Countess (Level 12)
------	-----------------------------

[93]	Count / Countess (Level 13)
------	-----------------------------

[94]	Count / Countess (Level 14 or 15)
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### 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 Proprietor (Roman).

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

[97]	Marquis / Marchioness (Level 16)
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<b>Hierarchy IX</b>	
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).	
<b>[98]</b>	Duke / Duchess (Level 13, 14 or 15)
<b>[99]</b>	Duke / Duchess (Level 16 or 17)
<b>Hierarchy X</b>	
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).	
<b>[00]</b>	Prince / Princess (Level 14 to 18)
<b>Hierarchies XI+</b>	
(Please note that the following titles are provided for completeness; however, these individuals will never be encountered randomly.)	
<b>(Special)</b>	King (Level 15 to 19)
<b>(Special)</b>	High King (Level 16 to 20)
<b>(Special)</b>	Overking (Level 17 to 21)
<b>(Special)</b>	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)

## 7 - 2 STREETS



Evocative street names are strictly up to the GM's imagination (refer also to supplements ELD2 and ELD3, if you like, at the DM's Guild), 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

## 7 - 3

# 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 / Naumachia (Naval 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

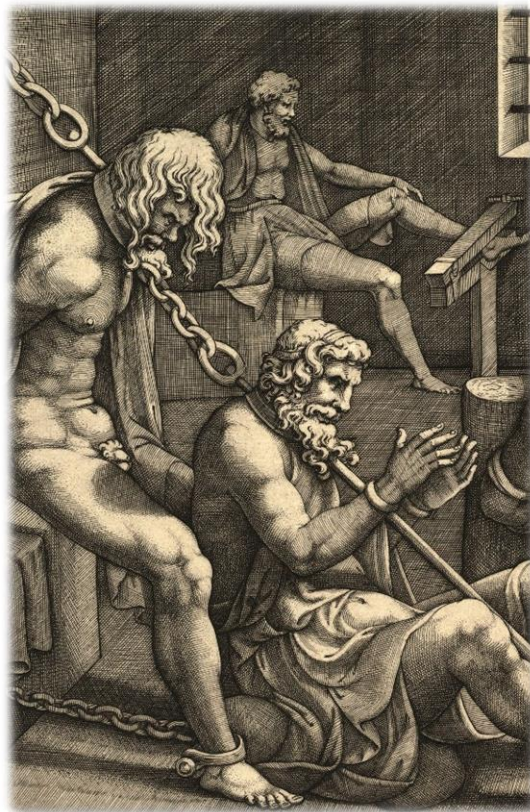
[174-176]	Channel
[177-180]	Chapterhouse
[181-183]	Charnel House
[184-186]	Chateau
[187-190]	Church



[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

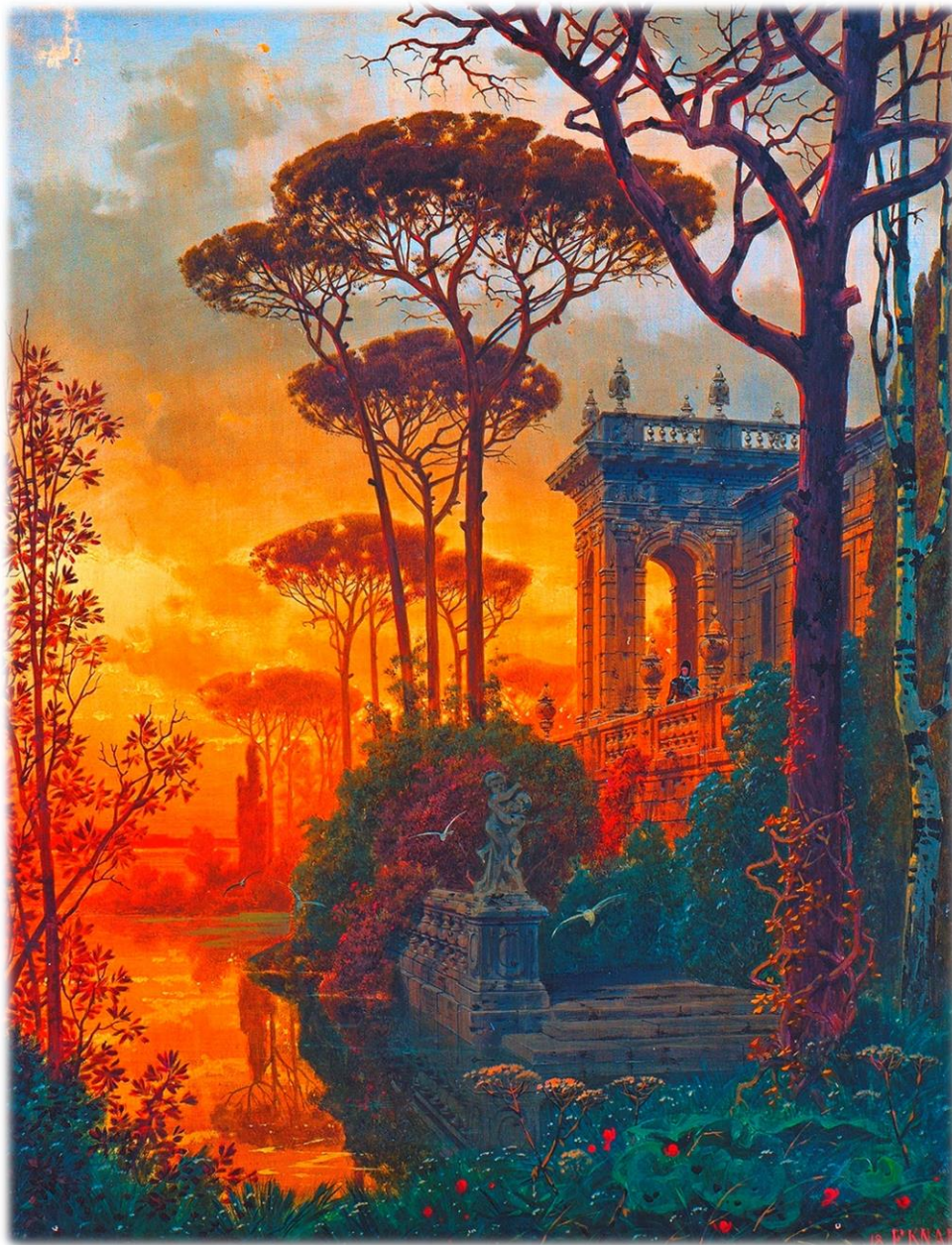
[347-350]	Flophouse
[351-353]	Forge
[354-356]	Forum
[357-360]	Foundry
[361-363]	Fountain
[364-366]	Friary
[367-370]	Gallows
[371-373]	Gambling Den
[374-376]	Gaming Hall
[377-380]	Gaol



[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

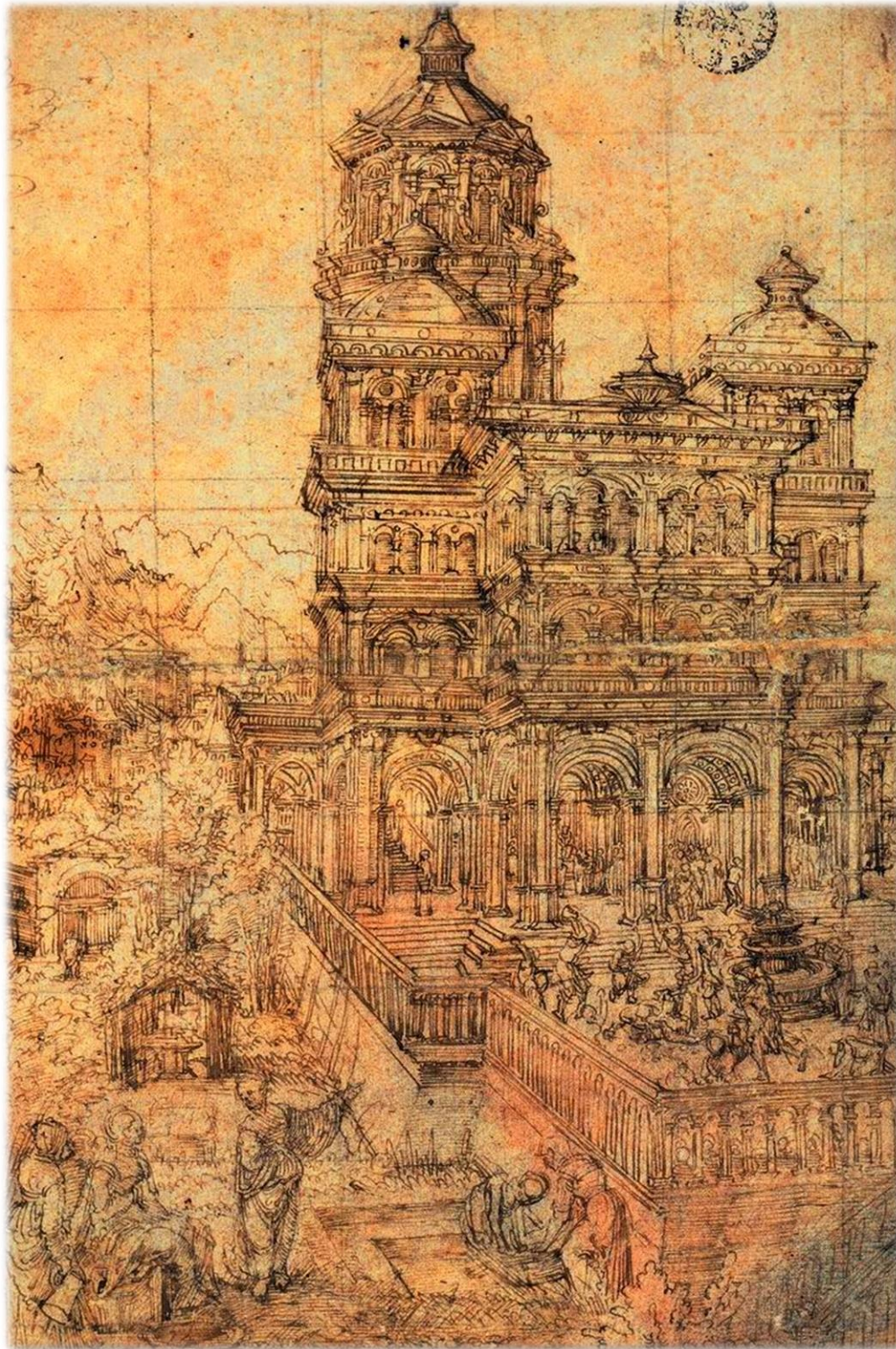
[627-630]	Opera House
[631-633]	Orphanage



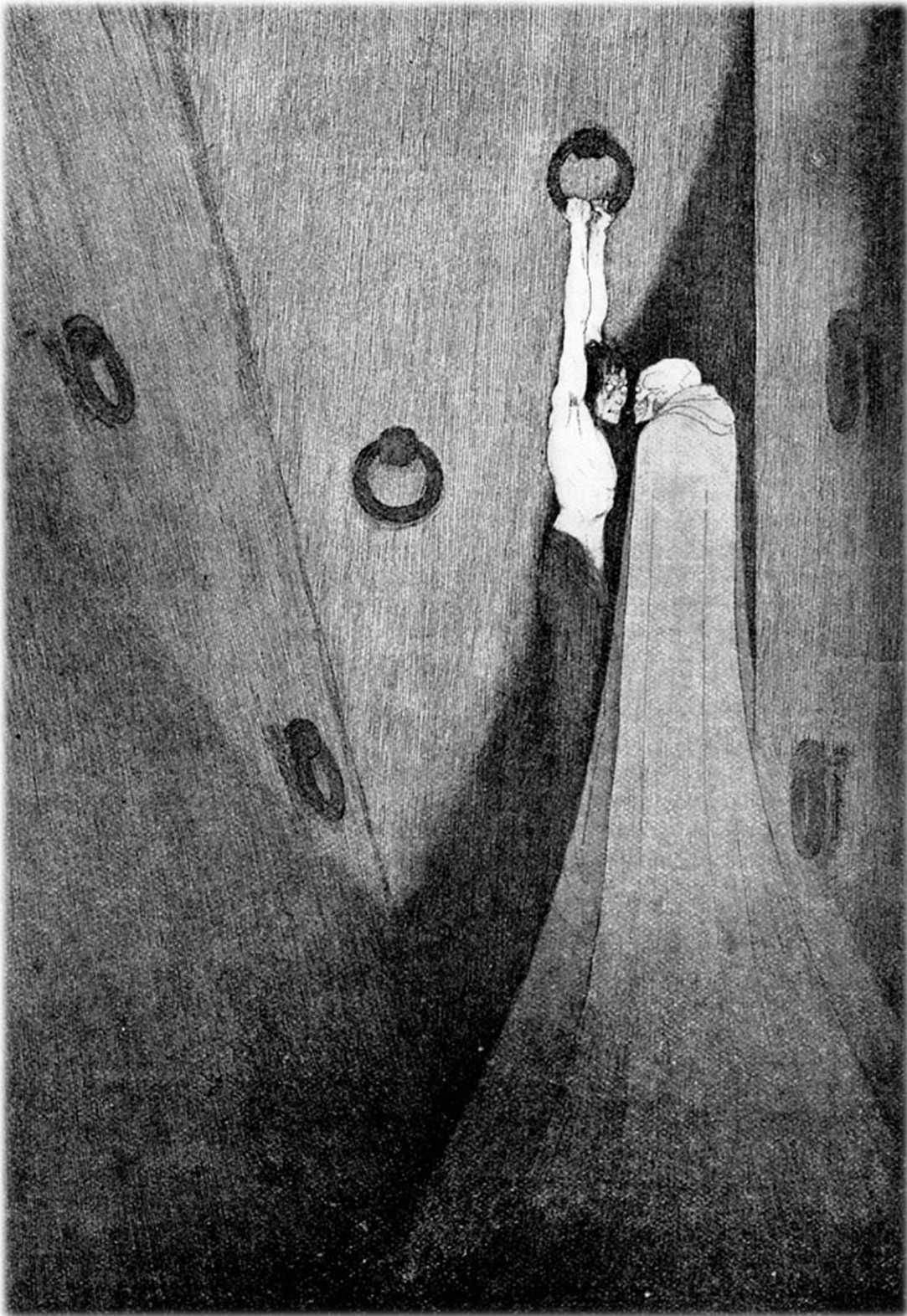
[634-636]	Overlook
[637-640]	Pagoda

[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

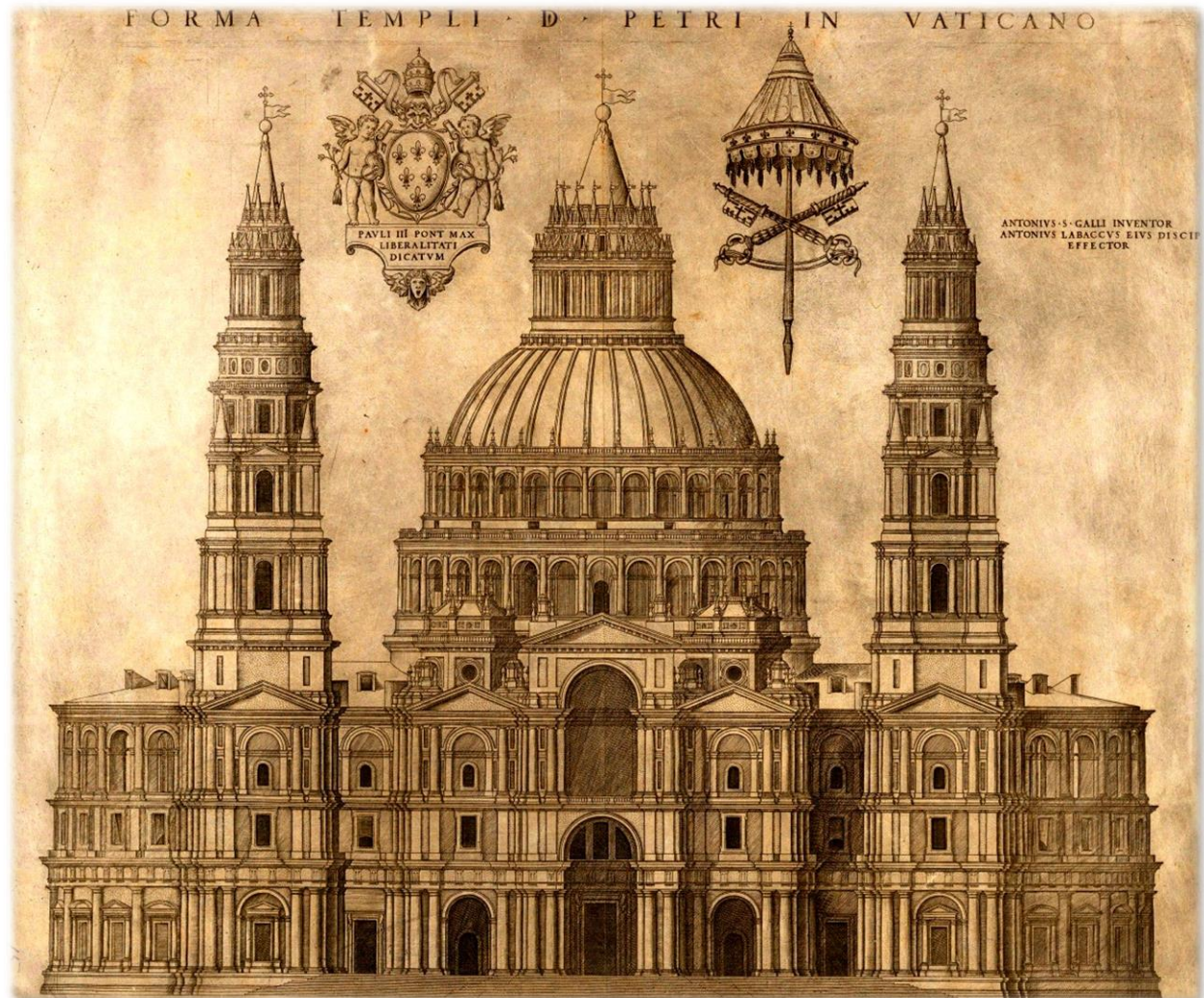


[687-690]	Pyramid
[691-693]	Quarry
[694-696]	Ramp
[697-700]	Rat-Killing Arena
[701-703]	Rectory
[704-706]	Redoubt
[707-710]	Refuge
[711-713]	Rental Villa
[714-716]	Reservoir
[717-720]	Rooming House
[721-723]	Rotunda
[724-726]	Row Building
[727-730]	Royal Labyrinth
[731-733]	Ruined House
[734-736]	Ruined 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

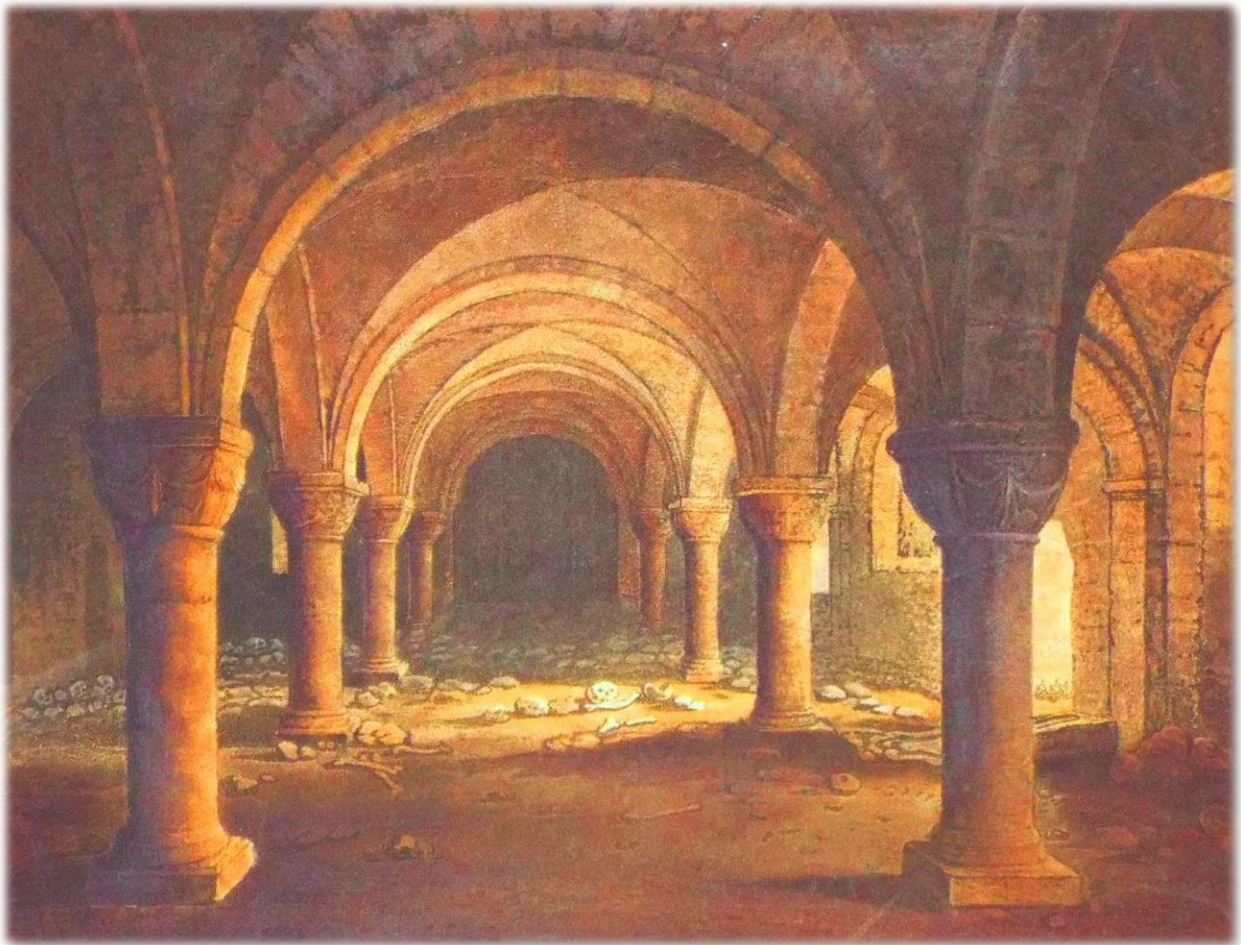
[764-766]	Scaffolding
[767-770]	Scenic Overlook
[771-773]	School
[774-776]	Scriptorium
[777-780]	Sculpture Garden
[781-783]	Secret Building Entrance
[784-786]	Secret Dungeon Entrance
[787-790]	Sewer Entrance
[791-793]	Shack
[794-796]	Shanty
[797-800]	Shelter
[801-803]	Shipyard
[804-806]	Shop / Store (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
[977-978]	Ziggurat
[979-980]	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: Gadgeteer / 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, syringes, 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 Acaem, 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] The Pegana Mythos (PM1)**

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

**[10] The Complete Alice in Wonderland**

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

**[11] Cthulhu in Wonderland**

## **DUNGEON MASTER'S GUILD GAMING SUPPLEMENTS**

- [12] City State Creator I (ELD2)**
- [13] City State Creator II (ELD3)**
- [14] Dungeon Crucible: Random Dungeon Name Generator (DC1)**
- [15] Guy de Gaxian's Dungeon Monsters: Level 1 (GG1)**
- [16] Old School Dragons: Molting Wyrmlings (DR1)**
- [17] Oldskull Rogues Gallery I (ORG1)**
- [18] Oldskull Rogues Gallery II (ORG2)**
- [19] 1,000 Rooms of Madness (DC2-S)**
- [20] Random City State Events (ELD1)**
- [21] Random Treasure Trove Generator (RTT1)**
- [22] Spawning Pool of the Elder Things (SP1)**
- [23] Treasure Trove 1: Challenge 1 Treasures (TT1)**
- [24] Treasure Trove 2: Challenge 2 Treasures (TT2)**
- [25] Treasure Trove 3: Challenge 3 Treasures (TT3)**
  
- [26] From the Fire: An Epic Novel of the Nuclear Holocaust**

## **HAWK & MOOR:**

## **THE UNOFFICIAL HISTORY OF DUNGEONS & DRAGONS**

- [27A] Book 1: The Dragon Rises**
- [27B] Book 1: The Dragon Rises, Deluxe Edition**
- [28A] Book 2: The Dungeons Deep**
- [28B] Book 2: The Dungeons Deep, Deluxe Edition**
- [29] Book 3: Lands and Worlds Afar**
- [30] Book 4: Of Demons & Fallen Idols**
- [31] Book 5: Age of Glory**
- [32] The Steam Tunnel Incident**

**THE LYRIC BOOKS OF SHADOW**

**[33] I: For the Dark Is the Light**

**[34] II: The Summoning of Dark Angels**

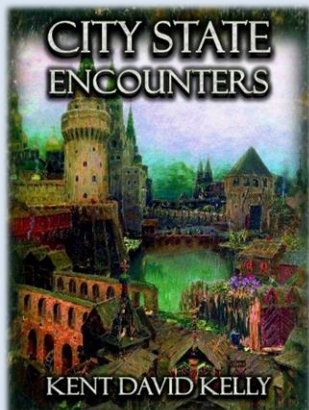
**[35] The Necronomicon: The Cthulhu Revelations**

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

Please consider telling at least one friend about my books, and please leave me a review if you particularly enjoyed a title! Authors live and die by their reviews, and I appreciate your readership! Until next time ...

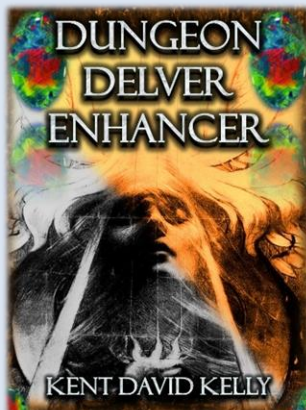
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## Castle Oldskull – Old School FRPG Supplements (at DriveThruRPG.com)



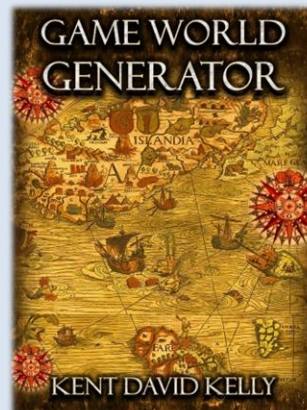
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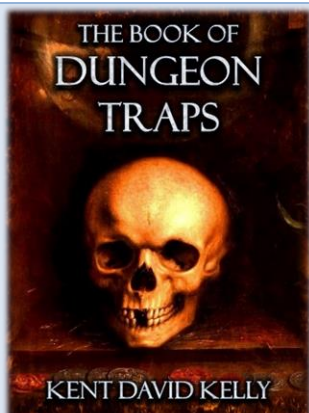
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Enhancer](#)



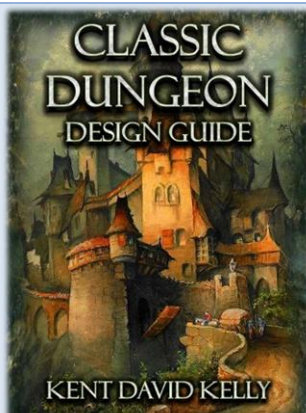
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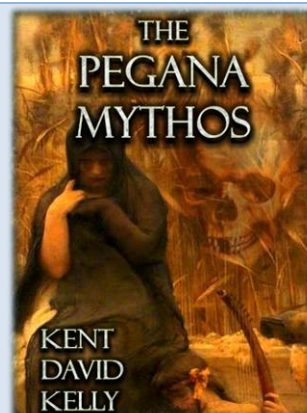
[BDT1](#)

[The Book of Dungeon  
Traps](#)



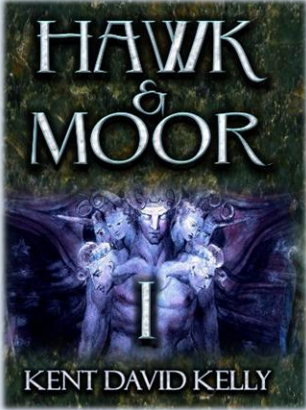
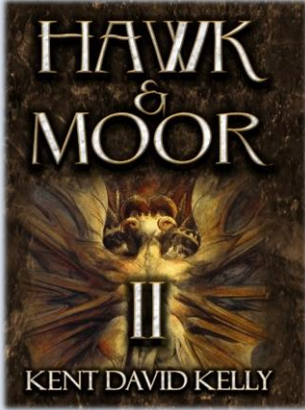
[CDDG1](#)

[The Classic Dungeon  
Design Guide](#)



[PM1](#)

[The Pegana Mythos](#)

 <p><u>HM1</u> <u>Hawk &amp; Moor Book 1</u></p>	<p><u>KENT DAVID KELLY</u> WONDERLAND IMPRINTS</p> <p>OSR</p>	 <p><u>HM2</u> <u>Hawk &amp; Moor Book 2</u></p>
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