

# RANDOM ENCOUNTERS: SHARN, CITY OF TOWERS



# THE SHAPE OF THE CITY

## SHARN'S FIVE "QUARTERS"

The City of Towers is a massive metropolis, and because it cannot grow wider, it must instead grow taller. Each quarter of Sharn is divided into 3 vertical levels, and each level / quarter combo is called a **ward**. The height of the wards indicates status and wealth- the higher they are, the richer you'll find the citizens to be.

**Lower Wards.** Laborers, refugees, the desperate and poor. There are little to no guards in this area, making it a haven for criminals, gangs, and monsters.

**Middle Wards.** Middle-class citizens make up these wards, with small but bustling businesses, modestly priced services, and a small City Guard presence.

**Upper Wards.** Home to the wealthy and powerful. Business owners in these wards sell the highest quality goods and services, and violence is rare thanks to the overwhelming City Guard presence.

## HOW TO USE THESE TABLES

Each table found below will present a variety of options for encounters in each of Sharn's districts. Each Quarter has 3 tables- one for each Ward. Because Sharn is such a huge city, and there are exceptions to every rule, I tried to make the encounter options vague. These are not meant to do anything more than spark brief roleplay opportunities or ideas for more in-depth plot hooks of your own making.

**If you'd like a more in-depth supplement with NPC names and stat blocks, as well as shop names and inventories, keep an eye out for my upcoming Merchant's Guide product.**

## CENTRAL PLATEAU QUARTER

### UPPER CENTRAL WARD

#### d100 Encounter

- 01- A passerby offers you an invitation to an artifact  
14 auction.
- 15- A magical alarm begins shrieking nearby- the  
29 Kunderak Bank of Sharn is being robbed!
- 30- One of the courtyards has been overtaken by a class  
44 of magically-apt children who are practicing their cantrips.
- 45- A man is offering to paint portraits of your future  
59 for only 15gp (the future painted is always grim).
- 60- A player temporarily loses their coinpurse, only to  
74th find 25 more gold coins in it than when they lost it.
- 75- A noblewoman is crying on the steps of a  
89 magewright's shop, but no one is giving her a second glance.
- 90- A guard mildly harrasses one of the players for their  
00 wardrobe, questioning if they are in the right ward.

### MIDDLE CENTRAL WARD

#### d100 Encounter

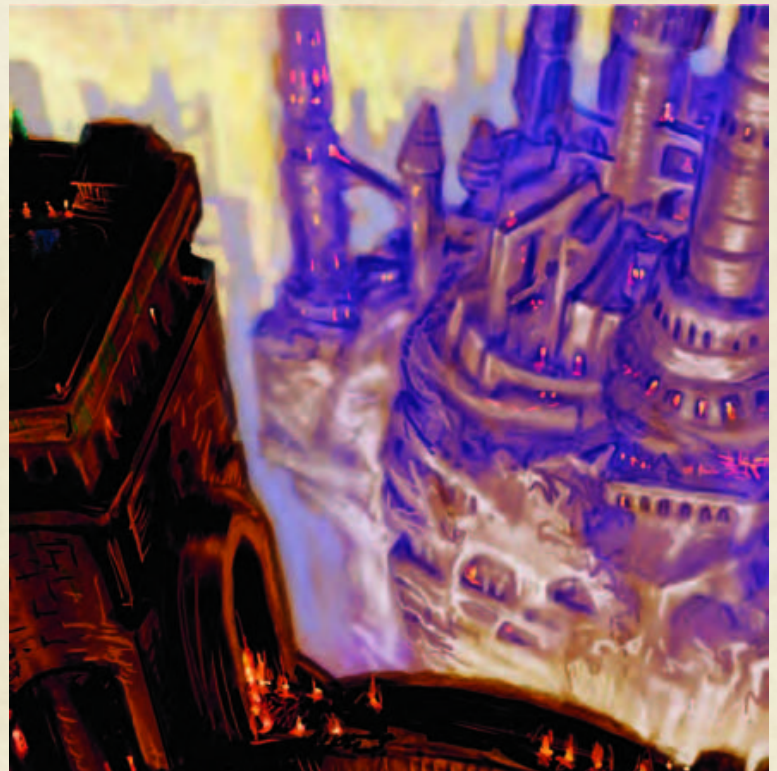
- 01- A half-elf child is selling paper toys to afford House  
14 Jorasco's healing spells for her mother.
- 15- A pair of thieves have cornered an elderly robed  
33 man and are threatening to kill him if he doesn't pay up.
- 34- A tavern door bursts open and a drunken brawl  
49 spills into the streets. A sober patron is taking bets.
- 50- Three goblins dressed in children's clothes are  
67 running about, begging for gold or other shiny objects. They seem to think they are adequately disguised and vehemently deny being goblins.
- 68- A small parade celebrating the Silver Flame is  
84 making its way through the narrow streets.
- 85- A fire has erupted from a nearby artificer shop, due  
00 to an experiment gone wrong.

### LOWER CENTRAL WARD\*

#### d100 Encounter

- 01-49 No Encounters
- 50-00 The players witness a burglary in progress.

\*Lower Central Ward is mostly residential. It's generally a peaceful and safe region of the city, and therefore a rather uneventful location.



## DURA QUARTER

### LOWER DURA WARD

#### d100 Encounter

- 01- The players run into a district of surprisingly friendly immigrant bugbears.  
19
- 20- A goblin is standing atop an overturned trash bin, calling into the crowds for people to come inside his establishment and come gamble.  
39
- 40- A pickpocket attempts to rob one of the players.  
61
- 62- Sitting on the ground is a middle-aged woman, clearly very sick. If there's an obvious caster in the party, the woman begs for healing. If not, she asks instead to be taken to House Jorasco for healing.  
80
- 81- The players find a slain guard in a small, dark alley.  
00 On his chest is a scroll bearing the crest of House Tarkanan.

### MIDDLE DURA WARD

#### d100 Encounter

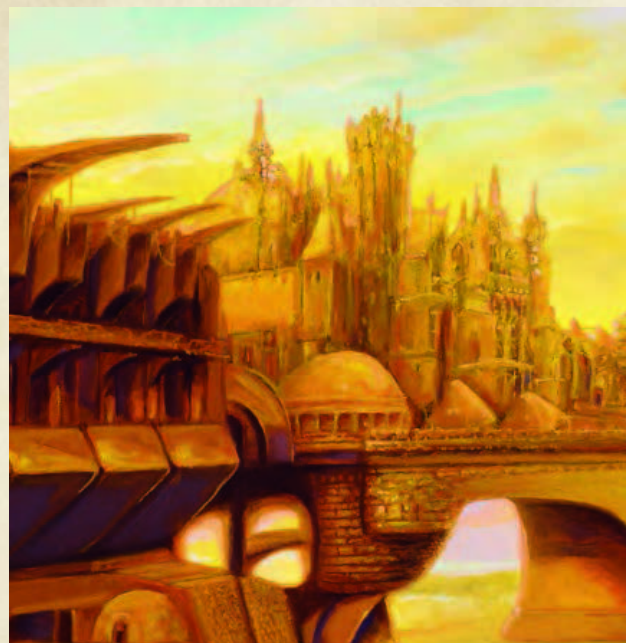
- 01- In the Bazaar, a merchant attempts to get a player to sample his *exotic* potions. (These potions are drugs.)  
15
- 16- A local inn is having a cooking contest, and the winner gets a Ghallanda Crest voucher for free stay at any Ghallanda inn.  
34
- 35- The second player to buy **any** object in this ward is deemed a lottery winner, and is handed 150gp.  
50
- 51- A player finds a small steel mirror abandoned on the ground. However, it is cursed- if picked up, it will not separate from flesh until the curse is removed.  
68
- 69- One player feels as though they are constantly being watched while in this ward.  
85
- 86- A small group of citizens are discussing the Race of Eight Winds and who will win. One of them, clearly frustrated, turns to a player and asks who they think will win.  
98
- 99- A player finds a bank note able to be cashed at a Kundarak Bank for 450gp.  
00

### UPPER DURA WARD

#### d100 Encounter

- 01- One of the taverns is having a Wild Magic Brew\* drinking contest. Winner gets 300gp!  
21
- 22- Several MISSING posters all over this ward's walls show a calico cat and a reward for 100gp.  
43
- 44- A passing nobleman compliments a player on their wardrobe and invites the party to dinner at his manor.  
63
- 64- A festival is underway!  
82
- 83- A player steps on the tail of a calico cat that was curled up on a staircase. It looks hungry.  
00

- Wild Magic Brew is an alcoholic beverage that, when consumed, gives the imbiber a random effect from the Wild Magic Surge table in the Player's Handbook.



## MENTHIS QUARTER

### LOWER MENTHIS WARD

#### d100 Encounter

- 01- A ragtag theater group is performing a play, until one of the actors collapses. He's been poisoned!  
19
- 20- Any player with proficiency in an instrument is asked to join a street musician, with whom he will split any tips. (8 gp each)  
37
- 38- A bloodied half-orc is calling for fighters to participate in the Burning Ring, a gladiator arena.  
53
- 54- A magical duel has broken out! Players make **1d4 Dexterity Saving Throws** to avoid being hit until the guards arrest them.  
72
- 73- An entourage from the Talenta Plains is making its way down the street on their dinosaur mounts, drawing much attention.  
88
- 89- A young spectacled man is handing out flyers for an expedition to the Mournlands in search of treasure.  
00

### MIDDLE MENTHIS WARD

#### d100 Encounter

- 01- A student rushing through the crowd spills his pack everywhere. A worn book lays forgotten as he scurries away. The book is titled **Hot Forges, Hotter Bodies** by Smithe McGee  
21
- 22- A street vendor is selling exotic hot foods, and offers a player a sample of the steamed Talenta beetle.  
42
- 43- A magewright offers to mend anything the players need for only 3gp.  
63
- 64- If any players know Elvish that **isn't** of Elvish decent, an elderly woman approaches them and begins speaking it as though she knew they would understand.  
84
- 85- A warforged blocks the players' path. He answers no questions and says nothing. After a few moments, he leaves as though nothing happened.  
00



### UPPER DURA WARD d100 Encounter

- 01- Players meet a gnomish tailor, who invites them to a local Gala and offers to fit them for the occasion.  
17
- 18- **1d4 mercenaries** \*appear seemingly out of nowhere and begin trashing a magical shop.  
37
- 38- A WANTED poster shows a potion shop in need of taste testers. 10gp per potion tested, no guarantee of survival.  
57
- 58- If the players enter a shop, it seems to be completely void of any employees, and no one is looking...  
75
- 76- A scruffy looking man offers the players 200gp to crash the Gala and poison the punch.  
88
- 89- A pair of guards wrongfully accuse a player of theft.  
00

\*Use the **Bandit** stats.

## THE NORTHEGE QUARTER

### LOWER NORTHEGE WARD d100 Encounter

- 01- Any players with the **Shifter** race is constantly greeted like family by passersby.  
14
- 15- An elderly man can be heard talking to his wife near a staircase. Upon closer inspection, he appears to be talking to a bird on his shoulder, which is in fact dead.  
37
- 38- The party feels as though they are being watched in this ward, but only when out in the open.  
52
- 53- Turning a corner, the party sees a bear walking nonchalantly down an alleyway. No one else seems to have noticed.  
74
- 75- A stray dog makes direct eye contact with a player for several moments and disappears. This happens 1d4 times and means nothing.  
00

### MIDDLE NORTHEGE WARD d100 Encounter

- 01- If any player is a **Dwarf**, they are greeted by a group of Dwarves of the opposite sex, whom call the player by the wrong name and invite them to ditch the rest of the party to go with them.  
24
- 25- A drunken Dwarf is thrown out of a tavern, and politely asks the party to help him find another drinking establishment.  
48
- 49- 1d4 human nobles are being escorted by 1d6 heavily armed guards. They appear to be taking something very valuable to the Bank.  
74
- 75- The party is invited to a public funeral for a City Guard who died saving a small child from a fire.  
97
- 98- A player who gambles at any tavern wins the deed to a small house in this ward.  
00

### UPPER NORTHEGE WARD d100 Encounter

- 01- The party comes across the **The Veil of Flesh**, a tattoo and piercing parlor, and the owner offers a free tattoo.  
19
- 20- An Elven noble within arm's reach is about to be hit by a speeding carriage. If the player's help, they are rewarded with a meal at **The Oaks**, one of the fanciest restaurants in the city.  
38
- 39- A player finds a discarded dagger in the street. The blade is still dripping with fresh blood.  
57
- 58- A passing bird takes care of business while flying over the party. Luckily, a nearby magewright sees what happened and cleans them up for free.  
74
- 75- A likely inebriated man in sailor attire is being physically removed from the ward by two guards, and neither of them seem phased when he claims he just witnessed a murder.  
90
- 91- Any player with the **Criminal** or **Charlatan** background notices that the city guards are always looking at them.  
00

## TAVICK'S LANDING QUARTER

### LOWER LANDING WARD d100 Encounter

- 01- A group of warforged are standing guard around makeshift prison cells built into the wall.  
17
- 18- The players hear a scream from above them, and look up just in time to see a woman fall off the side of a high-up bridge.  
35
- 36- Players see a poster that says **WANTED: THE PANTHER**. It offers 400gp for his capture, but no other information.  
54
- 55- A trio of blind goblins sit on the side of the street and pitifully shake a tin cup, begging for coins. Every so often, one of them lifts their blindfold to peek around.  
71
- 72- A merchant's caravan passing through the gate suddenly overturns, spilling his goods all over the street.  
85
- 86- A player notices a pack of rats dragging something into a dark alley. It appears to be a bloody bag, and inside are silver arrowheads.  
00

## MIDDLE LANDING WARD

### d100 Encounter

- 01- Players are offered tickets to watch the Aerial  
19 Jousting Tournament.
- 20- A naked male Dwarf bursts forth from a random  
40 door and begins chasing a black cat down the  
street.
- 41- Two rival adventuring guilds spot the players at the  
55 same time and begin fighting over who will recruit  
them.
- 56- The players come across the charred remains of a  
72 building, and the petrified body of a gnome mid-run  
that was attempting to flee an explosion that  
happened long ago.
- 73- A soaking wet female dwarf brushes past the party,  
90 and someone nearby explains she's been cursed by  
a sea hag.
- 91- A sky captain from House Lyrandar is handing out  
00 free tickets to his ship's maiden voyage.

## UPPER LANDING WARD

### d100 Encounter

- 01- A group of holy men are yelling profanities at a  
16 scantily clothed woman, who is being led away by  
two guardsmen.
- 17- A group of servants are attempting to wash  
33 vandalism off of a wall. It reads **IT IS AWAKE  
BENEATH US** and appears to be written in blood.
- 34- A bard is performing when the players arrive, and in  
49 his song is about a group of adventurers whose  
names are the exact names of the party members.
- 50- If carrying any, a guard demands to see each party  
64 member's license to carry their weapons. If they  
don't have the license, their weapons are  
confiscated.
- 65- A player finds a jeweled spear leaned up against a  
75 wall with no one around.
- 76- An ox-led cart has stopped in the middle of the  
91 street, causing quite a commotion. It appears his ox  
decided to take a nap.
- 92- A fight breaks out in the market and one of the  
00 thugs is thrown into a produce stall and cabbages  
go flying.

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