

# JEWELERS QUARTER

	Major Streets			Minor Streets			Special
Encounter	Day	Evening	Night	Day	Evening	Night	Encounter
Already Occurring	01-08	01-10	01-10	01-04	01-04	01-03	1
Armed Men	09-13	11-15	11-17	05-08	05-07	04-05	2
Slave Coffle/Workgang	14-24	16-20	18	09-13	08	06	3
Newcomers	25-29	21-24	19-20	14-15	09	07	4
Beggar/Thief	30-46	25-37	21-25	16-20	10-19	08-12	5
Urchin	47-58	38-47	26-29	21-35	20-27	13-17	5
Magician	59-60	48-51	30-35	36-37	28-29	18-19	6
Townsperson	61-80	52-71	36-45	38-62	30-49	20-29	7
Event	81-86	72-78	46-49	63-72	50-57	30-35	8
Assassin/Spy	87-89	79-85	50-64	73-77	58-67	36-53	9
Character. local	90-93	86-89	65-70	78-79	68-69	54	10
No encounter	94-98	90-99	71-99	80-99	70-99	55-99	-
Special	99-00	00	00	00	00	00	11

# PROCESSIONAL

	Major Streets			Minor Streets			Special
Encounter	Day	Evening	Night	Day	Evening	Night	Encounter
Already Occurring	01-08	01-06	01-04	01-08	01-06	01-03	1
Armed Men	09-24	07-21	05-29	09-25	07-16	04-10	2
Slave Coffle/Workgang	25-35	22-34	30-36	26-35	17-24	11-20	3
Newcomers	36-47	35-44	37-45	36-50	25-35	21-28	4
Beggar/Thief	48-59	45-59	46-55	51-60	36-45	29-40	5
Urchin	60-66	60-64	56-65	61-65	46-50	41-45	5
Magician	67-70	65-68	66-68	66-69	51-52	46-48	6
Townsperson	71-84	69-82	69-74	70-79	53-59	49-54	7
Event	85-90	83-87	75-76	80-84	60-64	55-58	8
Assassin/Spy	91-93	88-91	77-86	85-88	65-68	59-65	9
Character. local	94-97	92-95	87-88	89-93	69-73	66-68	10
No encounter	98	96-98	89-98	94-98	74-98	69-98	-
Special	99-00	99-00	99-00	99-00	99-00	99-00	11

# WESTSIDE

	Major Streets			Minor Streets			Special
Encounter	Day	Evening	Night	Day	Evening	Night	Encounter
Already Occurring	01-08	01-09	01-10	10-10	01-06	01-05	1
Armed Men	09-14	10-14	11-14	11-15	07-08	06-07	2
Slave Coffle/Workgang	15-22	15-19	15-17	16-18	09-10	08-09	3
Newcomers	23-37	20-30	18-22	19-23	11-12	10-11	4
Beggar/Thief	38-47	31-40	23-37	24-34	13-24	12-21	5
Urchin	48-52	41-46	38-40	35-37	25-29	22-24	5
Magician	53-55	47-48	41-42	38-39	30	25-26	6
Townsperson	65-75	49-63	43-53	40-59	31-42	27-35	7
Event	76-80	64-68	54-59	60-67	43-50	36-40	8
Assassin/Spy	81-83	69-71	60-64	68-74	51-57	41-49	9
Character. local	84-88	72-78	65-70	75-80	58-63	50-54	10
No encounter	89-98	79-98	71-98	81-98	64-99	55-99	-
Special	99-00	99-00	99-00	99-00	00	00	11



# Specific Encounters 1.

## ALREADY OCCURRING SCENES

Jeweler's quarter	Processional	Westside	Results
01-05	01-02	-	Funeral procession of noble/local lord.
06-15	03-11	01-06	fire
16-20	12-14	-	Street fight, acolytes of (1d8) 1-2 opposing faiths 3-4 same faith different views 5-6 law vs chaos 7-8 good vs evil
21-22	15-17	07-09	Street fight (political argument)
-	18-19	10-14	Street fight (1d8) 1-2 vagabonds vs others 3-4 nomads vs citizens 5-6 general brawl
23-27	20-21	-	Nobles race horses down the street 20% chance of knocking character aside.
28-32	22-26	-	Announcement of (1d8) 1-2 public trial at rulers palace or public location 3-7 public execution 8 someone advertising event, good, or location
33-52	27-36	15-19	Traffic problems (1d8) 1-2 caravan 3-4 overturned cart 5-7 unknown Roadblock set up by the City guard or elite guard , looking for someone.
53-57	37-43	20-22	Merchants are fighting over an insult
58-59	44-48	23-27	Two blackthorn assassins fighting a duel
60-62	49-53	28-32	See assassination attempt 1-2 assassin is Blackthorn 3-6 assassin is professional looking (probably a guild member) 7-8 assassin is clumsy amateur
63	54-55	33-37	See abduction attempt
64-73	56-65	38-52	Witness robbery
-	66-70	53-57	See raid on slums led by (1d8) 1-6 Elite guards 7-8 Captain
74-75	71-73	58-62	Wild mob of (1d8)



			1-2 vagabonds/gypsies 3-5 Race haters 6-7 religious fanatics 8 other (teens, urchins, etc )
<b>76-87</b>	74-83	63-72	Animal loose in the streets (1d8) 1 wild 2-6 tame 7-8 exotic zoo
<b>88</b>	84-86	73-79	See mugging
<b>-</b>	87-91	80-84	See city watch heading for raid on smugglers
<b>89-90</b>	92-93	85-89	Rabble-rouser calling for (1d8) 1-2 overthrow of a noble 3-5 overthrow of the country 6-7 stamping out thievery/ cleaning up town 8 other
<b>91-00</b>	94-00	90-00	Circus, entertainer, etc going on 60% chance it is a front for pick pockets



## Specific Encounters 2.

### PARTY OF ARMED MEN

Roll 1d20	result
1-3	1d10 Soldiers
4-10	1d12 City Guards
11-12	1d10/2 elite guards
13-14	1d6 blackthorn assassins
15-20	1d6 warriors (part of merchant's guard)
Roll 1d20	scene
1-2	Men are escorting something valuable (1d20) 1-12 a personage (see Specific Encounters 10) 13-19 goods or documents 20 as above but are under attack
3-4	Men are pursuing an NPC
5-7	Men are hiring civilians for an expedition
8-9	Men are putting on a show of power (1d8) 1-5 visual but not obnoxious 16-20 rude and obnoxious
10-11	Men recognize character in party (1d20) 1-15 mistakenly 16-20 correctly as an old friend, wanted criminal, etc.
12	Men are raiding a business or residence
13-20	Men are off duty (1d20) 1-3 sightseeing 4-5 looking for new friends 6-8 drunk and friendly 9-10 drunk and insulting 11-12 fighting among themselves 13-14 looking for a bribe 15-17 they recognize a character (roll on 10-11 above) 18-20 bump into character



# Specific Encounters 4.

## OUT OF TOWNERS/NEWCOMERS

Roll first on Table 4A. Then on Table 4B as appropriate.

TABLE 4A-BASIC ENCOUNTER	
Roll 1d20	encounter
1-2	Character is bumped into by (1d8) 1-2 pilgrims 3-4 barbarian 5-6 nonhuman 7-8 member of party The person (1d20) 1-4 ignores the character 5-10 demands an apology 11-15 accuses the character of being a thief 16-19 apologizes, offers character a drink (if appropriate) 20 attacks character.
3-4	Characters see (1d8) 1-2 barbarian 3-4 pilgrim 5-6 non-human Being mocked by (1d6) 1-4 street urchins 5-6 townspeople
5-6	Character is approached by (1d6) 1-2 barbarian lonely and looking for a friend 3-4 pilgrim asking directions to a temple 5-6 band of adventures looking for suggestions for an adventure.
7-8	Character is approached by (1d6) 1-2 pilgrim hiring passersby as an escort for a holy quest 3-4 barbarian hiring for an expedition 5-6 band of adventures hiring for an expedition
9-10	Character sees pilgrim being mugged by 1d4 attackers
11-12	Barbarians are brawling with (1d20) 1-6 other barbarians (roll type on 4B) 7-10 slaves 11-15 city guard 16-20 anyone convenient
13-14	Character is approached by (1d6) 1-3 non-human 4-6 barbarian who is hunting for vengeance and (1d20) <ul style="list-style-type: none"> <li>1-6 asks the character for help</li> </ul>

	<ul style="list-style-type: none"> <li>• 7-15 asks for information</li> <li>• 16-20 is seen attacking enemy</li> </ul>
<b>15</b>	Character is recognized (correctly 50% ) as friend, enemy, lost brother, etc. by (1d8) 1-2 barbarian 3-4 pilgrim 5-6 band of adventures 7-8 non-humans
<b>16-17</b>	Barbarians are selling trade goods (1d20) 1-3 furs/animal skins 4-6 meat/jerky 7-9 carvings/jewelry/trinkets 10-12 shrunken heads/bone carvings/skulls/teeth 13-15 leather goods 16-18 native weapons 19-20 ointments and alchemical substances
<b>18</b>	Band of adventures are looking for a leader. They will approach any character with a high charisma.
<b>19</b>	Characters see 2d20 guards escorting 1d10 non-humans to prison/death in a triumphal procession
<b>20</b>	Band of adventurers are back from an adventure and (1d20) 1-8 are spreading wild stories (50% true) 9-20 are closed mouth but noticeable as they pass by.

**TABLE 4B – NUMBERS AND TYPES**

**Pilgrims- number (1d20)**

**Barbarians – type (1d20)**

- 1-7 northern
- 8-13 gypsies
- 14-16 Desert tribes
- 17-20 forest dwellers

**Barbarian – number (1d20)**

- 1-10 1
- 11-13 2
- 14-16 3
- 17-18 6
- 19 1d10+ 10
- 20 1d20+20\*

\*includes women, children and one magician; there is a 50% chance they have a city guard escort of 1d10+ 10

**Band of adventures – number (2d8). They will be distributed as follows:**

- 1d10 warriors
- 1-2 magicians
- 1-2 priests

And any remaining being thieves, assassins, etc.

**Non-human – types (1d20)**

- 1-5 elf
- 6-10 dwarf
- 11-15 gnome
- 16-20 Exotic other (1- tiefling, 2- dragon born, 3- mutoid, or 4- mycelian)

**Non-human - member (1d6)**

## Specific Encounters 3.

**SLAVE COFFLE (01-50) or WORKGANG (51-00)**

**Slave Coffle:** 1-2 overseers, 3d10 slaves, 1-2 guards per 10 slaves

**Slaves's identity (1d20):** (1d8) ordinary slave; 40% chance that any message is real; (9-13) enslaved noble; (14-15) high-level priest of foreign culture; (16-17) high-level magician; (18-19) high-level fighter; (20) non-human.

**Workgang:** 1 foreman, 4d6 workers

**- ROLL 1D20 -**

Slave coffle	Work gang	Results
1-4	1-10	Character is accidentally bumped by (1d8): 1-3 slaver/foreman 4-8 slave/worker
5-7	-	Character is intentionally bumped by slave who attempts to slip him a message offering (1d20) 1-5 wealth 6-10 power 11-13 rank and prestige 14-15 a warning 17-18 a message for a friend 19-20 nonsense
8-9	-	Character is intentionally bumped by a slaver to ascertain if he/she is good material (any Prime Characteristic over 15 (75%)). If so, the slaver will (1d20): 1-8 follow character, looking for an opportunity to capture him. 9-18 lure him into an alley, etc. to capture him. 19-20 offer the character a job as slaver's assistant.
10-12	-	Slaver is looking for an escaped slave; 20% chance he mistakes the character for the slave. If it is a quiet street and the slaver's men outnumber the characters by 3 to 1 or more they will attempt to capture them
13-15	11-14	Character sees slaver/foreman beating slave/worker
16-17	-	Character sees slaver moving a coffle down the street; 40% chance they're available for immediate sale.
-	15-16	Character sees workers being paid and (1d20):



		1-4 notices the stupid workers are being cheated 5-12 sees thieves shaking down recently paid workers. 13-19 mistakenly sees 1-12 above 20 character sees foreman paying non-workers; 50% chance foreman notices being observed.
<b>18-19</b>	17-18	Character correctly recognizes worker/slave as (1d20): 1-2 relative 3-5 enemy 6-11 recent acquaintance 12-15 childhood acquaintance 16-18 close friend 19-20 mistakenly as 1-18 above
<b>20</b>	19-20	Character is recognized by (1d6): 1-2 foreman/slaver 3-6 worker/slave Roll 1d20 on category immediately above.

## Specific Encounter 5.

### STREET URCHIN and BEGGAR-THIEF

Roll 1d20 as appropriate. 50% chance that any beggar-thief also is an urchin.

Beggar thief	urchin	Numbered encounter	Encounter type
<b>1-5</b>	1-4	1	Character accidentally bumped
-	5-9	1-4	Urchin is begging. If money is given, 3d10 more urchins will appear, also begging.
-	10	1	Urchin claims to be son/daughter of an out-of-town noble lost from the entourage and asks for help (15% chance story is true)
<b>6-8</b>	-	1-4	Beggar bumps into character and attempts to rob him of anything convenient.
<b>9</b>	11-12	1	Beggar tries to lure characters into an alley to be mugged; number of thugs; number of characters plus 1d6
<b>10</b>	-	1-4	Beggar-thief in trouble with his guild, asks characters for aid.
<b>11-12</b>	13-14	1	Beggar-thief recognizes character (1d10) 1-4 mistakenly 5-10 correctly, as a friend, brother, enemy, spy, assassin, etc.
<b>13-15</b>	15-17	1	Urchin offers to guide characters through the city (1d20) 1-14 legitimate offer 15-20 will lead them astray to extort for more money.
<b>16-20</b>	-	1	Beggar is begging. If no money is forthcoming, he will curse the character asked. There is a 20% chance the curse will come true (the

			beggar is a magician)
-	18-20	1	Urchin tries to sell sister (1d8) 1-5 for a good time 6-8 as a slave

## Specific Encounters 6.

### MAGICIANS

**Type of magician (1d20):** (1d8) high-level magician (see 6A); (9-20) low-level magician (see 6B)

## TABLE 6A – HIGH-LEVEL MAGICIAN

**Roll 1d10: (1-3) Famous/known (4-10) unidentified magician.**

Roll 1d20	Result
<b>1-7</b>	Magician accidentally bumps into character
<b>8-11</b>	Character sees magician becoming involved in a confrontation with the city guard.
<b>12-16</b>	Character see magician (1d20) 1-11 casting a spell 12-16 teleport away 17-20 appear in front of them after teleporting
<b>17-20</b>	Magician recognizes character (1d20) 1-12 mistakenly 13-20 correctly





## TABLE 6B-LOW LEVEL MAGICIAN

Roll 1d20	result
1-8	Magician accidentally bumps into character
12-14	Character sees magicians being (1d10): 1-7 mocked by urchins 7-10 chased by the city guard
15-17	Magician is begging (1d10) 1-5 does small trick to impress bystanders 6-10 offers services in exchange for money
18-20	Magician bumps into character and slips him (1d20) 1-3 a treasure map (35% chance it's real) 4-5 a floor plan of building (30% jail or palace ) 6-8 an incoherent message (35% is in code) 9-12 an incoherent message (50% magically shrouded ) 13-14 a ring (1-5 worthless 6-7 valuable 8-9 cursed 10 magical) 15-16 small animal (1,rat, 2, mouse, 3, hedgehog, 4, fairy ) 17-18 dagger (1-2 bloody, 3-6rusty, 7 high quality,8-9 cursed, 10 magical) 50% was used in a crime 19-20 small pouch ( 1-2 coins, 3-4 food, 5-6 empty 7 tools, 8 spell components, 9 alchemists, 10 magical) 35% cursed item



# Specific Encounter 7.

## TOWNSPERSON

Roll first on Table 7A. Then on the indicated table that follows

### TABLE 7A-BASIC ENCOUNTER TYPE

Roll 1d20	Use table	result
1-2	7B	Drunk or Drugged
3-5	7C	Sailor
6-7	7D	Madman
8-10	7E	Priest/Prophet/Holyman
11-14	7F	Merchant
15-17	7G	Rumormonger
18-20	7H	Hag/Peasant

### TABLE 7B-DRUNK OR DRUGGED

Roll 1d20	result
1-10	Drunk bumps into character and is (1d20) 1-8 belligerent 9-12 apologetic 13-15 ignores character 16-20 says character tried to rob him/her
11-13	Character sees drunk/drug-user being robbed
14	Drug-user approaches character, asking if they have any drugs to sell (1d20) 1-3 he is a Guard in disguise, trying to clean up the city. 4-14 he is just looking for drugs 15-20 he is an agent, offering a free night at a local whore house in exchange for good information about a source
15-16	Drug-user staggers up to character, looking for someone to talk to; offers character (1d20) 1-10 pinch of drugs (nauseates non-user) 11-20 pipeful of drugs (nauseates after initial high, followed by vomiting within 10 minutes if whole pipe full is smoked) 25% chance that the NPC will try to rob the character if he/she is under the influence of a drug.
17-20	Drunk/drug-user tries to start fight with character

## TABLE 7C-SAILOR

Roll 1d20	results
1-5	Sailor accidentally bumps into character
6-11	Sailors are drunk, see Table 7B
12-14	Sailors are back from a long voyage and are being particularly insulting about a different race and their women. They are drunk and rowdy.
15-17	Characters hear sailors spreading tales of treasure (1d20): 1-3 on an island (the treasure exists, but is guarded. 4-10 tales are of old ruins treasures of a lost empire, true stories but all having vague directions, if any. 11-20 tales were made up, but the treasure still exists
18-19	Characters are stopped by sailors hiring for a sea voyage (1d20): 1-9 legitimate voyage 10-13 sailors are attempting to set up characters to be shanghaied 14-17 sailors are really Pirates looking for slaves/servants/oarsmen. 18-20 sailors are pirates looking for new blood to join them.
20	Sailor recognizes the character (1d20): 1-2 mistakenly 13-20 correctly

## TABLE 7D-MADMAN Roll 1d20

roll	result
1-4	Characters sees madman running down the street screaming (1d20) 1-10 he is being pursued by (1d20) <ul style="list-style-type: none"> <li>1-10 the guards</li> <li>11-12 an elite guard</li> <li>13-14 a gild thief</li> <li>15-20 dogs</li> </ul> 11-20 he is not being pursued, but acts like it
5-8	Madman was the subject of experiments by (1d20): 1-10 a magician 11-15 a surgeon 16-19 an alchemist 20 a necromancer And the characters see him perused by (1d20) 1-6 a magician 7-10 an orderly 11-12 a creature a large animal (1d20) <ul style="list-style-type: none"> <li>1-3 bat</li> <li>4-6 rat</li> <li>7-9 dog</li> </ul>

	<ul style="list-style-type: none"> <li>• 10-12 spider</li> <li>• 13-15 zombie (fast moving)</li> <li>• 16-18 golem</li> <li>• 19-20 deformed humanoid</li> </ul> <p>13-20 unpursued but stopping and asking the characters for help.</p>
<b>9-12</b>	Madman seems to recognize character and warns him vaguely of some impending doom: 25% chance is a real premonition
<b>13-17</b>	Madman gives out any information the GM would like the players to have. It should obviously be in some obscure form.
<b>18-20</b>	Madman falls frothing at characters feet

## TABLE 7E-PRIEST/PROPHET/HOLYMAN Roll 1d20

**Priests will usually be armed and armored. Holyman/Prophets will have a breechclout, staff and 50% chance of an acolyte and begging bowl.**

Roll	result
<b>1-5</b>	Prophet bumps into character and (1d20): 1-2 predicts evil will befall the character 3-5 acts offended 6-8 asks for a donation 9-11 offers a prophecy in exchange for a donation. 12-13 gives the character a free prophecy 14-16 apologizes 17-18 blesses the character 19 slips the character a secret note 20 recognizes the character (75% correct)
<b>6-10</b>	Character hears (1d20) 1-7 priest preaching overthrow of the current government and or returning to older gods or ways. 8-10 priestess preaching the return of their goddess 11-14 a follower predicting the death of the current ruler 15-17 a follower preaching death to a specific race. 18-20 characters see priest/follower being dragged off by elite guard while predicting a catastrophe that will devastate the city.
<b>11-14</b>	Prophet offers to hire himself as a leader of a party seeking a treasure that was revealed to him in a dream.
<b>15</b>	Character sees religious rites being performed by the priest
<b>16-18</b>	Character hear a prophet predicting the end of the world in 1d20 days
<b>19-20</b>	Prophet tries to evoke quest on character (1d20): 1-15 non-magical, character can ignore it 16-20 characters must save or be forced into quest.



## TABLE 7F-MERCHANT -1d20-

**Merchant is accompanied by 0-4 followers (1d6 -2)**

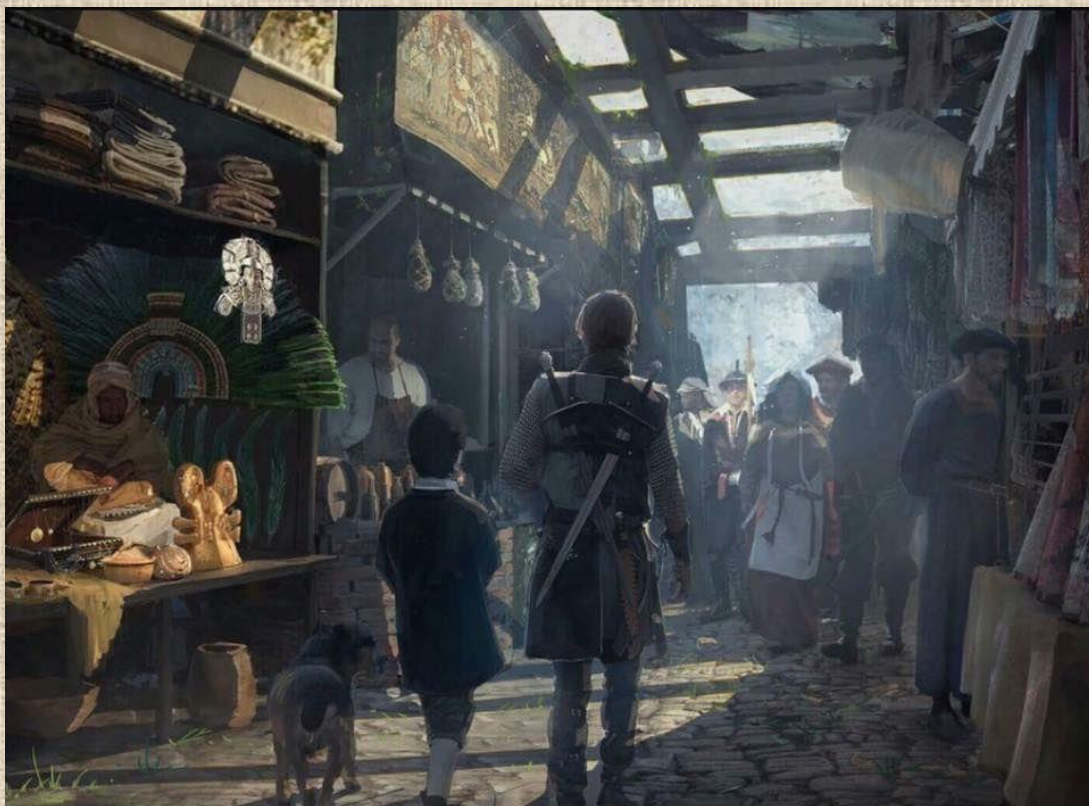
Roll	result
1-5	Merchant accidentally bumps into character
6-9	Merchant tries to buy something from character and 50% of the time offers to fence any questionable items.
10-13	Merchant accuses character of theft (1d20) 1-10 City Guard come to investigate, dismiss accusation 11-14 Elite guard come to investigate; 40% chance drags the character in for questioning 15-20 City Guard holds character for questioning for 1d10 hours
14-16	Merchant is recruiting guards for a caravan, ship, warehouse, display, etc
17-18	Merchant needs cash quick and tries to sell goods to character at 10-60% (1d6) discount; 25% chance he has a special or magical item that he isn't aware of and will sell at a reduced price 50% chance magical item is cursed or; 40% chance the items are hot and easily identified
19-20	Merchant tries to sell goods to party at (1d20): 1-6 bargain 7-14 at market price 15-20 at an inflated price

## TABLE 7G-RUMORMONGER Roll1d20

**NOTE:** a good "feel" for his city's personality and familiarity with the internal conflicts and history will make the GM's playing of a rumormonger as an NPC easy and useful. A rumormonger can be used to give out information, false or true, that will allow the GM to lead player characters toward or through an adventure without stepping outside the context of the game. Unless the result says the information is reliable, it is up to the GM to determine if the rumors are true.

Roll	results
1-4	Rumormonger offers to sell character the latest gossip about (1d10) 1-4 A noble or peasants latest escapades with another nobles wife or husband 5-6 the best way to bribe an elite guard 7-8 the struggle for power within one of the local guilds (DM's choice) 9-11 the plans for the next Elite guards raid on the slums or the docks 12-14 the latest struggle between two prominent local personalities. 15-20 other (insert adventure hook here)
5-6	Rumormonger offers to sell character information about a vast treasure located (up to DM); the treasure is there, but 80% chance leaves out a few important details about locations, guards, traps, etc.
7-8	Rumormonger gives character information about an attempted assassination of (1d20)

	1-4 a priest by another faiths priest 5-8 a noble by a thieves guild 9-12 A merchant by a business enemy 13-20 other (insert adventure hook here)
<b>9-11</b>	rumormonger offers to pay characters for information about treasure, news from abroad, political gossip, etc.
<b>12-13</b>	Rumormonger offers to sell characters reliable information about an old empires treasure within 3 days of city.
<b>14-17</b>	Rumormonger offers to sell information about (1d20): 1-5 who they can buy "hot" items from at a good price 6-100 who is the best fence in town 11-15 which gambling houses are honest and which are rigged 16-20 other (insert adventure hook here)
<b>18-20</b>	Rumormonger offers to sell character information affecting the economy of the city (1d20): 1-5 taxes are due to be raised within the next few months. 6-10 A temple is planning to start taxing the people of the city to pay for new temples 11-12 a large caravan is due into town so prices of goods carried by the caravan should go down. 13-14 there will be a shortage of (insert product), so prices will be rising sharply soon. 15-16 the country will dam a river creating a water-selling monopoly 17-20 other (insert adventure hook here)





# TABLE 7H-HAG/PEASANT Roll 1d20

**Hag – number 1d6/2 Peasant-number 1d10**

hag	peasant	result
1-5	1-6	Accidently bumps into character
-	7-11	Asks for help (1d20) 1-5 they're lost 6-8 a thief has stolen their goods 9-13 they need a job 14-16 from a noble who has thrown them off their land. 17-19 from a gang menacing their home 20 they have information that is of interest to the characters
6-7	12-14	Is drunk or drugged (see table 7B)
8-9	15	Spits on character
1-14	-	Offers (1d20) 1-10 advice 11-18 warning 19-20 a prophecy involving character (60% true)
15-16	16-17	Recognizes character (1d20) 1-15 mistakenly 16-20 correctly
-	18-20	Characters see peasants chasing a conman who has taken them for their life savings.
17-20	-	Is begging; if nothing is given, she will curse character (20% chance she's a high-level magician and the curse is real)

## Specific Encounter 8.

**EVENT Roll 1d20**

roll	result
1-3	Dishwater falls onto character from upper story window.
4	Chamber pot emptied onto character
5	Loose bricks and stones fall onto character from roof (20% chance someone is hurt)
6-7	Runaway horses come toward character; they are pulling (1d20) 1-4 nothing 5-16 wagon 17-20 carriage
8-10	Character steps into chuckhole; 20% chance they spring ankle
11=12	Character finds an item in the street (1d20)



	1-2 a map to a place 3 a map to treasure 4-10 ( 1d4 ) copper pieces 11-15 an article of clothing 16-20 an obscure message
<b>13-14</b>	Character loses a random item
<b>15-16</b>	Character is splashed by mud and water from passing wagon
<b>17-18</b>	Character notices that he is being hounded by a dog.
<b>19-20</b>	Loose dog runs up and wets on character

## Specific Encounter 9.

**ASSASSIN or SPY Roll 1d6: (1-4) assassin, see 9A; (5-6), see 9B.**

### TABLE 9A- ASSASSIN 1d20

<b>15% chance there are two assassins working as a team</b>	
<b>roll</b>	<b>results</b>
<b>1-6</b>	Assassin tries to join characters' party to (1d20) 1-4 find information about a potential victim 5-8 recruit characters to aid in a "hit" 9-12 gain cover to allow assassin to get close to his victim 13-16 hide from searching guardsmen 17-20 incriminate a character in a past assassination and draw the heat off himself
<b>7-10</b>	Assassin is seen by character setting up an assassination attempt (1d20) 1-5 he's on an upper story roof with a heavy crossbow 6-10 he's seen pacing off distances 11-15 he's preparing a trap 16-20 he's using a character for a dry run to practice for the real thing.
<b>11-12</b>	Assassin is being perused by an elite guard (DM determines specific person)
<b>13-17</b>	Character witnesses an assassination attempt on (1d20) 1-3 city guard 4-5 a mercenary 6-11 a noble 12-19 a towns person 20 an elite guard.
<b>18-19</b>	Character hears assassin talking to a mercenary, if the assassin notices, there is an 85% chance he will attempt to silence character.
<b>20</b>	Assassin recognizes character (1d20) 1-4 correctly 5-20 mistakenly He is recognized as (1d20)

	1-5 fellow assassin 6-10 Assassin's employer 11-15 the intended victim 16-20 a miscellaneous towns person
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## TABLE 9B-SPY Roll 1d20

15% chance there are two assassins working as a team.	
Roll	results
1	Spy is startled by the character and hurries off but sends an operative to trail the character
2-4	Spy recognizes character (1d20): 1-5 correctly 6-20 mistakenly
5-7	Spy tries to recruit character for an undercover operation (1d20): 1-10 as an agent for a pro-anarchy group. 11-18 as an agent for a rival noble for the crown, to spy on the current king or governing bodies dealing in the city 19-20 as an agent for the ruler to spy on a rival noble court.
8-11	Spy tries to recruit character for a lowly job on the rulers staff (1d20) 1-10 it's a real job offer 11-20 it's a cover for spying on the rulers activities
12-17	Spy tries to recruit character as a mercenary for local criminal lord (1d20) 1-10 it's a real offer 11-20 it's a cover for a spy ring for the ruler, in an effort to keep a better eye on a criminal lords activity.
20	City counter-spies try to entrap character (1d20) 1-10 they think the character is a spy for a rival country 11-20 they're willing to frame anyone to look good for the ruler.

## Specific Encounters 10.

### CHARACTERS

There is no table as this is created by each DM for their specific city about their own NPC personalities.

## Special Encounters 11.

# SPECIALS 1D20

These are events that happen only very rarely, and usually have a large impression on characters, possibly endangering or changing their lives. Those events listed are suggestions which should be added to by GM.

roll	result
1-2	Characters witness a duel between two extremely powerful magicians; complete with destruction of buildings, large special effects, etc, GM should decide if one is killed, both retreat, etc. Participants may be, among other personas of note. There is a chance characters will be caught in the magical backlash with strange or harmful effects.
3-4	The dead are arising and filling the streets it could be the work of an evil necromancer or a curse, there is chaos as people are being attacked and some turned into mutilated undead.
5-6	An insurrection against the current ruler is happening, characters are confronted as to which side they are on, 50% chance they pick the wrong side they are attacked if remain neutral 50% are attacked any way.
7-8	Character hears that a god is hearing petitions at his or her Temple for a limited amount of time*. The god is determined by the DM or on the random table he creates. * There is a 50% chance the character will get to the temple in time, and a 30% chance that he will be admitted unless he has previously worshipped at that temple. If admitted to the Presence with a petition, it is up to the GM to decide the result, although few gods would be likely to give gifts for no reason beyond flattery. Many gods are susceptible to anger or boredom and can just as easily penalize a petitioner as help them
9-10	Characters come upon guard sieging a house/business where workers/slaves are holding their boss/master hostage (1d20) 1-15 characters are impressed into crowd control while the guards storm the building; 20% chance someone is hurt 16-20 the guards hold back the crowd while the characters are ordered to go in after the hostage (s)
11-12	The city is attacked by (1d20) 1-3 1d2 dragons 4-6 demons summoned by a powerful magic user to cause chaos or other reasons 7-10 barbarian hoard, rebelling against the invading of their lands or enslaving of their people 11-13 paid mercenary's or raider , paid by a rival country to sow chaos and destabilize the country 14-17 an rival army laying siege to the city 18-20 humanoid group, tied of being repressed or persecuted by the current ruler
13-14	A plague is over taking the city many are falling sick and some are being quarantined others are being killed outright as curing magic is not helping. (1d20) 1-5 guard ask the character to help round up the sick (protective gear provided) 6-10 guard thinks the character is infected and tried to quarantine them with the other sick people, if resist 50% will attack to kill. 11-15 a group of sick people ask the player for help make save or contract the plague (death in 3d6 days)



	16-20 a person (50% not infected) begs for help to avoid being quarantined with other infected people.
<b>15-16</b>	Magical storm come up suddenly 35% hit by random lightning bolt if outside, reduced visibility effectively blind unless indoors. Storm lasts for 1d4 days, 50% wild magic storm and it will affect people hit suffer a wild magical affect instead of electrical damage.
<b>17-18</b>	A planer rift opens up in the city center and a powerful planer creature or creature's starts a rampage throughout the city. 50% chance this was planed
<b>19-20</b>	The countries leader(for some obscure reason ) is passing a night in the city on a trip through the country, causing massive confusion, panic and general mayhem for all who work in the palace, and throughout the entire city to a large extent; a huge pagent is planned and security is very tight.

## SPECIAL AREA ENCOUNTERS

### BAD SIDE OF TOWN PECENTILE DICE 2D10 (1-100)

day	evening	night	Encounter type
<b>01-08</b>	01-07	01-10	Character sees a man being mugged by 1D4 other men (1D20) 1-10 the victim sees them and cries out for aid 11-17 the mugger (s) see them and run 18-20 the muggers see them and attack if they outnumber the characters or warn the characters off.
<b>07-11</b>	08-14	11-20	Characters notice 1D4 shadows trailing them (1D20: 1-8 these are robbers looking for an appropriate setup 9-15 these are curious urchins who will flee if noticed 16-19 these are assassins actually after someone else 20 these are assassins out for one of the characters
<b>12-19</b>	15-21	21-23	Characters notice movement in an old, abandoned warehouse. Upon investigation they find (1D20): 1-10 nothing but the remains of some illicit business (drugs, makeshift beds, empty crates, miscellaneous alchemical substances or components, even tools and other general equipment that is ruined and useless. 11-14 as in 1-10 above but 1D10 urchins have broken in and are taking apart some empty crates for firewood. 15-17 as in 1-10 above, but the business is active, with 4 armed men (leather and shield) and two urchins moving around. 18-19 as in 15-17 above, but the urchins are the ones in charge 20 as in 15-17 above and a number of armed men are attacking them and taking over their operation.
<b>20-25</b>	22-30	24-30	Character is offered a job as (1D20): 1-10 a distraction for a couple of thieves 11-17 a smuggler

			18-20 an assassin
<b>26-31</b>	31-37	31-40	Character is alone or separated from his party, is robbed (1D20) 1-10 the robbers threaten him but only attack if necessary 11-14 the robbers club him from behind doing 1D4 damage (-2 for metal helm, -1 for leather helm) 15-20 the robbers can be frightened away (they are urchins ) by offensive action.
<b>32-37</b>	38-45	41-47	Characters hear a scream (1D20): 1-10 from a half ajar door in a nearby building 11-20 from a second story window If the characters investigate they will find (1D20): 1-10 a rather beefy woman/man on their knees being struck by a large, drunk angry man/woman with 1D4 children crying in the corner*. 11-20 a man/woman with a torch one hand and a bottle of strong drink in the other bending over a man strapped to a table 35% chance this is of a sexual nature. In the shadows are two armed warriors. The man/woman on the table had a wound cauterized and the warrior will not appreciate the interference. * if the characters distract the man/woman, the other man/woman will (1D20) 1-7 remain on their knees crying 8-10 run crying to the children and hug them. 11-14 run to the children and hustle them from the room. 15-18 grab a broom and starts beating the man/woman. 19-20 grab a broom and start beating the character for interfering
<b>38-43</b>	46-51	48-55	Character sees a large man about to strike a cowering. Beautiful woman in the nearest 5' alley. Hidden in the shadows (20% chance characters will notice unless they are specifically stopping and looking, then 60% chance they will notice) are four armed thugs with a weighted net. If the characters do not notice and enter the alley, there is a 75% chance they will be entangled. The thugs and the women are slavers.
<b>44-45</b>	52-55	56-60	Characters see two armed warriors with a sea bag at their feet in a shadowed area. They (1D6): 1-2 hear a moan just before they see the warriors (+1 for excellent hearing) 3-6 don't hear anything The warriors, if approached, will try to pick up the bag (it's obviously heavy) And move off. For every round the characters pause to investigate, there is a 30% chance the characters hear a moan from the bag and see it jerk. Inside the bag is a gagged young boy/girl of a wealthy city merchant being held for ransom.
<b>46-95</b>	56-95	61-90	Roll on west side table
<b>96-00</b>	96-00	91-00	No encounter

## THE BAZAAR/ MECHANIC DISTRICT ROLL PERCENTILE DICE 1-100 2D10

day	evening	night	Encounter type
01-06	01-05	01-02	Character sees merchant try to grab an urchin who darts toward the characters. The merchant will claim the urchin has been stealing, but the urchin will protest his/her innocence
07-11	06-08	-	An urchin offers to lead characters to a booth with lower prices than the one they are near (1D20): 1-8 he is telling the truth 9-13 he is setting them up to be robbed 14-20 he is just looking for a hand out, which he will demand first, then disappear.
12-15	09-11	-	A merchant accuses character of shop lifting (1D20): 1-15 he just wants to be appeased 16-17 he is angry and takes a swing at the character 18-20 he will call the city guard if not paid
16-19	12-18	03-07	Gypsy hag offers to tell their fortune for a small charge (20% chance she is accurate)
20-24	19-23	-	Characters see an elite guard dragging a merchant towards them while the merchant cries out in pain and indignity (1D20): 1-6 the other nearby merchants are laughing and pointing 7-10 an angry mob is forming 11-20 the incident is being ignored
25-29	24-26	08-09	An urchin being chased by merchant tosses a sack to character (1D20) 1-8 the merchant notices and accuses the character of conspiracy 9-15 the merchant notices and assumes the character is trying to help 16-20 the merchant doesn't notice and the bag is found to contain goods. Roll on container table.
30-34	27-29	10-14	A group of urchins attempting to distract the characters in order to steal (1D20): 1-10 their money pouches 11-15 any removable weapons 16-20 anything reachable and removable with a sharp knife The urchins will try to melt into the crowd (60% chance the characters immediately lose sight of them).
35-39	30-36	15-24	An urchin attempts to slit the purse of the most vulnerable-looking character (35% chance he succeeds)
40-45	37-40	-	Entertainers are trying to drum up a crowd (1D20): 1-6 they are a front for pickpockets 7-15 they are jugglers and acrobats, etc 16-18 they are presenting a lewd act. 19-20 they are part of a large circus performing later at the Palace
46-55	41-47	25-26	Character is jostled by (1D20): 1-4 an urchin 5-7 a merchant 8-12 another shopper 13-14 a vender/bazaar inhabitant



			15-17 a pickpocket 18-20 an armed warrior
56-96	48-96	27-86	Roll normally on west side table
97-00	97-00	87-00	No encounter

## THE REDLIGHT DISTRIC ROLL PERCENTILE DICE 2D10 (1-100)

day	evening	night	Encounter type
01-02	01-05	01-02	Character sees a gambler running out of a gambling house (1D20): 1-7 he is being chased by a guard accusing him of cheating 8-10 he is carrying a large amount of money, which he is spilling 11-14 he is asking for help, claiming he was robbed 15-20 he is accusing the place of having rigged games.
03	06-08	03-04	A drug dealer approaches character offering to sell a large amount of drugs. (1D20): 1-7 it is legitimate, he had a customer back out on a deal 8-10 he is spiting a buyer by selling their usual supply 11-20 it is really cow dung and straw
04-08	09-14	05-06	Character hears a hawker from gambling house offering great odds and honest games (10% chance it's true)
09-13	15-20	07-09	A prostitute approaches the character (1D20): 1-7 she asks for help- she is being harassed by a bouncer from a brothel because she is a street walker 8-15 she works in a brothel and is trying to make a little on the side 16-18 she is trying to drum up business for a kinky brothel 19-20 she is from a brothel trying to buy some drugs on the sly as her pimp or madam is threatening to cut them off.
14-19	21-24	10-14	A girl runs out of a brothel and up to a character, claiming she is being held prisoner and asking for help. She is (1D20): 1-10 being chased by 1d4 guards 11-16 not being chased but is frightened to the point of hysteria 17-20 being chased and slips a note to character giving a name and offering a reward for help (40% True)
20-23	25-30	15-17	Young, pre-adolescent girl approaches character advertising (but not soliciting herself) a brothel; she is accompanied discreetly by a large guard.
24-27	31-37	18-22	Character sees a young girl being harassed by two men; she asks for help, saying she is just a messenger for someone from a brothel and offers a reward.
28-29	38-41	23-27	Characters see a fight between two prostitutes from (1D20): 1-6 the same brothel, over alleged favoritism 7-11 different brothels, over insults. 12-20 they are streetwalkers, over an invasion of territory
30-31	42-46	28-32	Characters see a fight between workers in two different gambling houses; they are shouting insults about rigged games, etc., and trying to involve bystanders in the argument

<b>32-33</b>	47-51	33-36	Guard from a brothel recognizes character (20% correctly) and accuses him of (1D20): 1-7 abusing one of the girls 8-14 stealing from one of the girls 15-20 trying to steal a girl from the brothel
<b>34-35</b>	52-56	37-40	Guard from gambling house recognizes character (20% correctly )and accuses him of (1D20): 1-7 cheating 8-14 running out without paying his IOU 15-20 trying to bribe a dealer at the table
<b>36-95</b>	57-97	41-90	Roll normally on westside table
<b>96-00</b>	98-00	91-00	No encounter

## THE SLUMS/POOR SIDE OF TOWN ROLL 2D10 (1-100)

day	evening	night	Encounter type
<b>01-05</b>	01-04	01-05	Beggar asks character for food/wine/money
<b>06-10</b>	05-08	06-08	Urchin approaches character. He is (1D20): 1-10 begging 11-15 a pickpocket using his appearance as a “cute kid” to get at a purse 16-20 offering to guide characters for a price
<b>11-13</b>	09-13	09-10	A very thin, dirty girl approaches character, offering him a good time for a small charge
<b>14-15</b>	14-15	11-15	A small pack (1D8) of thin scroungy dogs (1D20): 1-10 are causing a roadblock by harassing a draft horse team pulling a wagon 11-19 harass any animals in the characters party 20 attack character
<b>16-18</b>	16-19	16-19	Characters see a boy being roughed up ( not beaten) and threatened by a gang ( 1D10+2) of slum/poor boys for no obvious reason
<b>19-21</b>	20-22	20-23	Characters see a fight between two rival gangs (1D10+2 in each) with sticks and a few knives; the fight is blocking the street.
<b>22-23</b>	23-26	24-27	Characters are challenged by three boys who claim to be part of a gang (1D12 more are hidden who can get there in less than a minute). The boys (1D20): 1-10 accuse them of supporting a rival gang 11-20 are looking for a bribe to let the character get through without a problem
<b>24-27</b>	27-29	28	A girl/boy (50/50) approaches characters asking for rescue from a gang (1D20): 1-6 there is no one in sight 7-14 1d10+2 boys show up and threaten violence if she/he isn’t returned 15-20 1D10 boys show up and offer to buy him/her for a small sum
<b>28-31</b>	30-33	29-33	A pair of urchins try to steal a horse/mule from the party (if none in party, reroll)

<b>32-33</b>	34-37	34-35	Man approaches character claiming to be a scion of a wealthy family who was kidnapped and drugged; asks for help and offers a reward (20% chance story is true. If true, 30% chance his family doesn't want him back).
<b>34-35</b>	38-40	36-40	A well-dressed gang (1D8+2 ) of boys stops characters and the leader very obviously and scornfully demands a bribe. The boys are obviously noble kids here slumming. They will fight if necessary, but if any are hurt and word gets back to the parents, there will be hell to pay.
<b>36-90</b>	41-90	41-80	Roll normally on westside Table
<b>91-00</b>	91-00	81-00	No encounter

