

# TAVERN



## *Crawl*

Random Encounters  
for Towns & Taverns

The streets fill your vision and stretch out before you invitingly, buildings lean as if to invite you in and alleyways branch off each road promising adventure and excitement. You can tell from the smells and sounds that you will find here anything you could possibly want. A warm wind brushes the buildings as a sense of excitement settles comfortably around you.

Adventure, supplies, employment and even rumours of great deeds done and yet to be achieved can all be found here for any traveler passing through. But what will be the cost and is it to be paid in gold?

## CREDITS

**Writers:** Tam Henderson and Matt Henderson  
**Layout:** Matt Henderson  
**Cover Illustrator:** James Gray  
**Interior Illustrators:** James Gray, Matt Henderson  
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**Loke Battle Mats**





# TOWNS & TAVERNS

## TAVERN CRAWL



### CONTENTS

#### TOWNS & TAVERNS

Introduction	4
About the Books	5

#### TOWN ENCOUNTERS

System Mechanics	6
Town Encounters	8
Town Districts	8

#### CASTLE WARD

Castle Ward Districts	10
Castle Ward Encounter Table	12

#### CEMETERY

Cemetery Districts	14
Cemetery Encounter Table	16

#### DOCKS

Docks Districts	18
Docks Encounter Table	20

#### GUILD QUARTER

Guild Quarter Districts	22
Guild Quarter Encounter Table	24

#### HIGH STREET

High Street Districts	26
High Street Encounter Table	28

#### LANES

Lanes Districts	30
Lanes Encounter Table	32

#### NOBLE QUARTER

Noble Quarter Districts	34
Noble Quarter Encounter Table	36

#### RURAL

Rural Districts	38
Rural Encounter Table	40

#### SLUMS

Slums Districts	42
Slums Encounter Table	44

#### UNDERCITY

Undercity Districts	46
Undercity Encounter Table	48

#### ENCOUNTER DETAILS

Encounter Details	50
-------------------	----

#### TOWN ADVENTURES

Town Adventures	118
What's the Plot	119
Adventure Stages	121
Town Layout	124
Arranging the Pages	129

#### RANDOM TABLES

Random Tables	130
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# TOWNS & TAVERNS

## INTRODUCTION

This generator is designed to be used with the Towns & Taverns Books of Battle Mats (either the physical books or the digital tiles) to generate random encounters and scenarios for your roleplay game.

This generator tool is not a roleplay game or system by itself, it is designed to work with your existing and preferred systems and is written to be as compatible as possible with all current systems.

It is designed to help you roll up a Town adventure using our books (or digital tiles).

Contained within are 140 pages of rules, tables, details and guidelines for generating town based encounters, covering a wide range of possible town districts.

So its over to you, roll your town adventure!

*Matt & Tam Henderson*  
Loke BattleMats

## GOOD TO KNOW

We've used the following two styles of text box to highlight certain types of information.

Green Text Box - Information text used to offer tips on how to use this book.

Blue Text Box - Example text that will offer examples how this book could be used.

## TOWN WORKSHEET

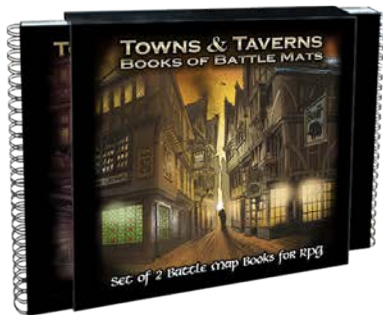
This Town encounter generator book can use a town worksheet to track your thoughts and progress.

This is available alongside the digital version of the book.

## HOW RANDOM!

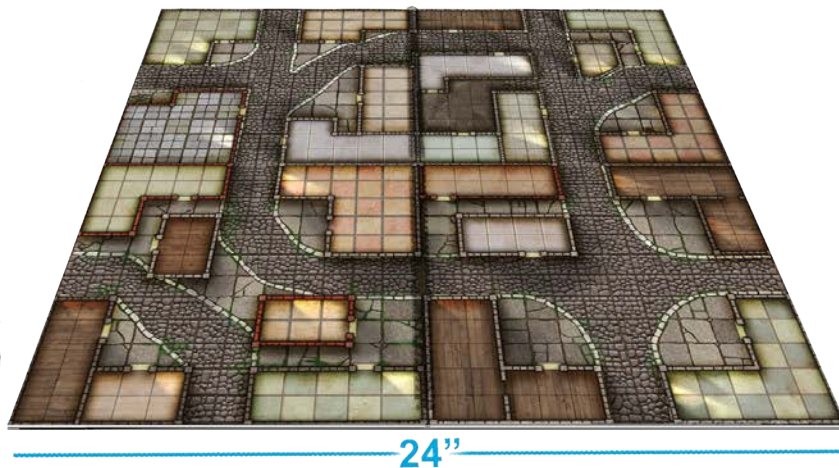
This document contains a lot of random tables, please use these as fits your game, re-roll, pick and change as much as you like. This book is yours to use as you see fit.





# TOWNS & TAVERNS

## SET OF 2 BATTLE MAP BOOKS FOR RPG



## TOWNS & TAVERNS BOOKS OF BATTLE MATS

Inspire a new campaign of adventures on this adaptable and portable two book fantasy town set which will evolve with your adventure.

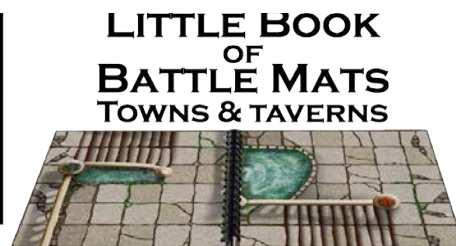
No more hastily drawing town streets or spending hours preparing maps for games. Just open & roll for initiative!

The Towns & Taverns Books of Battle Mats are a pair of modular Battle Map Books that combine to give you up to an epic 24"x24" encounter battle mat while still fitting in your bag and on your bookshelf alongside your rule books.

Modular designs line up seamlessly to allow you to form a town scene for any encounter! Hundreds of combinations, size and shape options, all wipe clean and fully customisable for your adventure.

The Towns & Taverns Books of Battle Mats are the latest in our award-winning range of Battle Mat Books.

For more details visit [www.lokebattlemats.com](http://www.lokebattlemats.com)



## LITTLE BOOK OF BATTLE MATS

The Little Book of Battle Mats (Towns & Taverns) is a standalone companion book to The Towns & Taverns Books of Battle Mats.

Small and portable, the Little Book adds extra rooms, streets and buildings where and when you need them.



## ADD-ON SCENERY

Add-On Scenery for RPG Battle Maps (Town Trimmings) is a pack with over 100 reusable static cling town themed decals that can be used to customise your laminated battle maps, and work perfectly on our Battle Mat Books range.

# TOWN ENCOUNTERS

## SYSTEM MECHANICS

We'd like to start this section by explaining how the elements used throughout this document are written to be generic and useful for a wide range of game systems.

As there are a vast number of RPG systems out there with a wide range of rules and character options, and within those systems may lie a wide gap between basic and advanced characters it's practically impossible to provide rules to suit everything.

As a result, this random town encounter generator does not provide rules for any particular RPG system, instead a series of keywords are used to assist with assigning appropriate stats and rules from your chosen system.

These keywords are grouped here as **Damage**, **Difficulty**, **Challenge**, **Enemy Type**, **Group Size** and **NPC Type**.

These keywords should be treated as a guideline and modified however you wish for your game.

In addition, the term **Character** or **Characters** is used throughout to refer to any player controlled characters.

## DAMAGE

Damage is a guide to help determine what amount of damage an enemy, trap, spell effect, environmental effect etc. may be able to cause to a character.

**Minor** - Only small amounts of damage are likely from this source, a Character would probably be able to withstand a high amount of Minor damage. This type of damage should be an inconvenience.

**Light** - This is a common sustainable amount of damage that a Character could cope with a good number of times, not negligible but nothing to worry about unless it happens too often.

**Major** - A serious amount of damage, not enough to trouble a full health Character outright, but they would not want to suffer many of these. This type of damage should be significant and could have an impact on characters.

**Lethal** - A potentially killing amount of damage. While not necessarily always a killing blow, this type of damage should carry the potential to put a character out of action.



## DIFFICULTY

Difficulty is used to indicate the chance of success at a task, for example skill style tests like lockpicking, climbing, perception etc.

**Simple** - Very little chance to fail for a suitably trained character

**Routine** - A trained character may fail this task but is more likely to succeed.

**Difficult** - These tasks are more likely to end in failure than success without some kind of assistance (magic, equipment, other characters etc.).

**Very Difficult** - As a Difficult task but even harder.

**Near Impossible** - Should require exceptional effort or assistance to complete, the most difficult skill challenges available.

## CHALLENGE

Challenge is a guide to indicate the abilities of an Enemy or NPC.

**Easy** - Weaker than a single character, could cause Minor damage, Simple difficulty skills.

**Standard** - Almost equal to a single character, Light damage possible, Routine difficulty skills.

**Elite** - Require effort from multiple characters. Major damage possible, Difficult skill difficulty.

**Boss** - Require whole party using special abilities, consumables etc., lethal damage possible, Very Difficult skill difficulty.

**Overwhelming** - Should not be dealt with head on, lethal damage possible, Near Impossible skill difficulty.

## ENEMY TYPES

Enemy Types are the broadest level categorisation of the Enemies that Characters may encounter.

**Beasts** - Enemies with animal level intelligence and instincts.

**Antagonists** - Part of a community of enemies, would work together with other antagonists.

**Monsters** - Independent enemies that could also present a danger to Beasts, Antagonists and other Monsters.

## GROUP SIZES

Group size is used to determine how many of an Enemy or NPC is present in an encounter.

Many of the Group Sizes are based on the number of Characters to help balance encounters.

**Lone** - A single Enemy or NPC

**Pair** - Two Enemies or NPCs

**Small** - Half as many as the Characters

**Equal** - Equal in number to the Characters

**Large** - Twice as many as there are Characters

**Very Large** - Three times the number of Characters

**Horde** - Five times as many as the Characters

**Beyond Count** - For the purpose of the encounter there is no end to the number of Enemies or NPCs

## NPC TYPES

These NPC Types are used to give a general feel of what skills and abilities an NPC may have.

**Cleric** - The NPC may wield divine magic of some form. E.g. Priest, Cleric, Shaman, Druid etc.

**Commoner** - The NPC is not associated with any particular class/archetype. E.g. Villager, Trader etc.

**Performer** - The NPC has performance based skills of some form. E.g. Bard, Singer, Actor, etc..

**Ranger** - The NPC is martial with survival and animal skills. E.g. Scout, Beastmaster, Ranger etc.

**Rogue** - The NPC excels at subterfuge based skills and criminality. E.g. Assassin, Thief, Trickster etc.

**Scholar** - The NPC has knowledge based skills. E.g. Loremaster, Artificer, Sage etc.

**Warrior** - The NPC excels at fighting based skills. E.g. Fighter, Barbarian, Knight etc.

**Wizard** - The NPC may wield arcane magic of some form. E.g. Mage, Sorcerer, Warlock etc.

If a \* is shown alongside an NPC, then chose or randomly determine its NPC Type (a d8 can be used to choose between the 8 types).

Note: that it's quite common for an Elite enemy to also have an NPC Type assigned.

# TOWN ENCOUNTERS

## TOWN ENCOUNTERS

The following pages lay out hundreds of random encounters which you can use in your fantasy urban adventure! We have given each town district its own unique flavor and a set of encounters likely to occur there.

### ENCOUNTER TABLES

We have given you a summary table of encounters for each district.

You can roll a D100 to randomly select encounters for each district, or of course pick and choose as you please.

### ENCOUNTER DETAILS

Each encounter in these summary tables is listed in alphabetical order in the following Encounter Details section where you will find a lot more information on the encounter, adversaries, effects and much more!

These encounters are system agnostic so please refer to the system mechanics guide on the previous pages for the terms we use to balance these encounters for your party and adventure.

If you would like to go further and roll up a random map area for your encounters we have put a section in to help you do this later in the book in the Town Adventures chapter.

### RANDOM TABLES

We'd like to quickly mention that there is a chapter at the back of this book with a selection of handy tables for rolling up all manner of usefull things, like Tavern names, Monsters, Guilds etc.

So if you're stuck for something to include or what to name something head there for some ideas.



## TOWN DISTRICTS

Town Districts are where the actual Encounters are generated.

Simply choose or roll to determine which District Encounter table to refer to:

DISTRICT	DESCRIPTION
1 - 2	<b>CASTLE WARD</b> - A seat of power and government in the town.
3 - 4	<b>CEMETERY</b> - A resting place for the dead.
5 - 6	<b>DOCKS</b> - Busy ports and connected streets.
7 - 8	<b>GUILD QUARTER</b> - A hive of industry.
9 - 10	<b>HIGH STREET</b> - The shopping areas.
11 - 12	<b>LANES</b> - Residential streets.
13 - 14	<b>NOBLE QUARTER</b> - Luxury houses for the rich.
15 - 16	<b>RURAL</b> - Town outskirts or villages.
17 - 18	<b>SLUMS</b> - The poorest neighbourhoods.
19 - 20	<b>UNDERCITY</b> - Forgotten places and the sewers beneath peoples feet.

Each District is detailed in the following Chapters.

Also, don't forget that a District may well have a general population of Commoner NPCs in the background, each District will give some details on how well populated it's likely to be.

### DISTRICT ENCOUNTER TABLES

Each District has a brief overview, a selection of ten maps well suited to that District and a table of district encounters to roll random encounters per District.

### TOWN ADVENTURES

After the Encounter Details section we offer a system to generate whole adventures in your town along side rules for randomly placing map pages/ tiles.









# CASTLE WARD

## CASTLE WARD DISTRICTS

The Castle Ward district is a centre of power and government within a town or city.

The district will get its name from the many fortified structures that offer protection to the elite who reside here.

This is where the ruler has their court, where any government meets and where laws are made and enforced.

There is always going to be a lot of the main military groups for the region here and they may well have their command and headquarters within the district.

This is the place to find officials about their business and to meet some of the most influential people of the town or city.

## POPULATION

Castle Ward districts have a low population of residents but are often well patrolled by the military and attract many visitors during the day on business or pleasure.

## LAW & ORDER

As the seat of power for the town or city the Castle Ward has a healthy watch presence and an even healthier military presence. It would be most foolish to cross the law in this district.

## UTILITIES

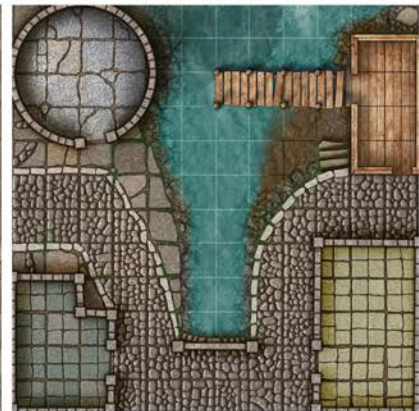
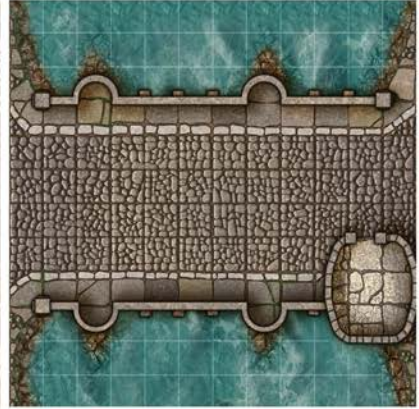
This district would be clean, well maintained with well lit areas at night. There are only likely to be a select few shops and taverns, but they would be of the highest quality.

## RANDOM ENCOUNTERS

Use the Castle Ward Encounter Table to generate random encounters for Castle Ward districts.



# CASTLE WARD



## MAPS

We'd suggest the following map pages from *Towns & Taverns* as particularly suitable for encounters in a Castle Ward district.

### Volume 1

p19-20

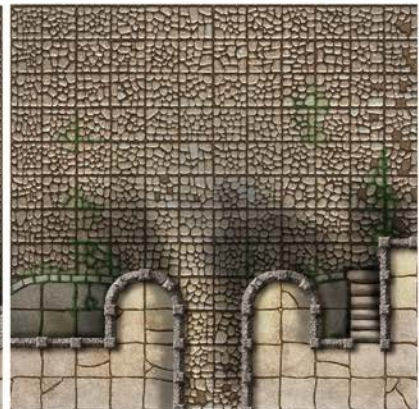
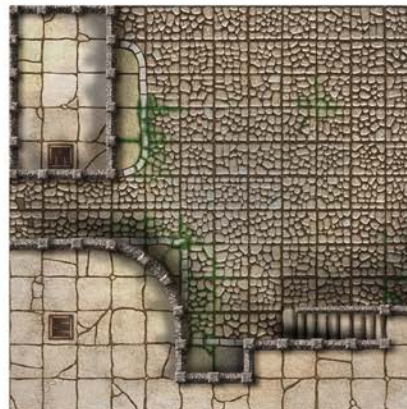
p33-34

p35-36

### Volume 2

p19-20

p35-36





# CASTLE WARD

ROLL (D100)	CASTLE WARD	DESCRIPTION
1	A MATTER OF CONFIDENCE	Well dressed confidence trickster has a fantastic deal.
2	ABANDONED CART	Empty and in the way.
3	BAD VIBES	You can feel it coming in the air tonight.
4	BANQUET CHEF	A very busy, angry chef.
5 - 6	BLADE IN THE DARK	Who did you upset this time?
7 - 8	BORED CHAMPION OF JUSTICE	An aging warrior past their prime.
9 - 10	BUILDING SITE	Noisy inconsiderate builders making a nuisance.
11	CHERRY TREE	In full bloom.
12 - 13	CLEANERS	Sweeping up and bashing carpets in these parts.
14 - 15	COMPROMISED WATCHMAN	He works alone for a reason.
16 - 17	DISINHERITED NOBLE	A noble down on their luck has a cunning plan.
18 - 19	DRAY	Viewed as the most important delivery service.
20	EMPTY BARREL	Abandoned and clearly of no further use.
21 - 22	EXOTIC AMBASSADOR	From a distant land on a mission of trade.
23 - 24	GUARDS GUARDS!	Some are more alert than others.
25	HACKNEY CARRIAGE	That is a very shiny horse.
26	HANGERS ON	Drawn to wealth and power like flies to...
27 - 28	HIGH JUDGE	Sat with a black cloth perched on their powdered wig.
29 - 30	HIGH PRIEST	The Church does not welcome all.
31 - 32	HILARIOUS JAPE	Rich, bored youths have glued a coin to the pavement.
33	JESTER	In demand and keen on cupcakes.
34 - 35	JURY	Setting the scene for a show trial.
36 - 37	LONE BARREL	Nothing obviously unusual.
38	LONG ARM OF THE LAW	A group of the respectable watch members on patrol.
39 - 40	LOOK TO THE SKIES	A person of note has arrived by air (airship, Pegasus etc).
41 - 42	MARTIAL LAW	The military are clearing the area due to an emergency.
43	MASTER OF CLOTH	At the very heart of courtly fashion trends.
44	MASTER OF COIN	Responsible for counting the taxes, rents and duties.
45	MASTER OF ESTATES	Responsible for buying & selling of property in the town.
46 - 47	MASTER OF HOUNDS	In charge of several large dog packs.
48 - 49	MASTER OF SCROLLS	Also known as the castle librarian.
50	MONKS	Devout, celibate and very boring company.



# CASTLE WARD

ROLL (D100)	CASTLE WARD	DESCRIPTION
51	MOVE ALONG!	The watch are moving undesirables along.
52	MYSTERIOUS VISITOR	A cloaked, hooded and well guarded visitor is in town.
53	MYSTERY NOTE	A scrap of paper carried by the wind.
54 - 55	NUNS	In a certain light that cross looks to have been sharpened.
56 - 58	PALACE DOORS	Large and ornate.
59 - 60	PATH AHEAD IS BLOCKED	A group spreads out across the path ahead.
61	PATRONS WHO LUNCH	Coin, no profession and lots of spare time.
62	PILE OF BOXES & BARRELS	They make the place look untidy.
63 - 64	POORLY BUILT STONE WALL	It looks like it went up in a hurry.
65	PRIZE POODLE	Fluffy, white and truly evil.
66 - 67	PUBLIC EXECUTION	At least its not your head on the block.
68	REGAL BANKER	Tall, thin and shrewd.
69	RESIDENTS ASSOCIATION	Upstanding citizens trying to improve the area.
70 - 71	RULE OF PEACE	It is forbidden to carry weapons in this part of town.
72 - 73	RUNNING MESSENGER	Still the quickest way to send a message.
74	SCHOLARLY BLACKMAILER	Lacks the social skills to be a hanger on or social climber.
75 - 76	SOCIAL CLIMBER	The smile isn't friendly.
77 - 78	SPY	A shady character lurks in the shadows.
79 - 80	STRANGE BRICK	Slightly discolored.
81 - 82	STRANGE STATUE	A stone angel on a plinth.
83 - 84	SUSPECT GRATE	This sewer cover has moved, is that slime?
85	SWASH AND BUCKLER	A professional duelist looking for a mark.
86 - 87	THAT'S BANNED!	Militant priests finding and burning banned books.
88 - 89	THE PETTY EMOTIONS OF MAN	An entity resides here, feeding on the churn of emotions.
90	THE RULER!	Everyone one keeps a respectable distance, or else!
91	THIRD EYE ON THE PRIZE	A diviner has set up a stall and will tell your future.
92	TOM CAT	The top cat of the district.
93	TOURISTS	Yes even here.
94 - 95	TOWN CRIER	Hear ye, hear ye!
96 - 97	TRAITOR	A character not to be trusted.
98 - 99	USURPERS FOLLOWERS	These rebels are planning acts of terror against the town.
100	YOUR BIGGEST FAN	This young noble knows all about you and your exploits.

# CEMETERY



## CEMETERY DISTRICTS

Any town or city where the funeral process includes burial or interment of the deceased then there are Cemetery districts.

For some settlements the cemetery is a simple graveyard whilst for others the cemetery is a walled city within a city with a vast network of tombs and catacombs.

In fantasy worlds where there is a very real threat of the dead coming back in some way it's common to find well sealed tombs, high walls and strong gates around a Cemetery district.

The lack of people in these districts attracts those after some solitude or just trying to avoid any eyes on whatever business they are up to.

## POPULATION

Cemetery districts have an almost zero population, well of the living anyway...

## LAW & ORDER

Crime is especially frowned upon within Cemetery districts but there is often little law enforcement presence, especially at night.

Some cities may have regular holy patrols of mace wielding acolytes or similiar looking to make sure the dead stay at rest.

## UTILITIES

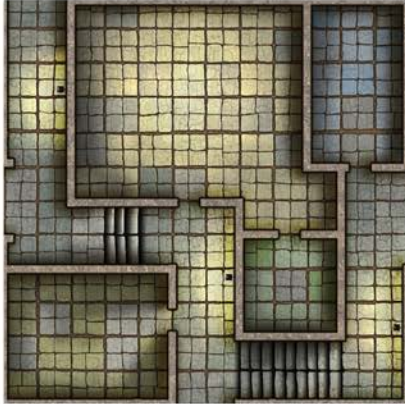
Cemetery disticts have virtually no utilities, it's dark at night and there is not likely to be anywhere to buy anything. In most towns the paths and streets are going to be well tended as a rule.

## RANDOM ENCOUNTERS

Use the Cemetery Encounter Table to generate random encounters for Cemetery districts.



# CEMETERY



## MAPS

We'd suggest the following map pages from *Towns & Taverns* as particularly suitable for encounters in a Cemetery district.

### Volume 1

p19-20

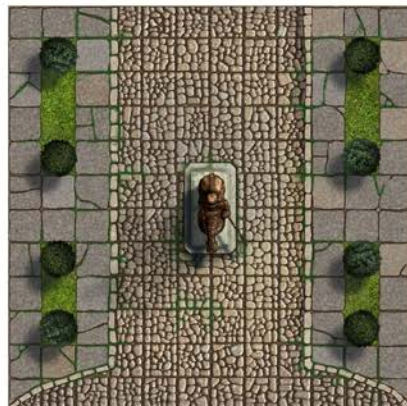
p37-38

### Volume 2

p19-20

p27-28

p37-38





# CEMETERY

ROLL (D100)	CEMETERY	DESCRIPTION
1	BATS	Not usually seen during the day.
2	BEES	Oh Honey.
3	BODY DISPOSAL	Dangerous criminals disposing of their victims.
4	CHAINS OF TORMENT	A groups of shackled ghosts are angry at the living.
5 - 6	CHILLING FOG	A dense blanket of cold fog descends.
7 - 8	CREEPING DEATH	A sign face down in the dirt, it reads 'Beware - Plague Pit'.
9 - 10	CROWS	Hated by the caretaker. And everyone else.
11	DESPERATE SCAVENGERS	Poor, destitute and looking for scraps to survive.
12 - 13	DETECTIVE WORK	A detective with a necromancer in tow.
14 - 15	DIG YOUR OWN	A criminal gang are making a victim dig their own grave.
16 - 17	EULOGY OF THE ARCANE	This headstone is covered in intricate arcane patterns.
18 - 19	FALLEN HERO	An adventuring party mourn one of their fallen number.
20	FERAL DOG PACK	A pack of hungry feral dogs with no fear of people.
21 - 22	FLIES	A large number of flying insects swarm this cemetery
23 - 24	GHOSTLY DIRGE	A song of intense melancholy echoes through the air.
25	GORY SCENE	Blood Everywhere is never good.
26	GRASSY KNOLL	Great for hiding behind.
27 - 28	GRAVE LIGHTS	Dancing will-o'-the-wisps flit across the area.
29 - 30	GRAVEYARD TOUR	A popular tour of the oldest and most ornate gravestones.
31 - 32	GRIEVING LOVER	Swaddled in black, their wails carry on the wind.
33	HAY FEVER	Not every year is this bad!
34 - 35	IN A FLASH	Eerie green light flashes the area, making spirits visible.
36 - 37	INVASIVE SPECIES	This ornamental grass is pretty.
38	MAGPIES	Ooooh Shiny!
39 - 40	MUSHROOMS	Now was it the spotty ones which are poisonous?
41 - 42	MUTUALLY BENEFICIAL	Would the characters know of a good supply of corpses?
43	NECROMANTIC BROWSING	A necromancer and henchmen collecting supplies.
44	NOVICE COVEN	A Group of witches and warlocks dabbling with dark arts.
45	OLD OAK TREE	Lightning killed it many a year ago.
46 - 47	OPEN CRYPT DOOR	The heavy stone door to a crypt slides open
48 - 49	PET CEMETERY	Small graves, recently disturbed.
50	PICNIC	Some super happy locals find this the most peaceful spot.



# CEMETERY

ROLL (D100)	CEMETERY	DESCRIPTION
51	POETIC VISIONS	This poet finds inspiration talking to the dead.
52	POLTERGEIST TANTRUM	An angry spirit begins throwing any small objects about.
53	POTTERS FIELD	Cheap plot don't have the best anti-undead wards
54 - 55	PRIME REAL ESTATE	A noble wants to enlarge his gardens.
56 - 58	RATS!	A swarm of rats.
59 - 60	RELEASE ME!	A ghost pleads for the wards on their crypt to be removed.
61	ROOTS OF DECAY	The trees in the graveyard feed on the dead.
62	RUSTLING BUSHES	Is it the wind that is moving the branches?
63 - 64	SCAVENGING GHOULS	Feral near-human cannibals roam the dark corners here.
65	SHADOWY DANGER	Inky shadows in these crypts hide creatures of darkness.
66 - 67	SIX (ISH) FEET UNDER	Gravediggers are cutting corners.
68	SONG BIRDS	Small and used to people.
69	STARLINGS	An unusually large murmuration.
70 - 71	STRANGE STATUE	A stone angel on a plinth.
72 - 73	STREET BULLIES	Nothing better to do.
74	TALL GRASS	The locals are creating a wildlife garden.
75 - 76	THE CHILDREN OF THE NIGHT	A vampire out for a stroll in the chill night air.
77 - 78	THE PETTY EMOTIONS OF MAN	An entity resides here, feeding on the churn of emotions.
79 - 80	TOLLING BELL	A bell above a sealed tomb is ringing, pulled from within.
81 - 82	TRAVELING HUNTER	Pelts hang from them rather over dramatically.
83 - 84	TREASURES UNTOLD	The epitaph on a statue hints at vast hidden treasures.
85	TRICK, NOT TREAT	A local prankster loves scaring people at the graveyard.
86 - 87	UNDER A WOLF MOON	Werewolf time.
88 - 89	UNUSUAL SPORES	Strange giant alien fungi that look oddly familiar.
90	VAMPIRE HUNTER	An elderly avenging ranger equipped to hunt undead.
91	VISIT FROM DEATH	A deity of death visiting the mortal realm.
92	WARNING TO OTHERS	This criminal continues their sentence in death.
93	WATERSHIP DOWN	Something for the pot?
94 - 95	WELL	Water isn't the only thing down there!
96 - 97	WHAT'S IN THE BOX?	An intricate carved box resting on a plinth
98 - 99	YOU ARE RETURNED	They are convinced you are their beloved reincarnated
100	ZOMBIES!!!	Shambling and hungry for brains!



# DOCKS

## DOCKS DISTRICTS

Docks districts are where a town or city is situated on a coast or river and has a working dock side.

The Docks districts are usually full of hustle and bustle as ships come and go changing who and what is in the district frequently.

The movement of people and goods tend to be a magnet for the more organised types of crime, especially smugglers.

This is also the most likely district for suspect characters visiting town who may require a quick get-away and as a result the likes of bandits and pirates may well be found in the dockside taverns.

## POPULATION

Docks have a moderate local population which is bolstered by the many travellers passing through.

## LAW & ORDER

There would be both a watch and an excise agent presence here, but they are often too few in number to keep an eye on everything happening in a busy dock side.

## UTILITIES

A few lanterns or braziers are lit in key areas but Docks districts are mostly dark at night.

These are busy working streets and not always the cleanest, although that doesn't stop there being a wide range of stalls full of fresh imports and produce from the water.

## RANDOM ENCOUNTERS

Use the Docks Encounter Table to generate random encounters for Docks districts.



# DOCKS



## MAPS

We'd suggest the following map pages from *Towns & Taverns* as particularly suitable for encounters in a Docks district.

### Volume 1

p9-10

p27-28

p35-36

### Volume 2

p9-10

p35-36







# DOCKS

ROLL (D100)	DOCKS	DESCRIPTION
1	<b>BAD VIBES</b>	You can feel it coming in the air tonight.
2	<b>BATTEN DOWN THE HATCHES</b>	A sudden and strong storm hits the district.
3	<b>BITTER COLD</b>	There is an unnatural cold in this area.
4	<b>BOARDED UP WINDOW</b>	Dirty wooden planks hide the glass.
5 - 6	<b>BODY DISPOSAL</b>	Dangerous criminals disposing of their victims.
7 - 8	<b>BOUNTY HUNTERS</b>	A bounty hunter crew on the prowl, in search of their prey.
9 - 10	<b>CABIN BOY</b>	A nimble addition to the crew.
11	<b>CARPENTER</b>	Very busy fixing holes in boats.
12 - 13	<b>CHIMNEY SWEEP.</b>	Older and larger than you would expect.
14 - 15	<b>CRABS!</b>	The crustaceans sort.
16 - 17	<b>CUSTOMS OFFICIAL</b>	Everyone has to pay.
18 - 19	<b>DRINKING GAMES</b>	A drunken group are challenging all to the 'Game'.
20	<b>DRUNKEN SAILOR</b>	What shall we do with them?
21 - 22	<b>ENVOY</b>	Brightly dressed and carrying a proposition.
23 - 24	<b>FISHING JOLLY</b>	A group have hired a boat for a days fishing.
25	<b>FROM THE DEPTHS</b>	Something has slithered from the deep dark sea water.
26	<b>GHOST SHIP</b>	Eerie lights in the fog and drowned men walking.
27 - 28	<b>GORY SCENE</b>	Blood Everywhere is never good.
29 - 30	<b>HARBOUR MASTER</b>	Weather worn and tired.
31 - 32	<b>IMPOVERISHED NOBLE</b>	Oh how the great have fallen.
33	<b>LOBSTER FOR THE POT</b>	This over sized crustacean is on the rampage.
34 - 35	<b>LOCAL PRIEST</b>	There are many rumours around the local preacher.
36 - 37	<b>LOOSE HORSE</b>	Whoa there.
38	<b>LOST CHILD</b>	Well dressed and cared for and very upset.
39 - 40	<b>MAN OVERBOARD</b>	Someone falls in to the water, and cannot swim.
41 - 42	<b>MESSAGE IN A BOTTLE</b>	A sealed bottle with a letter inside floats in the harbour.
43	<b>MUDDY PUDDLE</b>	A watery pool of unknown depth.
44	<b>MUDLARKS</b>	Paupers searching the harbour silt for trinkets.
45	<b>NERVOUS TRADER</b>	He has traveled far to be here.
46 - 47	<b>NICE NIGHT FOR A WALK</b>	Except its not.
48 - 49	<b>OPTIMISTIC FAVOR</b>	Well they're almost old enough.
50	<b>PALM READER</b>	Can also read tea leaves but that costs extra.





# DOCKS

ROLL (D100)	DOCKS	DESCRIPTION
51	PEASANTS	Poor, usually hungry and rather pungent.
52	PIRATE PARTY	Don't even think about saying Parley.....
53	PIRATE SHIP	Tall tails of a tall ship.
54 - 55	PRESS GANG	Volunteers needed.
56 - 58	RAIN	It's really coming down!
59 - 60	RELENTLESS BURNING SUN	It's unusually hot.
61	RETIRED SEA CAPTAIN	Leaning against the side of the building.
62	RISING MIST	Wasn't it sunny a moment ago?
63 - 64	SCRAPS	A delicacy for the local strays.
65	SEAGULLS	unrepentantly responsible for making sure no one sleeps.
66 - 67	SET THE SAILS RIGHT	A group busy sewing ship sails.
68	SILK TRADER	Merchant desperate to rise in station.
69	SLIPPERY STONES	Slimy and damp.
70 - 71	SLUM LANDLORD	Poor digs for few coins.
72 - 73	SMUGGLERS	Cheap Rum doesn't get itself into the Tavern Cellars.
74	SOMETHING FISHY	Suspect folk smell somewhat fishy.
75 - 76	STOCKS	Wooden and stained.
77 - 78	STRANGE BRICK	Slightly discoloured.
79 - 80	STRANGE GROUTING	Between the bricks looks odd.
81 - 82	STREET FOOD	Unidentifiable meat with strong local spices.
83 - 84	STREET PROPHET	Shouting makes it true.
85	SUSPICIOUS DOOR	Blocking entry to a rather drab building.
86 - 87	THE "COMPANY"	The oldest Profession is keen to make new friends.
88 - 89	THE DRAY	Viewed as the most important delivery service.
90	THOUGHTFUL FISHERMAN	Doesn't seem focused on the days catch.
91	TIDAL AREAS	The sea rises and falls.
92	TOURISTS	Yes even here.
93	TRAVELING APOTHECARY	Doctor or Quack?
94 - 95	TREASURE MAP	Clearly labeled but in an unknown language.
96 - 97	URBAN FOX	Larger than their rural cousins.
98 - 99	WATER PUMP	Absolutely will not make you sick, will it?
100	WINE TRADER	A Master of their craft.



# GUILD QUARTER

## GUILD QUARTER DISTRICT

The Guild Quarter districts are where business and industry happen within a town or city, with workshops, shoos, factories, forges and similar busy throughout the day.

These districts are hives of industry, invention and learning. They are the go to part of a town or city to find scholars or expert craftsmen.

Guilds can weild a lot of power within society and this district is the base of operations for many of them. This can lead to power struggles between guilds and is a constant source of friction, and possibly pay for the Characters

## POPULATION

Guild Quarter districts would have a low population outside of the busy working hours when they are packed with people.

## LAW & ORDER

Alongside a small number of watch patrols there would be forces provided by the larger guilds looking after law and order, although sometimes a guild rivalry make seem more oimporant to them than the law of the land.

## UTILITIES

This are busy but clean streets with a few shops and good quality services available, including decent lantern lit streets at night.

## RANDOM ENCOUNTERS

Use the Guild Quarter Encounter Table to generate random encounters for Guild Quarter districts.



# GUILD QUARTER



## MAPS

We'd suggest the following map pages from *Towns & Taverns* as particularly suitable for encounters in a Guild Quarter district.

### Volume 1

p11-12

p15-16

p23-24

p27-28

### Volume 2

p11-12





# GUILD QUARTER

ROLL (D100)	GUILD QUARTER	DESCRIPTION
1	ABANDONED CART	Empty and in the way.
2	ABANDONED CRATE	A lone wooden crate.
3	ADVENTURER GUILD RECRUITER	Local adventurers guild looking for fee paying members
4	ALCHEMISTS ASSEMBLE!	A boarding house with a difference.
5 - 6	ARM WRESTLE	The smithy guild are testing their strength.
7 - 8	BAD VIBES	You can feel it coming in the air tonight.
9 - 10	BAR FLIES	Found in every Tavern everywhere.
11	BEHOLD, SCIENCE!	Some boffins with a lot of glass and brass work apparatus
12 - 13	BLADE IN THE DARK	Who did you upset this time?
14 - 15	BOUNTY HUNTERS	A bounty hunter crew on the prowl, in search of their prey.
16 - 17	BROKEN DOOR	It hangs sadly from its hinges.
18 - 19	BUSKING BARD	Time for a lute solo.
20	CAPTURE IT ALIVE!	Exotic and dangerous beast has escaped the menagerie.
21 - 22	CHERRY TREE	In full bloom.
23 - 24	COMPROMISED WATCHMAN	He works alone for a reason.
25	CORPORATE ESPIONAGE	As ever, secrets are the most valuable commodity.
26	DANCING SHADOWS	Thats some fancy footwork.
27 - 28	DELICIOUS ARCANE PASTRIES	A gastromancer selling spell and butter laden pastries.
29 - 30	DELIVERY BOYS	You were out when we called so we left your goods...
31 - 32	DRAIN COVER	Dark and unsurprisingly damp.
33	DRILL SQUAD	One Two, One Two.
34 - 35	ELDERLY GUILD MASTER	Kind, friendly and after something.
36 - 37	EMPTY BARREL	Abandoned and clearly of no further use.
38	ESTATE AGENT	If you look rich you're in.
39 - 40	FORK HANDLES	Local chandler and part time comedian with all the puns.
41 - 42	GUILD STRIKE	They are manning the picket line.
43	HACKNEY CARRIAGE	That is a very shiny horse.
44	HOLD THIS!	An interesting package.
45	LADDER	An Easy way up or down.
46 - 47	LATEST FASHION	Anyone who is anyone is wearing this latest ensemble.
48 - 49	LONE BARREL	Nothing obviously unusual.
50	LOST CHILD	Well dressed and cared for and very upset.



# GUILD QUARTER

ROLL (D100)	GUILD QUARTER	DESCRIPTION
51	LOST VISITOR	Trying to look like they know where they are going.
52	LUNCH CART	Lunch on the go.
53	MASTER-CRAFTED BARGAINS	A new artisan is selling items at a steep discount.
54 - 55	MERCENARY TENDENCIES	A mercenary guild is throwing its weight around.
56 - 58	MONKS	Devout, celibate and very boring company.
59 - 60	MYSTERY NOTE	A scrap of paper carried by the wind.
61	MYSTERY PACKAGE	Neatly wrapped.
62	NERVOUS TRADER	He has traveled far to be here.
63 - 64	NEW GUILD IN TOWN	Flashing the funds!
65	NUNS	In a certain light that cross looks to have been sharpened.
66 - 67	OFFICE CATS	Access all areas.
68	PALM READER	Can also read tea leaves but that costs extra.
69	PARCHMENT AND INK VENDOR	Demand is out-writing supply.
70 - 71	PICKPOCKET	A professional lifter of coin purses.
72 - 73	POORLY BUILT STONE WALL	It looks like it went up in a hurry.
74	POTION LAB EXPLOSION	From nowhere there came chaos.
75 - 76	PRIZE POODLE	Fluffy, white and truly evil.
77 - 78	RUN AWAY GOLEM	A towering automation is running amok.
79 - 80	RUNAWAY CART	Fully Loaded and heading downhill.
81 - 82	RUNNING MESSENGER	Still the quickest way to send a message.
83 - 84	RUSH HOUR	Workshops and halls are closing, the street is packed.
85	SHARED OFFICE	Once a house this is a new enterprise for the town.
86 - 87	SMALLEST ROOM	So small its outside.
88 - 89	STABLES	Full during the day and mostly empty at night.
90	STRANGE DOOR	Odd that.
91	STREET SWEEPER	There is a reason it's nice round here.
92	THE DRAY	Viewed as the most important delivery service.
93	THIEVES GUILD MISSION	Many light fingers make light work.
94 - 95	UNEXPECTED MAGIC LESSON	A mage guild practice session accidentally lets spells fly.
96 - 97	WELL WORN SLABS	A path can be seen.
98 - 99	WINE CELLAR	They look not to have been touched for a while.
100	YOUTH OF TODAY	Annoying and in the way.

# HIGH STREET



## HIGH STREET DISTRICTS

High Street districts are the beating heart of many towns, packed with shops, restaurants, taverns and more.

These streets are where adventures can sell their loot and pick up new gear.

This is the district most likely to attract visitors to the town or city and would have plenty of rooms, hostels and hotels available for overnight stays.

Most High Street districts would also have their seedier underbelly, the establishments that are hidden from plain sight but that cater to less standard tastes.

## POPULATION

High Street districts have a very high daytime population which will dwindle as night draws in.

## LAW & ORDER

The watch will frequently patrol the High Street districts, but it would still often be easy to hide amongst the crowds.

The amount of commerce taking place also attracts all manner of criminals, especially pickpockets and con artists.

## UTILITIES

These are well-maintained streets with good night-time lighting and all manner of shops, restaurants, theatres, taverns and any other place you'd be able to buy goods or services.

## RANDOM ENCOUNTERS

Use the High Streets Encounter Table to generate random encounters for High Street districts.



# HIGH STREET



## MAPS

We'd suggest the following map pages from *Towns & Taverns* as particularly suitable for encounters in a High Street district.

### Volume 1

p11-12

p17-18

p23-24

### Volume 2

p17-18

p29-30





# HIGH STREET

ROLL (D100)	HIGH STREET	DESCRIPTION
1	A ROW BETWEEN FRIENDS	The coin was only resting in his purse!
2	ABANDONED CART	Empty and in the way.
3	ABANDONED CRATE	A lone wooden crate.
4	BAR FLIES	Found in every Tavern everywhere.
5 - 6	BIG DAY OUT	Well its nice weather for an outing.
7 - 8	BLACKSMITH APPRENTICE	On an errand.
9 - 10	BOARDED UP WINDOW	Dirty wooden planks hide the glass.
11	BROKEN DOOR	It hangs sadly from its hinges.
12 - 13	BROKEN STEP	A crack runs through it.
14 - 15	BUILDING SITE FOREMAN	The urban expanse is expanding.
16 - 17	BUTCHER'S BOY	Looking for help on behalf of their master.
18 - 19	CHIMNEY SWEEP.	Older and larger than you would expect.
20	CIRCUS COMES TO TOWN	Big wagons, exotic animals, acrobats, clowns and more....
21 - 22	COMPROMISED WATCHMAN	He works alone for a reason.
23 - 24	DELIVERY BOYS	You were out when we called so we left your goods...
25	DOG SHOW	It's hardly crufts but there is coin to be won!
26	DRAIN COVER	Dark and unsurprisingly damp.
27 - 28	DRINKING GAMES	A drunken group are challenging all to the 'Game'.
29 - 30	EMPTY BARREL	Abandoned and clearly of no further use.
31 - 32	ENVOY	Brightly dressed and carrying a proposition.
33	FENCED GOODS	Cheap is Cheap for a reason.
34 - 35	FLIMSY WOODEN DOOR	Poorly made and barely staying together.
36 - 37	FRUIT SHORTAGE	How do you like them apples?
38	HACKNEY CARRIAGE	That is a very shiny horse.
39 - 40	IMPOVERISHED NOBLE	Oh how the great have fallen.
41 - 42	IN FOR A PENNY.....	A rather grimy coin.
43	LADDER	An Easy way up or down.
44	LONE BARREL	Nothing obviously unusual.
45	LOOSE HORSE	Whoa there.
46 - 47	MAGPIES	Ooooh Shiny!
48 - 49	MONKS	Devout, celibate and very boring company.
50	NERVOUS TRADER	He has traveled far to be here.



# HIGH STREET

ROLL (D100)	HIGH STREET	DESCRIPTION
51	OLD SOFA	Looks well worn.
52	ON THE HUNT FOR CURIOS	A shopper with a difference.
53	PATH AHEAD IS BLOCKED	A group spreads out across the path ahead.
54 - 55	PATRONS WHO LUNCH	Coin, no profession and lots of spare time.
56 - 58	PERSONAL STYLIST	Employed by a local store and looking for clients.
59 - 60	PICKPOCKET	A professional lifter of coin purses.
61	PICKPOCKET URCHIN GANG	A mob of loud distracting children with sticky hands.
62	PILE OF BOXES & BARRELS	They make the place look untidy.
63 - 64	POORLY BUILT STONE WALL	It looks like it went up in a hurry.
65	PRIVATE DETECTIVE	They may have many quirks but they get the job done.
66 - 67	PRIVATE SECURITY	These mercenary guards always seem to find crime.
68	PRIZE POODLE	Fluffy, white and truly evil.
69	RARE FURNITURE TRADER	Antiquing is more than a hobby!
70 - 71	REGAL BANKER	Tall, thin and shrewd.
72 - 73	REPAIR CREW	Practical and rowdy, this crew thinks with their fists.
74	SEAMSTRESS APPRENTICE	Trying to avert a fashion disaster.
75 - 76	SERVING YOUTH	Serves in the local tavern.
77 - 78	SHOP ASSISTANT	Very busy and keen for help.
79 - 80	SHOPPERS	Baskets hang from the crooks of arms.
81 - 82	SILK TRADER	Merchant desperate to rise in station.
83 - 84	SMALLEST ROOM	So small its outside.
85	STOCK TAKER	Unpopular but could be useful.
86 - 87	STRANGE MOULD	Green between paving stones and bricks.
88 - 89	STREET SWEEPER	There is a reason its nice round here.
90	SUSPICIOUS DOOR	Blocking entry to a rather drab building.
91	TAX COLLECTOR	The Brother of the Stock Taker.
92	THE LOCAL NOBILITY	Yah Yah Yah.
93	THE WELL	Water isn't the only thing down there!
94 - 95	TRADE ASSOCIATION	Buying power.
96 - 97	WELL WORN SLABS	A path can be seen.
98 - 99	WINDOW CLEANER	No smeary windows here.
100	WINE TRADER	A Master of their craft.



# LANES

## LANES DISTRICTS

Lanes districts are the mainstay of any town and are where the average citizens have their homes.

These districts are full of residential streets packed with modest houses, small shops, restaurants and taverns.

Depending on the industrial level of a town this will either be where most of the workers live or there will be workshops within most homes where people work their craft.

Lanes district are likely to house all age ranges as part of the families living here and are also often tight knit with strangers noticed, watched and commented on.

## POPULATION

Lanes districts have a large population with a high density of housing for resident families.

## LAW & ORDER

Lanes district will have regular watch patrols but are treated as low risk and low priority. The twitching curtains of the ever vigilant neighbours makes up for any watch shortfall though.

## UTILITIES

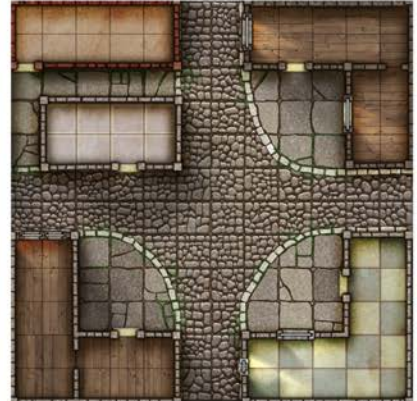
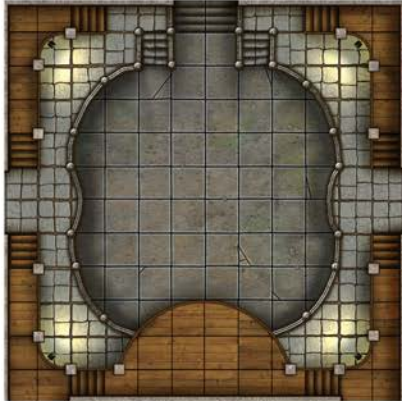
A few lanterns or braziers are lit in key areas but Lanes districts are mostly dark at night. The resident will generally keep the streets clean and there are small stores and taverns scattered throughout these districts.

## RANDOM ENCOUNTERS

Use the Lanes Encounter Table to generate random encounters for Lanes districts.



# LANES



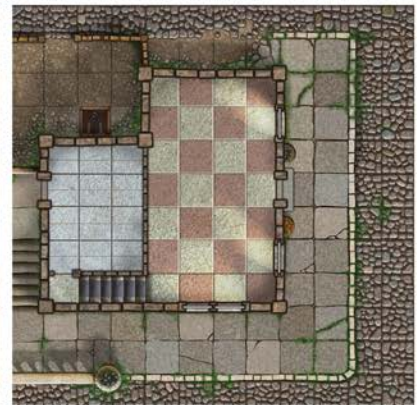
## MAPS

We'd suggest the following map pages from *Towns & Taverns* as particularly suitable for encounters in a Lanes district.

### Volume 1

p13-14

p17-18



### Volume 2

p13-14

p15-16

p35-36







# LANES

ROLL (D100)	LANES	DESCRIPTION
1	A MYSTERY	Whats going on here then.
2	ABANDONED CART	Empty and in the way.
3	ABANDONED CRATE	A lone wooden crate.
4	ALCHEMISTS ASSEMBLE!	A boarding house with a difference.
5 - 6	BAR FLIES	Found in every Tavern everywhere.
7 - 8	BATH-TIME	What an exhibitionist!
9 - 10	BLADE IN THE DARK	Who did you upset this time?
11	BOARDED UP WINDOW	Dirty wooden planks hide the glass.
12 - 13	BROKEN DOOR	It hangs sadly from its hinges.
14 - 15	BROKEN WINDOW	Wrong place wrong time.
16 - 17	BUILDING SITE FOREMAN	The urban expanse is expanding.
18 - 19	BUTCHER'S BOY	Looking for help on behalf of their master.
20	DANCING SHADOWS	Thats some fancy footwork.
21 - 22	DELIVERY BOYS	You were out when we called so we left your goods...
23 - 24	DRAIN COVER	Dark and unsurprisingly damp.
25	DRAY	Viewed as the most important delivery service.
26	DRILL SQUAD	One Two, One Two.
27 - 28	ELDERLY RESIDENT	They love to meet new people.
29 - 30	ESTATE AGENT	If you look rich you're in
31 - 32	FRUIT SHORTAGE	How do you like them apples?
33	GATHERING SUPPLIES	A shopper with a difference.
34 - 35	GORY SCENE	Blood Everywhere is never good
36 - 37	IN FOR A PENNY.....	A rather grimy coin
38	LADDER	An Easy way up or down.
39 - 40	LONE BARREL	Nothing obviously unusual
41 - 42	LOOSE BRICKS	Without warning the masonry falls from above.
43	LOOSE HORSE	Whoa there.
44	LOST VISITOR	Desperate to look like they know where they are going.
45	MOVING DAY	A cart stands ready blocking the narrow street.
46 - 47	MUDDY PUDDLE	A watery pool of unknown depth.
48 - 49	NICE OLD LADY	Black really suits her!
50	OLD SOFA	Looks well worn.



# LANES

ROLL (D100)	LANES	DESCRIPTION
51	OPTIMISTIC FAVOR	Well they're almost old enough.
52	PALM READER	Can also read tea leaves but that costs extra.
53	PICKPOCKET URCHIN GANG	A mob of loud distracting children with sticky hands.
54 - 55	PILE OF BOXES & BARRELS	They make the place look untidy.
56 - 58	POORLY BUILT STONE WALL	It looks like it went up in a hurry.
59 - 60	POP UP CAFE	Cheaper than the High Street.
61	RECYCLING	Rag & Bone men.
62	ROOMS TO RENT	The rule list seems rather extensive.
63 - 64	SCANDALOUS GOSSIP	Source of tales why the neighbours are lowborn crooks.
65	SEAMSTRESS APPRENTICE	Trying to avert a fashion disaster.
66 - 67	SERVING YOUTH	Serves in the local tavern.
68	SHARED OFFICE	Once a house this is a new enterprise for the town.
69	SHOP ASSISTANT	Very busy and keen for help.
70 - 71	SLIPPERY STONES	Slimy and damp.
72 - 73	SMALLEST ROOM	So small its outside.
74	SNEAKY PEEK	Well it doesn't hurt to look does it?
75 - 76	STOCKS	Wooden and stained.
77 - 78	STRANGE BRICK	Slightly discoloured.
79 - 80	STRANGE DOOR	Odd that.
81 - 82	STRANGE MOULD	Green between paving stones and bricks.
83 - 84	STRANGE SUIT	That looks out of place.
85	STREET BULLIES	Nothing better to do.
86 - 87	STREET PARTY	This area has been taken over by a raucous street party.
88 - 89	STREET PROPHET	Shouting makes it true.
90	SUDDEN CRAMPS	Cheap food was a bad idea.
91	SUSPICIOUS DOOR	Blocking entry to a rather drab building.
92	THE LOCAL NOBILITY	Yah Yah Yah.
93	TOM CAT	The top cat of the district.
94 - 95	TOURISTS	Yes even here.
96 - 97	WELL WORN SLABS	A path can be seen.
98 - 99	WINE CELLAR	They look not to have been touched for a while.
100	YARD SALE	Just unwanted junk?

# NOBLE QUARTER



## NOBLE QUARTER DISTRICT

The wide streets, large houses and general feeling of wealth and power mark these Noble Quarter districts as the home of the town or city elite.

Powerful noble families, rich business owners, guild masters and the most successful and adept professionals all have homes here.

Anyone looking out of place is likely to be noticed and told to 'move on' by some of the ever present guards.

For those with the cash, connections or skills these districts are full of both knowledge and treasure. They are also a very good place to find a high paying employer who may need the Characters skillsets.

## POPULATION

Noble Quarter districts have a small resident population but the much larger number of staff and visitors will make these districts often very busy.

## LAW & ORDER

Both the best equipped town watch and a large number of private guards make for a very well protected district with little tolerance for any crime.

## UTILITIES

Only the best is found in this district, lanterns or magical lights illuminate the night, the streets are cleaned regularly and the best food and drink can be bought for the highest prices.

## RANDOM ENCOUNTERS

Use the Noble Quarter Encounter Table to generate random encounters for Noble Quarter districts.



# NOBLE QUARTER



## MAPS

We'd suggest the following map pages from *Towns & Taverns* as particularly suitable for encounters in a Noble Quarter district.

### Volume 1

p19-20

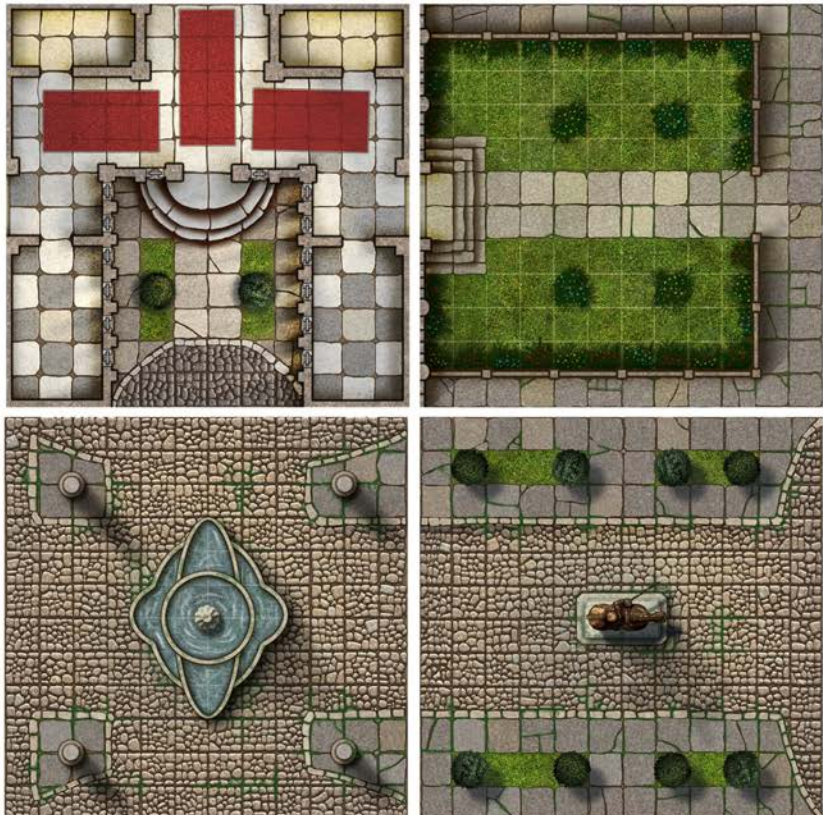
p25-26

p29-30

### Volume 2

p19-20

p25-26





# NOBLE QUARTER

ROLL (D100)	NOBLE QUARTER	DESCRIPTION
1	A POUND OF FLESH	A rather rotund noble waddles up the street.
2	ABANDONED CART	empty and in the way.
3	ABANDONED CRATE	A lone wooden crate.
4	ART EXHIBITION	An eclectic collection is missing a statue.
5 - 6	BIRD WATCHING	An innocent hobby has caused quite a stir.
7 - 8	BLADE IN THE DARK	Who did you upset this time?
9 - 10	BUILDING SITE FOREMAN	The urban expanse is expanding.
11	COMINGS AND GOINGS	All the hustle and bustle covers the unusual activity.
12 - 13	COUNTING CULTISTS	Cultists popping up everywhere.
14 - 15	DELIVER THIS!	A letter of interest?
16 - 17	DELIVERY BOYS	You were out when we called so we left your goods...
18 - 19	DRAIN COVER	Dark and unsurprisingly damp.
20	EMPTY BARREL	Abandoned and clearly of no further use.
21 - 22	ENVOY	Brightly dressed and carrying a proposition.
23 - 24	FAMILY HEIRLOOM	They'd like help recovering the heirloom.
25	FOOTMEN	A matching set!
26	FORTUNATE WARD	Or maybe they are not so lucky.
27 - 28	GATHERING SUPPLIES	A shopper with a difference.
29 - 30	HACKNEY CARRIAGE	That is a very shiny horse.
31 - 32	HANGING BASKETS	Beautiful and dangerous.
33	HAY FEVER	Not every year is this bad!
34 - 35	IT MUST BE YOUR FAULT	They demand satisfaction.
36 - 37	JEWELLY DEALER	After a certain personal ornament.
38	JOIN THE NASONS	An elite club invites you to join.
39 - 40	LADDER	An Easy way up or down.
41 - 42	LOOSE HORSE HORSE	Woah there.
43	LOST CHILD	Well dressed and cared for and very upset.
44	MEMBERS OF THE BOARD	It's a closed club.
45	MISSING	A servant has vanished.
46 - 47	MYSTERY NOTE	A scrap of paper carried by the wind.
48 - 49	NEW MONEY	The locals are suspicious and looking into them.
50	NOBILITY AT LARGE	Yah Yah Yah.



# NOBLE QUARTER

ROLL (D100)	NOBLE QUARTER	DESCRIPTION
51	OLD LADY FEEDING THE BIRDS	A lone figure dressed in layers of old clothes.
52	OLD MONEY. OR LACK OF IT	Oh how the great have fallen.
53	OUTSIDE CATERING	A team of professional chefs and servers.
54 - 55	PAINTED WINDOW FRAMES.	The paint smells wet still.
56 - 58	PATH AHEAD IS BLOCKED	A group spreads out across the path ahead.
59 - 60	PIGEONS	Messy feathered critters.
61	PILE OF BOXES & BARRELS	They make the place look untidy.
62	POORLY BUILT STONE WALL	It looks like it went up in a hurry.
63 - 64	PRESENTED AT COURT	It's that time of year again.
65	PRIVATE AUCTION HOUSE	Exclusive and invite only.
66 - 67	PRIVATE DETECTIVE	They may have many quirks but they get the job done.
68	RARE FURNITURE TRADER	Antiquing is more than a hobby!
69	RELEASE THE HOUNDS!	A rowdy pack of hounds.
70 - 71	RESIDENTS ASSOCIATION	Upstanding citizens trying to improve the area.
72 - 73	RIOT	Yes an actual riot.
74	RIVETING LOCAL "NEWS"	Not exactly challenging reporting.
75 - 76	SERVANTS ENTRANCE	Widely considered an insult to a party such as this.
77 - 78	SHINY KNOB	The light shining off it catches the eye.
79 - 80	SONG BIRDS	Small and used to people.
81 - 82	SOOTY HANDPRINT	Out of place.
83 - 84	STRANGE RINGS	A fashion of sorts.
85	STRANGE STATUE	A stone angel on a plinth.
86 - 87	STREET SWEEPER	There is a reason its nice round here.
88 - 89	THE BANKER	Tall, thin and shrewd.
90	TOURISTS	Yes even here.
91	TWO DOORBELLS	Better than one?
92	VIGILANTE	Two men and a bat.
93	WALKING TOUR	The best way to admire the architecture is on foot.
94 - 95	WET FOOT PRINTS	where do they lead?
96 - 97	WISHING FOUNTAIN	Shiny coins sparkle in the bottom of the fountain
98 - 99	WRONG SIDE OF THE WAGON TRACKS	Young love has led to poor decision making.
100	YOUNG NOBLE	Young, rich and no idea.

# RURAL



## RURAL DISTRICTS

Either small settlements in their own right or the fringes of larger towns and cities, Rural districts are generally more spread out and surrounded by nature than other town districts.

Most residents here would most likely find employment working the land in some way although there's always the chance those with more means have moved here for the greenery.

Being closer to nature also means a Rural district is also closer to the wilderness and you may get more deadly beasts and monsters that have wandered in to the area.

The coaching inns to be found in these districts are often both the last and first comfortable night for many travellers and adventurers.

## POPULATION

Rural districts are moderately populated but spread over a wider area than the more crowded town districts.

## LAW & ORDER

There is likely a local law officer and a militia that can be raised as well as the occasional presence of more elite mounted road watch patrols.

## UTILITIES

Only the centre of a Rural district is likely to lit at night although the district is often clean, well kept and with plenty of access to simple but quality fare at a reasonable price.

## RANDOM ENCOUNTERS

Use the Rural Encounter Table to generate random encounters for Rural districts.



# RURAL



## MAPS

We'd suggest the following map pages from *Towns & Taverns* as particularly suitable for encounters in a Rural district.

### Volume 1

p3-4

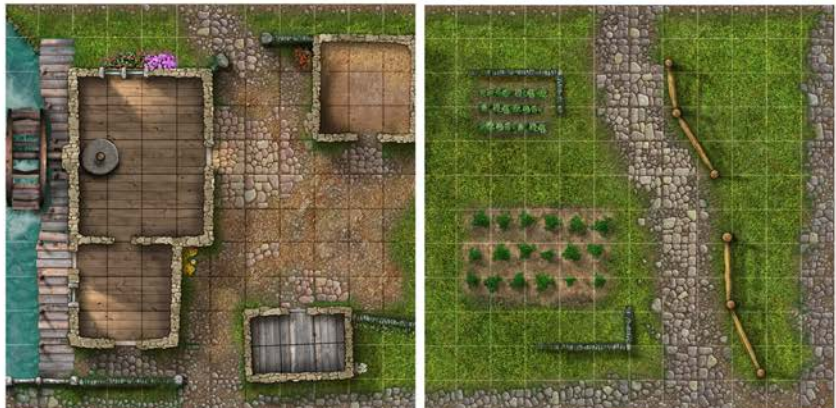
p5-6

p7-8

### Volume 2

p3-4

p5-6







# RURAL

ROLL (D100)	RURAL	DESCRIPTION
1	A ROW BETWEEN FRIENDS	The coin was only resting in his purse!
2	BANDIT LEADER	He had to fight to get where he is today.
3	BANDITS ON THE ROAD	These cut throats are not to be underestimated.
4	BATS	Not usually seen during the day.
5 - 6	BEES	Oh Honey.
7 - 8	BITTER COLD	There is an unnatural cold in this area.
9 - 10	BOGGY CONDITIONS	It's been wet lately.
11	BOUNTY HUNTERS	A bounty hunter crew on the prowl, in search of their prey.
12 - 13	BROKEN FENCE	Poor maintenance or has something got out?
14 - 15	CHERRY TREE	In full bloom.
16 - 17	CIRCUS COMES TO TOWN	Big wagons, exotic animals, acrobats, clowns and more....
18 - 19	COLLAPSED BRANCH	A tree branch has come down.
20	CROWS	Hated by everyone.
21 - 22	DOG SHOW	Its hardly crufts but there is coin to be won!
23 - 24	DRAY	Viewed as the most imporant delivery service.
25	EAGLE	Soaring serenely on warm updrafts.
26	ELDERLY RESIDENT	They love to meet new people.
27 - 28	FERAL DOG PACK	A pack of hungry feral dogs with no fear of people.
29 - 30	FIELD MICE	Aw cute!
31 - 32	FIRE!	It's getting hot in here!
33	FLEAS	Itchy and annoying.
34 - 35	GRASSY KNOLL	Great for hiding behind.
36 - 37	HAY FEVER	Not every year is this bad!
38	HERDS OF COWS	Don't scare them whatever you moo.
39 - 40	HIGHWAYMAN	Stand and Deliver.
41 - 42	INVASIVE SPECIES	This ornamental grass is pretty.
43	LOCAL LAND LABOURERS	Tanned, muscled and very, very local.
44	LOCAL PRIEST	There are many rumours around the local preacher.
45	MAGPIES	Ooooh Shiney!
46 - 47	MONKS	Devout, celibate and very boring company.
48 - 49	MUCK HEAP	Fertilizer for the fields in a large pungent heap.
50	MUSHROOMS	Now was it the spotty ones which are poisonous?





# RURAL

ROLL (D100)	RURAL	DESCRIPTION
51	NICE NIGHT FOR A WALK	except its not.
52	NICE OLD LADY	Black really suits her!
53	NUNS	In a certain light that cross looks to have been sharpened.
54 - 55	OLD OAK TREE	Lightning killed it many a year ago.
56 - 58	OPTIMISTIC FAVOR	Well they're almost old enough.
59 - 60	PEASANTS	Poor, usually hungry and rather pungent.
61	POPULAR MONGREL	A dog of many talents.
62	PRIZE BULL	Big horns and big attitude.
63 - 64	RAIN	It's really coming down!
65	RAUCOUS DUCKS	Release the Quacken.
66 - 67	RUNNING MESSENGER	Still the quickest way to send a message.
68	RUSTLING BUSHES	Is it the wind that is moving the branches?
69	SCANDALOUS GOSSIP	Source of tales why the neighbours are lowborn crooks.
70 - 71	SHEEP	A small flock.
72 - 73	SONG BIRDS	Small and used to people.
74 - 75	STARLINGS	An unusually large murmuration.
76	STARVED HOUNDS	Desperate, fast and furious at their treatment.
77 - 78	STEADFAST FARMER	Owner of the muck heap, bull and cows. hater of rabbits.
79 - 80	STINKING HERMIT	Smelly individual of indeterminate age and alligence.
81 - 82	TALL GRASS	The locals are creating a wildlife garden.
83 - 84	THE BURNING SUN	It's unusually hot.
85	THE GOOSE	Thankfully there is only one.
86 - 87	THE LOCAL NOBILITY	Yah Yah Yah.
88 - 89	TOM CAT	The top cat of the district.
90	TORCHES AND PITCHFORKS	You need to know who your friends are if things get hot!
91	TRAVELLING APOTHECARY	Doctor or Quack?
92	TRAVELLING HUNTER	Pelts hang from them rather over dramatically.
93	UNEVEN PATH	It would be easy to turn an ankle here.
94 - 95	VILLAGE FETE	Is that a goat in the tunnel of love?
96 - 97	WATERSHIP DOWN	Something for the pot?
98 - 99	WELL	Water isn't the only thing down there!
100	WOLVES	Now why are they here?



# SLUMS

## SLUMS DISTRICTS

Almost forgotten by the rest of town, Slums districts are where the poor of the town live atop each other in packed and squalid conditions.

Apart from the Slums residents these districts are only frequented by those looking to take advantage of some of the facilities found only in these poor districts.

It's likely various vices find outlets here, from narcotic dens, gambling houses and brothels to underground combat arenas.

The lack of a meaningful law enforcement presence and the money from the vice houses will mean that powerful criminal gangs are prevalent and often call these streets home.

## POPULATION

Slum districts are often densely populated, with the poor of the town packed in tightly to the ramshackle buildings.

## LAW & ORDER

The town watch tend to patrol in groups but will often turn a blind eye to many petty crimes and seem more interested in ensuring that the slum dwellers stay in the slums.

As a result there are often vigilante groups that form to keep the peace.

## UTILITIES

Expect poor lighting, dirty streets, open sewage, stalls with poor fare, risky street food, dingy drinking dens and a lot of cheap labour available to hire.

## RANDOM ENCOUNTERS

Use the Slums Encounter Table to generate random encounters for Slums districts.



# SLUMS



## MAPS

We'd suggest the following map pages from *Towns & Taverns* as particularly suitable for encounters in a Slums district.

### Volume 1

p13-14

p39-40

### Volume 2

p21-22

p35-36

p39-40





# SLUMS

ROLL (D100)	SLUMS	DESCRIPTION
1	A ROW BETWEEN FRIENDS	The coin was only resting in his purse!
2	ABANDONED CRATE	A lone wooden crate.
3	BAR FLIES	Found in every Tavern everywhere.
4	BARREL OF ROTTEN FRUIT	The blight has struck everywhere.
5 - 6	BARRELS AWAY	Crashing through the streets.
7 - 8	BITS & BOBS	Made from all those leftover dregs from the local tavern.
9 - 10	BLADE IN THE DARK	Who did you upset this time?
11	BOARDED UP WINDOW	Dirty wooden planks hide the glass.
12 - 13	BOUNTY HUNTERS	A bounty hunter crew on the prowl, in search of their prey.
14 - 15	BRING OUT YOUR DEAD	Dirty cart used for collecting corpses stands in the street.
16 - 17	BROKEN DOOR	It hangs sadly from its hinges.
18 - 19	CULTISTS	Acolytes of a forbidden god looking for 'recruits'.
20	CUT PRICE GOODS	A local fence offloads goods for cheap.
21 - 22	DEVOTED PARENTS	They will do anything to cure their sick child.
23 - 24	DRILL SQUAD	One Two, One Two.
25	DRINKING GAMES	A drunken group are challenging all to the 'Game'.
26	ELDERLY RESIDENT	They love to meet new people.
27 - 28	FERAL DOG PACK	A pack of hungry feral dogs with no fear of people.
29 - 30	FIRE!	It's getting hot in here!
31 - 32	FLEAS	Itchy and annoying.
33	FLOWER SELLER	Lame, blind and put upon by the street urchins.
34 - 35	GANG BATTLE	The local thugs are out to save face.
36 - 37	GIN	A cheap drink.
38	JUST PASSING THROUGH	A rider coming through the streets at speed.
39 - 40	LOCAL GRIFTERS	They'll be millionaires next year.
41 - 42	LOCAL PRIEST	There are many rumours around the local preacher.
43	LOST VISITOR	Desperate to look like they know where they are going
44	MUSHROOMS	Now was it the spotty ones which are poisonous?
45	MYSTERY NOTE	A scrap of paper carried by the wind.
46 - 47	NEW CARPET	Out of place, how do they keep it that clean round here?
48 - 49	NICE OLD LADY	Black really suits her!
50	PEASANTS	Poor, usually hungry and rather pungent.



# SLUMS

ROLL (D100)	SLUMS	DESCRIPTION
51	PICKPOCKET	A profesional lifter of coin purses.
52	PICKPOCKET URCHIN GANG	A mob of loud distracting children with sticky hands.
53	POP UP CAFE	Cheaper than the High Street.
54 - 55	RATS!	A swarm of rats.
56 - 58	RECYCLING	Rag & Bone men.
59 - 60	RESIDENTS ASSOCIATION	Upstanding citizens trying to improve the area.
61	SENSE OF SMELL	Or Lack of it.
62	SLIPPERY STONES	Slimey and damp.
63 - 64	SLOP FROM ABOVE	There is no money to build privies here.
65	SLUM LANDLORD	Poor digs for few coins.
66 - 67	STRANGE BRICK	Slightly discoloured.
68	STRANGE GROUTING	Between the bricks looks odd.
69	STRANGE SUIT	That looks out of place.
70 - 71	STREET BULLIES	Nothing better to do.
72 - 73	STREET CHILDREN	Ever present and dirty.
74	STREET FOOD	Unidentifiable meat with strong local spices.
75 - 76	STREET PARTY	This area has been taken over by a raucus street party.
77 - 78	SUDDEN CRAMPS	Cheap food was a bad idea.
79 - 80	SUSPICIOUS RIVER	Well, more of a filthy trickle...
81 - 82	SWINE	A rather porky bunch.
83 - 84	TORCHES AND PITCHFORKS	You need to know who your friends are if things get hot!
85	TRAVELLING APOTHECARY	Doctor or Quack?
86 - 87	UGLIEST MAN IN TOWN	He hurts the eyes of onlookers.
88 - 89	UNEVEN PATH	It would be easy to turn an ankle here.
90	UNSCRUPILOUS TRADER	A walking caricature of a noble.
91	UP AND COMING	They plan to escape the slums.
92	URBAN FOX	Larger than their rural cousins.
93	VISITING MIDWIFE	A stern, austere woman.
94 - 95	WATER PUMP	Absolutely will not make you sick, will it?
96 - 97	WELL	Water isn't the only thing down there!
98 - 99	WOLVES	Now why are they here?
100	WOODEN FENCE	Looks like it won't take a knock.



# UNDERCITY

## UNDERCITY DISTRICTS

Undercity districts are the lowest parts of town, often quite literally underground. They are the ruined quarters, sewers, abandoned cellars and natural cave systems that are, at best, barely hospitable.

The law is less likely to be present in these districts and they often provide a safe haven or hidden route for those wanting to stay unseen in the town.

Of course the darkness and lack of frequent attention could also lead to more monstrous creatures finding a place in these districts.

These are also the districts most likely to contain long forgotten entrances in to more sprawling dungeon complexes.

## POPULATION

Undercity districts are often sparsely populated, with only the poorest of the poor usually finding refuge here and often keen to stay out of the way.

## LAW & ORDER

The law tends to tread the streets and tunnels of Undercity districts infrequently, a fact that many criminals are well aware of.

## UTILITIES

There are scant few utilities to be expected here, with no regular lighting, maintenance or facilities.

## RANDOM ENCOUNTERS

Use the Undercity Encounter Table to generate random encounters for Undercity districts.



# UNDERCITY



## MAPS

We'd suggest the following map pages from *Towns & Taverns* as particularly suitable for encounters in an Undercity district.

### Volume 1

p31-32

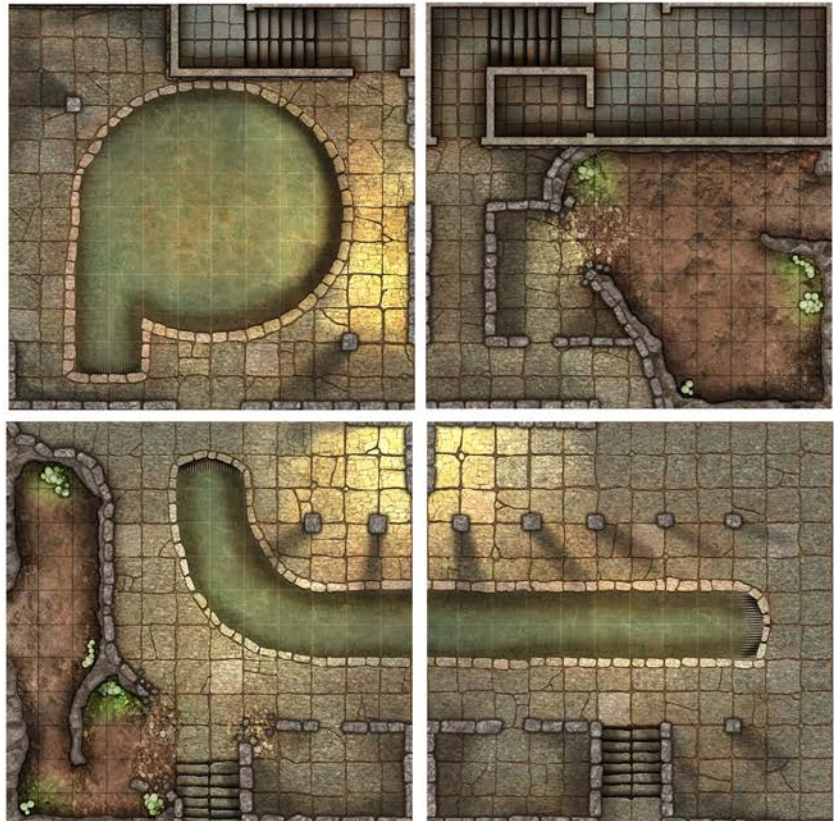
p39-40

### Volume 2

p27-28

p31-32

p39-40





# UNDERCITY

ROLL (D100)	UNDERCITY	DESCRIPTION
1	A HELPING HAND	This citizen fell and broke an ankle.
2	A NASTY TRAP	A thin sharp wire set at neck height.
3	ANCIENT CHAMBER	This room is covered with the dust of aeons.
4	ARCANE CIRCLE	A faintly glowing circle of runes inscribed on the floor.
5 - 6	BODY DISPOSAL	Dangerous criminals disposing of their victims.
7 - 8	BOUNTY HUNTERS	A bounty hunter crew on the prowl, in search of their prey.
9 - 10	BREATHE SLOWLY!	The air here is bad.
11	BUBBLES SLOWLY RISING	You cannot see below the surface of the dark waters.
12 - 13	BUGS, I HATE BUGS	A living carpet of bugs.
14 - 15	CAVERN TUNNEL	A way in to a cave system.
16 - 17	CHOP SHOP	Illegal meat market with suspect cuts.
18 - 19	COLLAPSE!	Without warning the roof caves in.
20	CONTRABAND STORE ROOM	That shouldn't really be here.
21 - 22	CUT THROAT	An tall, thin character with a stoop.
23 - 24	DESPERATE OUTCASTS	Forced below ground these feral folk are likely to attack.
25	EYES IN THE SHADOWS	From a dark area the party are watched.
26	FERAL DOG PACK	A pack of hungry feral dogs with no fear of people.
27 - 28	FETID GAS	This gas smells green.
29 - 30	FLAME BURST	A gas release valve and sparks create a flame burst.
31 - 32	FORBIDDEN KNOWLEDGE	Wizards study hidden so outlawed research can continue.
33	GARBAGE GOLEM	This pile of rubbish is alive.
34 - 35	GARBAGE WORMS	Giant worms are a great way to deal with waste.
36 - 37	GORY SCENE	Blood everywhere is never good.
38	HIDDEN STASH	Someone has left weapons and armour here.
39 - 40	INVASION	A warband are infiltrating the town.
41 - 42	LONG DROP	A pit that has no visible bottom.
43	MAGIC WATER CLOSET	A nearby magic school teleport their waste here.
44	MISSING WATCH PATROL	They can't find their way out of here.
45	MOULDY SUPPLIES	Spoiled goods growing interesting things.
46 - 47	MYSTERY NOTE	A scrap of paper carried by the wind.
48 - 49	NARCOTIC DEN	Pungent smoke fills the air.
50	RATS!	A swarm of rats.



# UNDERCITY

ROLL (D100)	UNDERCITY	DESCRIPTION
51	REBELS	Enemies of the ruler have a base here.
52	REFUGEES	No money, no friends, just surviving.
53	SEALED DOOR	A bolted shut heavy metal door seals off the unknown.
54 - 55	SECRET MEETING	Two star crossed lovers meeting in secret.
56 - 58	SECRET WATERING HOLE	The Cistern, a tavern under the city with a select clientele.
59 - 60	SEWER GANG	The lowest of the gangs in the city own this turf.
61	SEWER-GATOR	A bit like an enormous aligator. But in a sewer.
62	SHADOW CAT	A cat made of shadow sneaking about.
63 - 64	SILVERFISH!	Someone thought a carpet would look nice down here.
65	SLAVERS	Some slavers moving their living wares.
66 - 67	SLIME EVERYWHERE	This slime based creature feeds on the unwary.
68	SMUGGLERS RUN	A path clearly in constant use.
69	SNAKES	Surprisingly good swimmers.
70 - 71	SOMETHING LIES BENEATH	These simple flagstones laid on the earth are Moving!
72 - 73	SOMETHING WENT THAT WAY	Those bloody footprints lead down a dark corridor.
74 - 75	STICKY FLOOR	Horrid tar like goo covers the area.
76	STINKING HERMIT	Smelly individual of indeterminate age and alligence.
77 - 78	STRANGE BRICK	Slightly discoloured.
79 - 80	SUSPICIOUS CELLAR DOOR	Solid, aged hardwood with iron accessories. Built to last.
81 - 82	SUSPICIOUS POOL	You cannot see beneath the mirky water's surface.
83 - 84	TENTACLES!	A number of tentacles go on a grabbing spree.
85	THE AIR IS FULL OF SPORES	Don't breathe.
86 - 87	TRAPPED	A few pressure plate crossbow traps.
88 - 89	TRIP HAZARD	A wire stretches across the hall.
90	UNDERCITY CLAN	A group of ratman or similiar make a home here.
91	UNEVEN STEPS	These stairs are not well constructed.
92	UNUSUAL SPORES	Strange giant alien fungi that look oddly familiar.
93	VAMPIRIC LAIR	Full of pale monsters dressed rather drably.
94 - 95	WATCH OUT BELOW	A pipe opens and some filth is disgorged all about.
96 - 97	WATCH YOUR FOOTING!	The stones are very slippery!
98 - 99	WEEVELS!	They are extremely well fed.
100	ZOMBIES!!!	Shambling and hungry for brains!

# ENCOUNTER DETAILS

## ENCOUNTER DETAILS

The following chapter offers details on each of the encounter results from the District Encounter Tables

### CHANCE

Some encounters present options that have a chance of occurring, these have a percentage shown in brackets, e.g. (10%), simply use percentile dice to determine if the option is in the Encounter.

### CONFLICTING TEXT

Due to the random nature of the Encounter Tables you may end up with some conflicting effects taking place in the same location.

Either choose whichever suits your game most or apply them in the order rolled, with newer effects taking precedence over previous ones.

### ENCHANTED ITEMS

Where an encounter suggests an enchanted, mastercrafted or magical item is present, you will need to choose an appropriate item for the system and power level you are using.

### FIND YOUR BALANCE

It's completely your decision on how much you choose to embrace the randomness!

When a set of random rolled Encounters just don't work well together, just reroll or pick more appropriate Encounters.





# ENCOUNTER DETAILS

## RANDOM SQUARE SELECTION

Some Encounters may ask for a random square to be generated.

If the entire District is included, first roll to see which tile is chosen by choosing a dice with more faces than Map Pages/Tiles in the District.

Then roll to find the square on the Page/Tile.

For a 12x12 Page/Tile roll 2D12 with the first dice counting horizontal and the second vertical.

For a 6x6 Page/Tile roll 2D6 with the first dice counting horizontal and the second vertical.

The diagram below shows how this would work.



		D12											
		D6						First Roll					
Second Roll		1	2	3	4	5	6	7	8	9	10	11	12
		1											
2													
3													
4													
5													
6													
7													
8													
9													
10													
11													
12													

# ENCOUNTER DETAILS

## A HELPING HAND

*Undercity*

A citizen [Easy Commoner NPC] sat on the floor calls over the Characters. They have turned an ankle on the uneven ground and are very keen to get home, away from the dangers of this district. Characters may earn some coin but they must carry their new patient who wants to go home right now.

## A MATTER OF CONFIDENCE

*Castle Ward*

If it sounds too good to be true it probably is, and this chatty individual [Elite Performer NPC] has a very good deal for only a modest amount of time and coin.



## A MYSTERY

*Lanes*

A window at street level reveals a strange scene within. A table neatly set for a meal sits just the other side of the window. Food rots on the plates and a thick layer of dust covers everything.

The residents have not been seen recently and the house is securely locked, but the rent is still paid and the local watch have no interest, so the house stays untouched.

A concerned visiting relative notices the characters and asks for help to solve the mystery.

## A NASTY TRAP

*Undercity*

A thin razor sharp wire is set at neck height across a narrow passage way.

This will do serious [Major] injury to any character of average height with an exposed neck or face caught out by this [Difficult] to spot trap.

## A POUND OF FLESH

*Noble Quarter*

This portly noble [Standard Scholar NPC] looks very scared and nervous.

He will approach the Characters to ask for protection and will offer a valuable reward.

An old unpaid debt had reappeared and he is unable to settle it.

It appears he owes more than coin and a supernatural threat [Elite Monster] is stalking him at the behest of a diabolical master.

## A ROW BETWEEN FRIENDS

*High Street, Rural, Slums*

Raised voices alert the Characters to a disagreement.

Two Friends, a [Pair] of [Standard Commoner NPC] square up to each other and start shouting. Something about a sale gone wrong, cheating and profiteering. Each accuses the other.

This draws the attention of all in the area as years of friendship are thrown to the side for all to see. It will quickly come to blows.

## ABANDONED CART

*Castle Ward, Guild Quarter, High Street, Lanes, Noble Quarter*

Characters notice the empty wooden cart on the road. The locals citizens are talking in annoyed tones about how it shouldn't be left there taking up space.

It has signs that something heavy has recently been dragged of it, and there are small drag marks on the pathway.

This could just be an inconsiderate delivery or something more sinister, like a local gang has raided the wagon and dragged it's cargo to a nearby hideout.

## ABANDONED CRATE

*Guild Quarter, High Street, Lanes, Noble Quarter, Slums*

It looks empty but when locals try to move it even the strongest cannot shift it a single inch.



# ENCOUNTER DETAILS

## ADVENTURER GUILD RECRUITER

*Guild Quarter*

A brightly smiling individual [Standard Performer NPC] approached the characters.

They introduce themselves as the local rep for the Adventurers Guild and ask if you wish to join as you are clearly “their sort”.

Without pausing they whip out a folder and produce ‘Adventurer Registration’ forms, ‘Local Operator Approval Certificates’, ‘Equipment Depreciation Tracking’ chits, ‘Public Damage Insurance’ papers, ‘Approved Quest Tendering Guidance’ slips, flyers for the weekly “looking for party” networking meeting and a form for your free listing on the “check-a-blade” notice board.

The Characters wouldn’t want to be unregulated, would they...

## ALCHEMISTS ASSEMBLE!

*Guild Quarter, Lanes*

A [Large] group of alchemists [Standard Scholar NPC] have rented this house and spend their days pooling their knowledge and experimenting in wild and unusual ways.

The group are always eager for new, often strange ingredients, and are able to pay to source them.

They also have an eclectic offering of rather experimental potions on offer, very much on the ‘down low’ as they are in danger of being blacklisted by the guild if these activities come to light.



## ANCIENT CHAMBER

*Undercity*

This chamber has clearly not been disturbed in decades. Thick dust covers everything and is undisturbed, giving little clue as to what lied beneath.

A careful [Routine] search will uncover a small valuable object, but will also disturb the spirit of those that once lived here, attracting a [Small] number of Ghosts [Standard Monsters].



## ARCANE CIRCLE

*Undercity*

Lighting the area with a comforting glow, this arcane circle has clearly been made by a magician of incredible skill and knowledge. The air around it hums and crackles.

Nothing untoward will happen as long as nobody steps inside the circle.

If the circle is entered then there is a small (10%) chance a beneficial effect will take place, although it’s much more likely (90%) to hurt and hinder in some way.

For example cause [Light] Damage and slow the Character for a day.

# ENCOUNTER DETAILS

## ARM WRESTLE

*Guild Quarter*

As the Characters pass by, a challenge rings out. These smithy guild members [Standard Commoner NPC] are testing their strength against each other with a friendly arm wrestling contest and they invite the strongest characters to join them.

The years of hard labour in their occupation will make winning this challenge a [Difficult] task.

## ART EXHIBITION

*Noble Quarter*

A sculptor [Elite Performer NPC] has set up a statue exhibition to attract noble clients. The sculptures are all expertly done and of very high quality and feature fashionable subjects. The exhibition is going well until one of the sculptures goes missing.

The Characters are approached to trace and recover the missing piece quickly.

There is a high chance (70%) that there is a magical twist to this investigation and a mage [Elite Wizard NPC] took a liking to one of the statues, animated it and took it home.

## BAD VIBES

*Castle Ward, Docks, Guild Quarter*

There is nothing obviously wrong but characters are suddenly all in bad moods. Short tempers and distrust creep in and any encounter with NPCs is likely to result in short words and quick fists.

This malaise will fade quickly after the Characters depart from this district.

## BANDIT LEADER

*Rural*

This confident ruffian [Elite Rogue NPC] has years of fighting experience and knows every dirty trick in the book. He will always be accompanied by an [Equal] sized group of Bandits [Standard Warrior NPC] and gains an advantageous position if he sees the party approach.

He smiles and stands ready to protect his profitable enterprise and unbeaten reputation.

## BANDITS ON THE ROAD

*Rural*

A [Large] group of well armed and armoured bandits [Standard Rogue / Warrior] appear and quickly try to surround the Characters with a mix of melee and ranged tactics.

They are focused on intimidating the Characters out of coin so will the Characters fight or pay?

If a fight goes against them, the bandits will flee and harbour a grudge.

## BANQUET CHEF

*Castle Ward*

This top chef [Elite Commoner NPC] wields a ladle in one hand and a frying pan in the other. Someone has put too much pepper in the soup and the resulting temper tantrum invoked rage sees any one as involved. Including any Character close to the Chef as they flail furiously at any and everyone within range.

The Chef cannot be reasoned with as they move at random around the area dealing [Light] damage to anyone or anything they land a hit on.

Characters may notice the frying pan appears to be very hot and would cause extra burn damage.

Being able to subdue the frenzied chef would be rewarded, however dispatching him with force would upset the local nobility and likely lead to stern words and possible sentences from the watch.

## BAR FLIES

*Guild Quarter, High Street, Lanes, Slums*

This [Equal] sized group of locals [Standard Commoner] are at the bar from opening until closing time and always drink the same thing, usually reordering all at the same time. They are friendly but not forthcoming, and will notice and comment very loudly on anything which seems different, including the Characters.

Today the local ale, usually a favourite, has a new twang to it and they are not sure if they like it or not.

The more they consume however the quieter they get until an unusual silence surrounds them.



# ENCOUNTER DETAILS

## BARREL OF ROTTEN FRUIT

*Slums*

This fruit stinks and is rotten beyond saving. It seems to have rotted on the tree and the year's harvest has been all but lost to this new blight and the town fears a famine is not far away.

Characters should exercise extreme caution if they handle the fruit as most believe the rot is magical or divine in origin.

## BARRELS AWAY

*Slums*

Suddenly loose barrels are rolling chaotically down the street towards the Characters. Chaotic and violent in their movement, it's [Difficult] to predict where they are going and they will inflict [Light] damage on anyone unable to dodge out of their path.

They may have been disturbed on purpose, the area they were standing in may reveal move clues [Routine] as to who set them loose.



## BATH-TIME

*Lanes*

Unbothered by the easy view from the street outside this resident is taking a bath in full view of the window.

Passers by blush and avert their eyes which mean they do not notice their neighbour, happily splashing in the bubbles, seems to have suddenly acquired a tail.

## BATS

*Cemetery, Rural*

This [Horde] of nocturnal beasts [Easy Beast] are [Difficult] to spot at night and will simply flap past in search of food. They are considered a local delicacy and fetch a fair price at local markets. They only ever appear during the day if their dark lair is disturbed.

## BATTEN DOWN THE HATCHES

*Docks*

Any Character in open ground [surrounded by clear squares on all sides with no cover] is caught suddenly in strong winds. The smaller characters are lifted off their feet and carried to the left until they meet a building or other feature to try to hold on to [Routine]. Heavier characters are pushed along the ground until they can find something to hold on to [Simple]. Characters near cover and able to hold on are drenched in the sudden downpour.

## BEES

*Cemetery, Rural*

The honey produced by these wild [Beyond Count] [Easy Beast] little bees is rather prized locally. All attempts to keep them has failed and each little critter packs a mean sting. Their hives can be found on certain trees and even south facing rock faces and walls.

While their stings are not fatal, anyone attacked by a swarm risks [Light] damage and an assortment of swollen lumps.

The bees will protect their hives and honey but will otherwise find the Characters rather boring, unless of course they are brightly dressed.

## BEHOLD, SCIENCE!

*Guild Quarter*

Slightly singed, these white robed masters [Standard Scholar NPC] are intensely focused on the steamy bubbling experiment before them.

Not without its risks, this latest line of thinking is still considered fairly "modern" by many of the other guilds, however a success here would be seen as a breakthrough which would elevate these experts into the mainstream.

If the Characters are unlucky (20%) it'll be at just the time they are near the experiment that it explodes as an abundance of brightly coloured foaming projectiles, these are [Difficult] to dodge and while anyone hit doesn't take any damage, they will find their clothes, hair, skin and equipment now resemble an explosion in a tie-dye factory.

# ENCOUNTER DETAILS

## BIG DAY OUT

*High Street*

Two adults [Standard Scholar NPC] appear from around a corner herding an [Equal] sized flock of small children [Easy Standard Commoner]. The children are oddly quiet when compared to their usual screaming overtired counterparts, and seem pale in the sun. The group moves quietly and seem ill at ease with their surroundings.

## BIRD WATCHING

*Noble Quarter*

A local noble has an interest in ornithology and leaves food out in their gardens to attract local birds for them to sketch and paint.

They have now drawn and painted quite a collection and have held an exhibition to show off their works.

One picture in particular is causing quite a stir as the bird pictured really should not exist, being a creature entirely out of legend.

## BITS & BOBS

*Slums*

The rather tight local tavern keeper pours all the dregs from a days business into a moldy old barrel which they then sell to those less fortunate for a few coins for a mug round the back.

Except this batch has something new added and its having a strange effect on the local drunks.

It's probable that the ever growing mold in the barrel has reacted to make the cheap dreg-brew in to a powerful hallucinogenic cocktail.

The local drunks are seeing some crazy things!

## BITTER COLD

*Docks, Rural*

Characters breath start to form freezing clouds before them and icicles form on anyone who stays immobile for too long. Any folk in the district not equipped for cold will take [minor] damage at regular intervals until they can warm up.

This sudden cold would be a wild magical nature storm effect if the season isn't winter.

## BLACKSMITH APPRENTICE

*High Street*

Strong and well muscled [Easy Warrior NPC], the young apprentice runs full pelt through the streets. Something has been forgotten and they must procure it before a beating is inevitable.

It is an essential alchemical powder, a key component for crafting a nobles sworn blade and it will not hold an edge without it.

The sword when complete will be a rare thing indeed, but if the powder isn't bought back to the smith in time the blade will be brittle and dull.

Helping the apprentice will be rewarded with some free repairs and goodwill from the smith.

## BLADE IN THE DARK

*Castle Ward, Guild Quarter, Lanes, Noble Quarter, Slums*

Without Warning a darkly clothed figure steps up to the tallest Character and stabs towards them with a long sharp knife. The character may try to dodge or block the sudden [Very Difficult] attack but there is precious little time to do either.

The stab is expertly delivered and intentionally not deep, causing only a [Minor] injury and is clearly meant as a warning.

The figure then flees at a fast rate leaving characters to wonder if this was a paid professional.

If the Character can act quickly enough to engage this [Elite Rogue NPC] then they will try to escape as soon as possible.

It's likely this is a 'stop meddling message' from an enemy the Characters have in the town.

## BOARDED UP WINDOW

*Docks, High Street, Lanes, Slums*

The planks cover the window. There are cracks and a glimpse [Routine] may be caught of what lies beyond if a character is close enough to peep through.

Although if the [Equal] sized group of well armed criminals [Standard Warrior NPC] spot someone watching their secret preparations for a heist they may well have an interest in making sure the Characters 'ain't seen nothing'.



# ENCOUNTER DETAILS

## BODY DISPOSAL

*Cemetery, Docks, Undercity*

This [Small] band of [Easy Rogue NPC] petty criminals are all local and know this district extremely well.

The area has many hidden victims of the local crime syndicate, which these novice crooks have joined up to.

They are hostile towards strangers and have plenty of bravado with the syndicates name behind them, and cannot be bribed or persuaded to reveal any information about their crew.

Characters may find it easy to defeat the criminals in combat, however they would be [Very Difficult] to intimidate to reveal any information, and should any of them escape during combat they will quickly bring more serious reinforcements back for the Characters.



## BOGGY CONDITIONS

*Rural*

Prolonged heavy rain in this area has led to low lying areas becoming very boggy. Muddy water sits on the surface, unable to drain through the clay heavy loam soil below.

This mud sticks to everything, doubling the size of boots in moments. Any character walking on a road has to content with the mud [reduced movement speed and agility] or risk the unknown ground next to the lane.

A [Large] number of snakes [Easy Beast] are very well suited by this turn of events and happily slither all about. They hunt an assortment of flies, frogs and worms in the water and near it.

Some areas look truly flooded, although characters cannot see beneath the surface of the murky water. Occasionally bubbles rise to the surface and the snakes seem to avoid these deeper areas.



## BORED CHAMPION OF JUSTICE

*Castle Ward*

This Champion [Elite Warrior NPC] has seen better days. Once a popular and lusted after figure, time and excess have taken their toll and they now languish in the halls of any noble who will feed them in return for the same old tales of valor.

Despite their decline they retain a warriors keen grip of tactics and can still swing a sword well enough.

They remain a figurehead of the Watch and can be found on warm dry days taking a stroll with the daily patrols. It is widely considered the exercise will be beneficial.

## BOUNTY HUNTERS

*Docks, Guild Quarter, Rural, Slums, Undercity*

A [Small] group of [Elite Rogue NPC] Adversaries.

In the dim light they may mistake a Character for a bounty (unless of course the Character actually has a bounty, and there is no mistake...).

They can be bribed [Routine] but not easily persuaded [Difficult] of their error.

Characters will find them very capable opponents who do not fight fair.

## BREATHE SLOWLY!

*Undercity*

There is a cage hanging from the wall. Inside lays a dead canary. This area has no fresh air supply, and the air that is here is bad.

Characters must quickly move to another area or risk running out of air.

Characters should be extremely wary of lighting a naked flame in this area.

# ENCOUNTER DETAILS

## BRING OUT YOUR DEAD

*Slums*

In these parts no one is paying for a private funeral, a few coins change hands then the dearly departed are loaded onto the cart and taken away to be disposed of in mass graves.

An unpleasant task that is needed to keep the poorer areas free of disease.

The cart driver/undertaker [Standard Cleric NPC] is a pleasant enough person, they are happy to chat (they consider themselves to be a people person and that it is their job to converse with the bereaved).

If a conversation flows with a character, they may mention that strange stories are told by the gravediggers of late. It seems some residents are not waiting for the elderly relatives to die before they bury them as there are signs people have crawled out of the graves.

## BROKEN DOOR

*Guild Quarter, High Street, Lanes, Slums*

The splintered wood does not look rotten. This door was not easy to force and no one seems to have noticed/be too concerned.

Noises come from the darkness within the building.

A Torment Stalker [Elite Monster], a type of feral humanoid monster mostly made of solid shadows not much larger than a man has entered here and is feasting on the minds of the occupants.

The Torment Stalker has a powerful natural illusionary effect that makes it [Very Difficult] to notice, which is why no one seems to be paying attention to what is happening.

## BROKEN FENCE

*Rural*

The fence seems to have collapsed on this pen.

The wood seems sound enough and the pen was built to contain a large animal. Whatever was in there is definitely not in there any more.

There is a chance (50%) that the [Elite beast] that was once penned here returns, and is hungry.

## BROKEN STEP

*High Street*

The step is made of stone and looks solid.

Except a large crack runs through it. It must have been caused by a fault line in the stone because it would take something extraordinary to crack a stone like that.

It's [Very Difficult] to notice but the step is actually used as a secret message drop off point, where both message depositor and collector would need to be incredibly strong or have other means of lifting the broken step to access the message.

## BROKEN WINDOW

*Lanes*

Without Warning an object comes flying through a window, smashing the glass and covering the street around the Characters with shards of glass. Characters have little time to avoid the glass or the object and find it [Routine] to avoid [Minor] damage.

The object was a small statue of a dragon, now in multiple parts.

Raised voices are coming from the building, and comments are being made about the cost of glass windows and dragon statues.

## BUBBLES SLOWLY RISING

*Undercity*

A deep sewer lies before the Characters. Large bubbles are slowly rising from within. The water is thick and black and no Character can see the source of the bubbles.

It could just be gas forming below and rising from the silt (60%) or an [Elite Monster] ambush predator.

## BUGS, I HATE BUGS

*Undercity*

At first glance the wall and floor just look uneven, closer inspection reveals a carpet of [Beyond Count] invertebrates and insects. Mostly harmless yet still deeply unpleasant a [Pair] of poisonous predators [Standard Beast] are taking advantage of an easy meal and may not appreciate being disturbed.



# ENCOUNTER DETAILS

## BUILDING SITE

*Castle Ward*

The path is blocked by building equipment, benches and sawing. Tools are scattered all abouts and the [Large] squad of workmen [Standard Commoner NPC] shout loudly and constantly between each other and at passers by.

The work looks shoddy and the neighbours have had enough.

As the characters try to pass the least agile Character finds it [Very Difficult] to avoid tripping on a carelessly placed tool.

If the tool is knocked the workmen turn on the Character, shouting, threatening and demanding recompense, although they are mainly bluster and will back down from a serious fight.



## BUILDING SITE FOREMAN

*High Street, Lanes, Noble Quarter*

This well dressed, tall individual [Standard Scholar NPC] is the foreman here and is recruiting for the building team.

They have coin and some unusual problems to overcome which require some rather specialist skills.

It's probably a run of the mill sort of building issue; remove the dire rat infestation, exorcise the site ghost or remove the ancient altar with the glowing rune they've uncovered etc.

## BUSKING BARD

*Guild Quarter*

A hat sits hopefully in front of a colourful figure [Standard Performer NPC] wearing the latest and most fashionable attire whilst strumming a many stringed instrument.

The songs are cheerful and rather forgettable, however the coins flow freely and he will not need to sing much longer to cover his supper.

## BUTCHER'S BOY

*High Street, Lanes*

Approaches a Character and asks for their help.

The Butchers shop, never the cleanest, has been infested with cockroaches which has attracted rats.

Stray cats have also moved in but do not seem to be making much difference.

The Butcher is at their wits end. Can the Characters help?

## CABIN BOY

*Docks*

Despite their youth, this agile [Easy Rogue NPC] crew member is alone in this area having just come ashore from their ship.

Rather wide eyed at the sights and sounds this youth is rather impressionable and could easily fall into bad company.

## CAPTURE IT ALIVE!

*Guild Quarter*

All teeth and claws and bad attitude this [Lone] creature [Elite Beast] is not a suitable pet. Captured in a far flung land and bought and kept by a noble as a novelty, this was a disaster waiting to happen and it is frankly miraculous the body count is not yet in double figures.

The rarity of the beast makes it extremely valuable if caught alive, although even if killed the hide will be worth good coin if not damaged.

## CARPENTER

*Docks*

This [Elite Commoner NPC] Artisan is the go to for the locals for boat repairs.

While he lacks the skills to built sea going craft he has a true gift for repairing holes, scrapes and keeping all vessels in his care in good condition.

He is on very good terms (on the quiet like) with the watch and has a keen eye for all the comings and goings around the docks.

# ENCOUNTER DETAILS

## CAVERN TUNNEL

*Undercity*

This extensive and inter-joined cellar system has a collapsed wall leading into a cave system. Despite its accidental origin it seems to be well used and a well trodden path is clear to see.

## CHAINS OF TORMENT

*Cemetery*

The exorcism of this haunted tomb was attempted decades ago and was only partially successful.

The resident ghosts and ghouls are now shackled but not banished.

They are rather noisy and despite being sealed in, you can just about hear them on quiet nights.

The groundsman does not know the cause of the noise, but he will pay to have it removed as it gives everyone the creeps.

## CHERRY TREE

*Castle Ward, Guild Quarter, Rural*

It is cherry blossom season, the petals cover this small tree and the sweet scent fills the air.

The locals seem almost inebriated by the sight and smell, and insects that settle on the flowers seem happy to stay there.

Characters find it very inviting and may be tempted to take a closer look, with it being [Routine] to resist the calming effect of the scent.

## CHILLING FOG

*Cemetery*

The fog descends quickly and brings an unseasonal chill and low visibility to the entire district.

Any locals will head home and lock their doors and shutter their windows at the first signs of the fog rising.

Shadows seem to move within the fog and the lack of visibility mean Characters have less time to react to the [Equal] group of ghoulish creatures [Standard Monster] that are using the cover of the shifting fog to hunt living prey.

## CHIMNEY SWEEP

*Docks, High Street*

Angry and bitter about being sold into indentured servitude in their infancy, this unfortunate [Easy Rogue NPC] has aged and grown so soon they will be of little use to their master.

Fully aware of the danger of their predicament they are keen to find a new profession and are very flexible about what that might be.

Characters may note that despite their inability to fit in tiny spaces the chimney sweep is still nimble, agile and an exceptional climber.

## CHOP SHOP

*Undercity*

The flies hover everywhere in this area. This “butcher” [Standard Commoner NPC] provides cut price meat for the town’s less reputable establishments.

Mostly mutton passed off as beef, they are not above reducing the local stray dog population if mutton is hard to come by.

Recently they have found new cuts of a strange meat coming in from their usual wholesalers. It’s not quite sheep, or goat, but it seems to go down well enough and seems to be a little more-ish.



## CIRCUS COMES TO TOWN

*High Street, Rural*

This [Very Large] circus troupe of [Standard Performer NPC] and the [Small] group of stars [Elite Performer NPC] are here for a good time. Happy to test their skills in [Difficult] contests against Characters for gold, they have a range of shows every day to entertain the townsfolk.

Being worldly travelers they may [Routine] be able to exchange tales from other Towns and Cities they have visited.

Not all is as it seems though. The Tiger in particular looks oddly like a painted house cat, just bigger...



# ENCOUNTER DETAILS

## CLEANERS

*Castle Ward*

Busy keeping the castle clean and rodent free(ish) this [Equal] sized team of [Standard Commoner NPC] cleaners are at work attacking cobwebs, bashing carpets and generally sweeping up.

They are completely ignored by the local nobility, however they see and hear many things and you'd be amazed what drops out of some of the thicker rugs!

The shiftest looking Character is approached by a cleaner who has found some small amulets of value which for some reason were being thrown out.

They haven't the contacts or knowledge to sell the goods so they ask for help to broker a deal.

## COLLAPSE!

*Undercity*

Without warning the roof collapses showering the area with loose rocks and dirt.

Characters have almost no time to react and would find it [Very Difficult] to avoid [Light] injury from falling debris and becoming partially buried.

Most Character would find themselves with dirt and debris up their waists, smaller Characters would be in for an even worse time.

## COLLAPSED BRANCH

*Rural*

The crack above the Characters heads comes from nowhere. Characters must avoid [Routine] the enormous branch as it crashes down in the middle of them. Once fallen the massive lump of fallen tree blocks the way and is [Routine] to scramble over.

The break looks oddly clean. Was this deliberate?

## COMINGS AND GOINGS

*Noble Quarter*

It is [Difficult] hard to pick up, but one door in particular is unused all day but relentlessly well used in the evenings. The visitors only stay moments before exiting again and the inhabitants are never glimpsed.

## COMPROMISED WATCHMAN

*Castle Ward, Guild Quarter, High Street*

Unusually for a watchman, this officer [Standard Rogue NPC] patrols alone.

Well known to be closely aligned with several local criminals and smugglers he is looked on with fear and distrust.

His crooked ways leave him comfortably off and the smarter establishments grudgingly have to accommodate this undesirable client for fear of reprisals...

His superiors turn a blind eye as things on the surface remain quiet and well policed, however the dark underbelly of the area has grown unchecked and it is only a matter of time before things get out of control.



## CONTRABAND STORE ROOM

*Undercity*

In a dark corner the Characters see neatly stacked boxes. Clean and sturdy they are clearly marked as the property of a noble family who are very unlikely to warehouse their expensive goods down here.

It's also likely whoever has left these here, has also left some traps or guards to make sure the boxes stay here.

## CORPORATE ESPIONAGE

*Guild Quarter*

This young guild member [Easy Commoner NPC] is a trusted scribe for a guild's new secret endeavour.

They have promptly written a copy of the notes from memory which are for sale to the highest bidder.

The notes are only as good as the guild members memory, of course, and the guild would be furious if they found out.

The Characters may well be approached as either potential buyers or could be hired to oversee the secret auction of the notes.

# ENCOUNTER DETAILS



## COUNTING CULTISTS

*Noble Quarter*

Recently some rather subtle cultists have managed to find employment in houses of some of the richest nobles and are busy converting the serving staff and trying to influence the nobles.

A watch officer [Standard Warrior NPC] reckons they are onto them and wants them weeded out ASAP.

They offer the party good coin to remove the problem or collect enough evidence for the watch to move in.

## CRABS!

*Docks*

This [Horde] of little nippers [Easy Beast] can be found on the mud flats and in shallow waters.

Local children attempt to catch them with string and bacon rinds for fun and the never ending crab stew at home.

These crabs will avoid people as a rule, the only exception being they can strip a corpse to bare bones in less than a week.

Lately they seem to have lost their appetite and are lethargic.

Have they eaten something which disagreed with them and has anyone seen that dodgy looking potion maker recently?



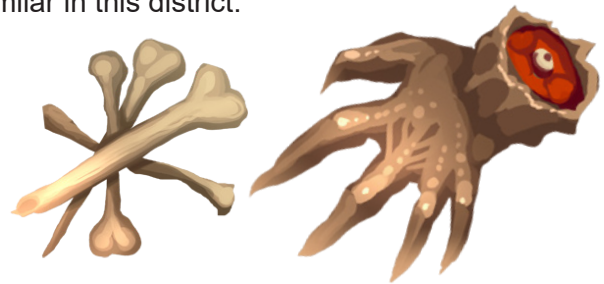
## CREEPING DEATH

*Cemetery*

This wide and open mass grave is well away from the smarter tombs due to its use for plague victims.

The braver grave robbers and scavengers have been in and done their work, and the grave diggers will not go near it. The plague is a strange disease with unusual symptoms.

The mass grave has attracted unwelcome attention from local eaters of human flesh, and there will be a [large] number of ghouls [Standard Monster] or similar in this district.



## CROWS

*Cemetery, Rural*

This dark [Beyond Count] murder reside in the tallest trees and lofty rooftops, breaking their silhouettes with their large, messy nests.

These [Easy Beast] vicious birds attack any nearby creature which is small or vulnerable en masse, focusing on their eyes for a chance to cause [Major] damage.

Any familiars, pets of smaller characters may be targeted.

The locals tell tales about the crows being agents of a sinister evil force and curse their presence here.

## CULTISTS

*Slums*

An [Equal] sized group of hooded figures [Standard Wizard NPC] appear from the dark shadows. They ask if you are interested in finding out more about your true lord, master and new patron.

A [Large] group of other figures [Easy Commoner NPC] produce food and approach the street children with strange smiles and a far away look in their eyes.



# ENCOUNTER DETAILS

## CUSTOMS OFFICIAL

*Docks*

This middle aged and rather greedy individual [Standard Scholar NPC] makes sure duties are paid on all goods coming through this area.

They expect a small gift in return for clearing goods and turn a blind eye completely for the right price.

They have an intimate knowledge of every hidden locker on all the local ships, and they're well placed to catch any trader trying to sneak goods in without handing over the coin first.

## CUT PRICE GOODS

*Slums*

Despite the haste of this sale and the lack of education of the seller there are some valuable things to be had here at very good prices.

It's possible (30%) that some goods are stolen and either the law or the previous owner may come looking.

## CUT THROAT

*Undercity*

This shadowy figure lurks with purpose, an are a well known underworld freelancer [Elite Rogue NPC] whose appearance does not fully divulge the wiry strength and speed of this cold blooded killer.

They are often found in this district, and their services can be purchased for a fair price if a [Routine] conversation can reassure them that the Characters know how to handle freelance contracts on the wrong side of the law.

They may also be persuaded to reveal jobs completed for other employers with the right amount of rum and gold, although this is [Difficult].

## DANCING SHADOWS

*Guild Quarter, Lanes*

As sunlight creeps between buildings and reflects off windows Characters may notice [Routine] that the shadows seem to dance a happy jig. There doesn't appear to be anything or anyone present to cast such shadows,

## DELICIOUS ARCANE PASTRIES

*Guild Quarter*

A smart sign promises the ultimate comfort food for a few coins. This master baker [Standard Wizard NPC] has combined his skill in the kitchen with a keen interest in the arcane arts and found a niche in the market which sets him apart!

From Cure all Croissants to Expertise Bolstering Bagels and the daily special today temptingly named Profitability Pie there is a treat to suit everyone here.

## DELIVER THIS!

*Noble Quarter*

The noble has clearly mistaken the most brightly dressed Character for a messenger. They thrust forwards a letter and a coin with delivery instructions, turn on their heel and walk away.

The letter looks long and confidential.



## DELIVERY BOYS

*Guild Quarter, High Street, Lanes, Noble Quarter*

This [Small] group of smartly dressed youths [Easy Commoner NPC] are in the employ of the traders and will deliver goods and regular supplies to those who are happy to pay for the convenience.

Anyone who observes [Routine] the regular deliveries will realise that when delivery recipients are out packages are often left at prearranged places nearby.

## DESPERATE OUTCASTS

*Undercity*

This [Horde] of criminals had been relocated to this run down and abandoned district in lieu of a prison sentence. From petty criminals [Easy Rogue NPC] to hardened cut throats [Standard Warrior NPC] they have formed an ragtag community and will seek to protect what little they have.

# ENCOUNTER DETAILS

## DESPERATE SCAVENGERS

### *Cemetery*

From selling the graveside flowers to stripping the precious stones from the tombstones, this [Small] gang of scavengers [Easy Commoner NPC] have no choice but to stoop to these depths. They are chased off if caught, frequently arrested and lately their numbers seem to dwindle.

If Characters encounter them and are able to start a conversation, the scavengers know the district better than any others and may tell tales of those in their group who are missing, and not all were taken by the watch in the dead of the night.

## DETECTIVE WORK

### *Cemetery*

An officer of the watch [Standard Warrior NPC] has bought a necromancer along to assist in getting 'evidence' to help solve some crimes.

This line of questioning is at best unusual. The necromancer [Standard Wizard NPC] is not used to being on the right side of the law and is assisting the watch to repay some of their own minor missteps with the legal system.

Depending on their mood they may comply and produce a key witness to deliver a very interesting statement.

Or they could spread their skills a little wider...

## DEVOTED PARENTS

### *Slums*

The youngest of their large brood is ill, and the prognosis is dire. With no coin to buy the services of a physician the parents have turned to more dubious underworld characters in their desperation.

They have been set a very strange challenge in order to procure a tonic which may help.

The challenge happens to involve obtaining some item of value from the Characters and they will let nothing stand in their way.

They'll attempt to plea and send their other children to work trying to find and make away with the loot.

## DIG YOUR OWN

### *Cemetery*

In the dead of night the forlorn figure [Easy Commoner NPC] slowly digs. Their captors laugh and drink as the grave slowly deepens.

The soon to be victim looks fairly wealthy and keeps trying to buy their way out of this predicament but the [Equal] gang of [Standard Warrior NPC] rough looking thugs have other orders.

## DISINHERITED NOBLE

### *Castle Ward*

Characters are approached in the street by this noble [Standard Performer NPC] down on their luck.

They seek to turn around their fortunes by holding a prestigious party and look for help convincing the great and good to attend.

They seek to acquire some curios to display, and attract the brightest and best nobles, entertainers and caterers to make this the bash of the century.

They do not have much coin to pull this off but they are prepared to give everything they have left to the Characters to help them. They are not concerned about working practices only results.

## DOG SHOW

### *High Street, Rural*

This area has been commandeered for the annual dog show. Pampered pooches, powdered and preened for the big day, fill the air with the scent of perfume. There are classes for all sizes, breed and some agility events with courses set up to entertain the spectators.

The sizable prizes on offer mean this event is taken extremely seriously by some. Equally it has attracted many chancers who will try their luck. Someone seems to have entered a goat and as it is attacking any dog attempting the agility course it seems to have a good chance of placing.

If any character is inclined they can enter a "canine" into this circus and try their luck for prizes too. Alternatively there is a book open and some long odds available.



# ENCOUNTER DETAILS

## DRAIN COVER

*Guild Quarter, High Street, Lanes, Noble Quarter*

Leading directly to the sewers below the drain is dark and rather smelly. Made of heavy Iron it could be lifted, however locals may object as it is well known that rats in the sewer are always looking for a way out.

Although a distraught looking individual will offer what few coins they have for anyone who is willing to climb down and retrieve the ring they've dropped.



## DRAY

*Castle Ward, Docks, Guild Quarter, Lanes, Rural*

A large wagon, stacked high with barrels makes its way along the streets slowly. Pulled by a [Pair] of enormous shire horses [Standard Beast] and manned by a [Pair] of well muscled dray-men [Standard Warrior NPC] this service visits every tavern in the area weekly. While not the only source of ale locally, the biggest brewer in the kingdom has a strangely popular brew that many demand almost religiously even though it is weaker and pricier than the alternatives.

The horses are evil tempered and large hoofed, any unsuspecting tourist who ventures too close will immediately regret it.

## DRILL SQUAD

*Guild Quarter, Lanes, Slums*

A sergeant screams orders as a [Large] troop of young watch apprentices [Standard Warrior NPC] jogs in formation through the streets.

Despite being raised on these streets the trainees now look at the residents with a cool aloof gaze and clearly feel their position in life has improved since joining the watch.

They move quickly and neither make way or stop for nobody.

## DRINKING GAMES

*Docks, High Street, Slums*

The Game is "Toad in the Hole" and is played for Bragging Rights. And money.

Any Character who plays must select a "Toad" (actually a frog but no one seems to care) from the pot and swallow it whole. Characters may be lucky (70%) and not select the hallucinogenic frog in the mix.

Any character who keeps the frog down [Difficult] "wins" a small pot donated by a local landlord who has made a years wages selling tickets to watch fools eat frogs.



## DRUNKEN SAILOR

*Docks*

A wobbly individual in a stripy top [Standard Warrior NPC] spoiling for a fight as the rum burns inside them.

Yet to find their land legs, they are more than a little unstable but fully capable of landing a heavy blow should they get close enough.

If anyone were to start off a sea shanty, it would change the sailor from an aggressive drunk to a loud singing drunk.

## EAGLE

*Rural*

This predator [Standard Beast] covers huge areas in search of easy prey.

Majestic and very rare, the locals proudly tell of a breeding pair locally ensuring the safety of the species. The eggs in particular are extremely valuable to the right buyer, however this will mean the end of the species in this area.

The locals will be hostile to any threat to the eagle.

# ENCOUNTER DETAILS

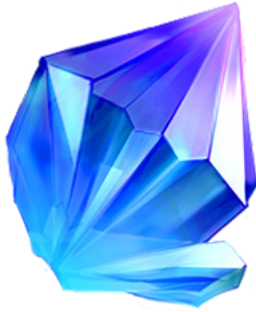
## ELDERLY RESIDENT

*Lanes, Rural, Slums*

Very particular about who parks their cart where, this older resident [Easy Commoner] makes a point of knowing all their neighbours, and their business.

Newcomers to this area are met with excited curiosity and a Character can find themselves in up to an hour in conversation about themselves very easily.

Outwardly friendly, this resident has retired from their previous profession. If they like the character they may divulge what they used to do. If they dislike the character they will make sure everyone hereabouts locks their doors and windows tonight.



## ELDERLY GUILD MASTER

*Guild Quarter*

They walk slowly but with purpose. Many here seem to know this guild master [Elite Wizard NPC] and nod respectfully as they pass. The guild master notices the Characters immediately and looks them up and down with very perceptive eyes.

They smile kindly and introduce themselves. They like to welcome newcomers and ask if the party plan to remain in town for long.

The small talk will flow easily, however the friendly master's questions do seem to be leading towards a more delicate subject.

If they are satisfied with the Characters' answers they will mention that they need a job done very much on the quiet.

A rare and powerful gem was stolen from the guild and has been located in the sewers, doubtless in the local thieves hideout.

They will pay well for its safe return, with a bonus for discretion.



## EMPTY BARREL

*Castle Ward, Guild Quarter, High Street, Noble Quarter*

Not unusual in itself except there are many, many scratch marks on the inside of the barrel.

This may be because a dangerous creature [Elite Beast] escaped whilst being smuggled in to the town, and could still be close by stalking fresh prey.

## ENVOY

*Docks, High Street, Noble Quarter*

Carrying an invitation from a local noble, this envoy [Standard Performer NPC] has tracked you across town to extend an offer of hospitality.

There is an interesting matter currently afoot which their master would very much like to involve the Character in.

## ESTATE AGENT

*Guild Quarter, Lanes*

This rather materialistic trader will judge on coin and appearance. If they think characters well born, educated or rich they will be all manners, otherwise they are curt at best.

They are the agent responsible for letting empty houses in this area.

If Characters make a good impression this agent may let a house on favourable terms.

They may also be able to secure viewings on a range of properties, including some already occupied which may be available soon, if they can convince the agent this is just what they are after.

A useful way to have a nose around without breaking in.



# ENCOUNTER DETAILS

## EULOGY OF THE ARCANE

### *Cemetery*

The patterns glow very prettily on this gravestone in the fading light, and seem to dance before the eyes. The stone itself seems unusual in hue and shape, and is clearly different from those around it.

There also seems to be a comforting warmth emitting from the gravestone which is warm and tingly to the touch.

This is the final resting place of an important local magic user and it's said they cast their last and most powerful spell on this headstone.

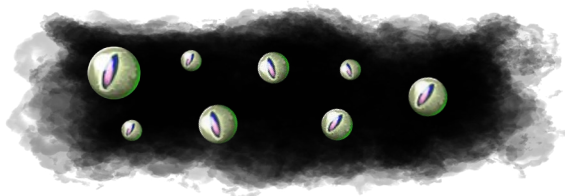
## EXOTIC AMBASSADOR

### *Castle Ward*

Brightly dressed and friendly this ambassador [Elite Performer NPC] is happily negotiating a very beneficial trading arrangement with this country.

This will lead to new riches for all parties as the goods are cheap, taxable and sought after in these parts.

However any trade deal must include certain strange clauses. No one is really sure what they mean but it can't be that bad can it?



## EYES IN THE SHADOWS

### *Undercity*

The Characters have a sensation they are being watched they feel eyes boring into their backs, the eyes seem to be located in every dark area.

The characters should [Routine] just about be able to make out the glint of eyes in the darkness, but not what they belong to, even if they could normally see in the dark.

This could either just be paranoid Characters or a disturbing ethereal elder entity [Elite Monster] with a multitude of ghost eyes that roams the dark corners of the town.

## FALLEN HERO

### *Cemetery*

The mood is black as this [Small] party of adventurers [Equal \* NPC] stand silently with heads bowed.

Characters may have heard of their adventures as they are well known in these parts.

One of the mourners will approach the Characters and explain that they have not the stomach to finish the job which felled their friend, and tradition dictates they spend a week celebrating their fallen comrade's deeds and cementing their place in local legend.

They ask two things of your party. That you join them to celebrate the life of their fallen friend, and that you finish the job which killed them.

## FAMILY HEIRLOOM

### *Noble Quarter*

The party are approached by a noble who seeks a subtle word in private.

They ask for help recovering a family heirloom that was accidentally sold and the noble has been refused the opportunity to buy it back.

They are happy to pay a premium but the trader will not entertain it.

They ask you to help persuade the trader to return the item, or acquire it by whatever means you see fit, no questions asked.

## FENCED GOODS

### *High Street*

A shifty looking figure approaches and offers a range of curios, fine jewelry and enticing rarities.

They even have an enchanted amulet for sale, although they are unlikely to mention it has but a scant few days left before the enchantment fades.

The price he asks is cheap, but if you buy anything you must ensure the goods are unnoticed [Routine] every time you pass a Watchman or Town Official.

Attempting to sell the goods in the same Town will lead to arrest.

# ENCOUNTER DETAILS

## FERAL DOG PACK

*Cemetery, Rural, Slums, Undercity*

Mongrels of mixed size and breeds make up this [Large] pack of hounds that are territorial, hungry and very aggressive to any other beast or being in their locality.

They pass through the district quickly and will attack on sight.

Any single beast is an [Easy Beast] opponent, however they attack as a pack and become a [Difficult] challenge for their unfortunate target while they are at full strength.

Losing a few of their number or being confronted with fire or similar will quickly scatter the pack too.

## FETID GAS

*Undercity*

A billowing toxic cloud of sickly coloured gas fills the air as it expands relentlessly across this district at a steady pace.

It would be [Difficult] to remain conscious if the Characters could not escape the gas or find a way to keep the vapors away.

The gas may well be flammable, so setting the gas alight could remove it, and replace it with burning air instead!

## FIELD MICE

*Rural*

Not as cute as they seem this [Beyond Count] Mischief of mice [Easy Beast] can destroy crops in hours. Considered a pest they are incredible hard to control and breed exponentially.

They spread disease, fleas and plague the locals, nibbling clothes, corm sacks and even the toes of the elderly and infirm.

Lately they seem to have developed a taste for flesh and animal skeletons have been found stripped clean.

A local wise one tells tales of how these are no ordinary mice, but instead are scouts for the army of the rodent king, the feared 'Grey Mus'

## FIRE!

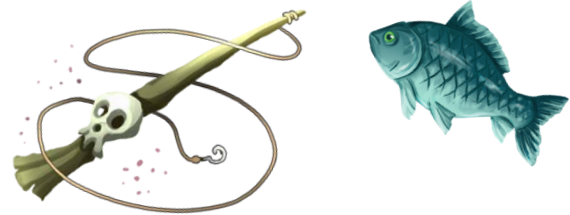
*Rural, Slums*

The building nearest the strongest Character is suddenly alight! This fire may spread if its not dealt with quickly.

Regularly check to see (20%) if the fire has spread.

The fire could be fuelled by furnishings and wood in the buildings construction or the flames could be magical in nature.

If the fire is not dealt with quickly then the area will also become full of smoke, reducing visibility and making it [Difficult] to breathe.



## FISHING JOLLY

*Docks*

This [Equal] group of traders [Standard Commoner NPC] have hired a boat for a day trip.

The craft is not designed for the open water, although it is a solid vessel and should not run into any issues on a clam day despite sitting low in the water.

The party sit on the boat deck enjoying mead in the early morning sun as the little sail boat prepares to make her way to the most popular fishing spot.

The group are good natured and are happily conversing with passers by and traders alike.

## FLAME BURST

*Undercity*

The rats know whats coming and start charging back down the tunnel as air is sucked towards the oncoming flames.

Characters have very little time to react before the area they are in is subject to a [Major] damage blast of fire.



# ENCOUNTER DETAILS

## FLEAS

*Rural, Slums*

These miniature Monsters can make life unbearable and are all too common in this district.

Too small to be addressed directly they can only be controlled by using certain potions and the local tea oil which they find repellent.

Said tea oil is readily available but at a vastly inflated price for 'outsiders' like the Characters.

## FLIES

*Cemetery*

Focusing on one recently dug grave, this swarm of flies are very large and very black.

They grow frantic if disturbed and their eggs and maggots can be seen in the turned soil in such numbers they create small waves that move the ground.

This could just be a large collection of flies or it could be (20%) a diabolical creature that takes form from the swarm and attacks [Elite Monster].

## FLIMSY WOODEN DOOR

*High Street*

Surely nothing of value can lie behind this barely there door?

The rest of the traders here want this blemish on the high street removed, but the owner of this cluttered junk store [Standard Cleric NPC] refuses to change their ways.

They also seem to get the backing of some powerful figures from the local church.

## FLOWER SELLER

*Slums*

With a small cart of flowers this blind [Standard Commoner NPC] picks their way carefully along.

They sell bunches for a few coins, and despite their handicap can usually find the best blooms in the area by smell and touch.

They are harassed by the street urchins and other traders, and operate on the outskirts of this area.

They may be able to help locate rare ingredients.

## FOOTMEN

*Noble Quarter*

This identically dressed [Equal] set of footmen [Standard Warrior NPC] are responsible not only for standing neatly lined up and looking the part, but also for any "fisticuffs" which may be required.

Powdered wigs and smart overcoats identify this group, who are in the employ of one of the richest households, and like to consider themselves above the other serving types here.

Any visible injuries which spoil their appearance would mean trouble from their employers so they will carefully pick their fights.

## FORBIDDEN KNOWLEDGE

*Undercity*

Some things are banned for a reason, and this black research has long been illegal.

This study area is dark with jars of monstrous creatures pickled within. Something has clearly gone badly wrong as the pile of flesh and bones in the middle of the area writhes and is hoarse from screaming.



## FORK HANDLES

*Guild Quarter*

Patrons of this chandler will have to smile and nod through a long, long list of hackneyed one liners for even the simplest purchase.

This is the only chandler [Standard Performer NPC] in the area so there is little choice, however some of the jokes of late have been at the expense of well known powerful figures and noses are fast being put out of joint.

They may well try to convince the Characters that a particular noble is always flattered and friendly when their hair is mentioned, this is of course, not true...

# ENCOUNTER DETAILS

## FORTUNATE WARD

### *Noble Quarter*

A young adult of low birth has been adopted by a powerful noble family as their ward.

They wear the finest clothes and are always accompanied by one of the older family members.

However they seem nervous and subdued. In a moment when they are briefly unattended they ask a character to help them escape as they are held against their will and the family are not as respectable as they seem and there are dark spirits and strange events in the house where they are kept.

## FROM THE DEPTHS

### *Docks*

This [Lone] rather pungent slippery Creature [Elite Monster] rises slowly from the water, and keeps rising.

Clearly from the depths of dark cold oceans its inhuman eye clusters focus perfectly in the cool mist that surrounds it.

Tentacle like limbs flail in a [Major] damaging way towards any threat.

Its eye clusters burn red and hypnotic and fix any character nearby to the spot in a stupor that is [Difficult] to resist.

When injured it fires out a highly corrosive and flammable ink in all directions which burns skin and cloth [Major] but cannot burn through armour, only seep around the sides [Light].

The local fisher-folk will help in any battle, throwing harpoons from a distance, they will also claim to have got in any killing blow.

## FRUIT SHORTAGE

### *High Street, Lanes*

The weather this season has not suited the local fruit and there is a shortage come harvest time.

This means that previously cheap and commonly found fruit items suddenly are worth their weight in gold.

This leads to some vicious street fights over the fruit and organised crime gangs are paying attention.

## GANG BATTLE

### *Slums*

These two [Large] gangs of rival thugs [Standard Warrior NPC] are in the middle of a turf war that has just got ugly.

Tempers are high and gang members may randomly attack Characters in the heat of the moment assuming they are with the rival gang.

They are well armed and led by some of the toughest street fighters, with a [Lone] gang boss [Elite Warrior NPC] on each side.

The watch, while aware of the turf war, see the gangs killing each other as a win-win situation so are staying out of this one...

## GARBAGE GOLEM

### *Undercity*

As the characters pass this heap of garbage they suddenly feel eyes watching them.

Two mismatched rotten eyeballs in fact that sit atop a large pile of refuse, twitching and slowly blinking.

Moments later the garbage golem [Elite Monster] rises from its crouch and attacks the Characters.



## GARBAGE WORMS

### *Undercity*

The locals efforts at composting have gone awry. Now this [Large] pack of these huge maggots [Standard Beast] worm their way across this extensive garbage heap feeding on the scraps of the town.

They look ravenous and will prefer a nice fresh meaty alternative to the slops in the garbage.

They would also be able to travel easily through the waste heaps and burst out to attack.



# ENCOUNTER DETAILS

## GATHERING SUPPLIES

*Lanes, Noble Quarter*

This figure [Standard Wizard NPC] is looking for some very particular ingredients and is not keen on being noticed.

He has coin for the right items which are not easy to come by and many are not available from the shops or, strictly speaking, entirely legal.

## GHOST SHIP

*Docks*

A bank of fog drifts in to the docks and blankets all, with any fishermen making an exit at the first sign of the fog muttering curse words as they go.

All of the sounds of a large ship at sea drift within the fog, sounding like a mighty galleon is docking.

If the Characters don't find their way indoors sharpish, then a [Large] number of monstrous undead figures [Standard Monster] in pirate garb lurch out from the fog towards them.

This does not seem to surprise the locals who all seem to now be barricaded in the local Tavern continuing on as if nothing was happening or at least nothing unusual. They will also offer tales of the gold that the captain of the ghost ships is said to have.

Anyone seeking out the captain of the ghost ship [Elite Monster] will surely find him, although he will not part with any gold without a fight.

## GHOSTLY DIRGE

*Cemetery*

There seems to be no one else in this graveyard but the mourning song sounds loud, clear and soul crushingly sad.

It would be [Difficult] to avoid feeling of sadness and melancholy listening to the song. And try as they may, Characters cannot make out any actual words, although there clearly should be some.

The multiple echoes makes the source of the song hard to pin point.

It's possible (20%) that a banshee like ghost [Elite Monster] will appear shortly after the song finishes.



## GIN

*Slums*

While many varieties of this spirit have found favor in the noble circles (extravagantly flavoured and mixed with top end waters) this area's Gin will blind you if you drink more than a quarter of a bottle.

The Local Tavern won't touch the stuff, so its sold instead on street corners and dark alleys. Those who can afford nothing better find it a warming draught that puts hairs on your chest. Literally.

Heavy drinkers of it seem particularly fond of red meat and develop a keen sense of smell to counter their failing eyes.

## GORY SCENE

*Cemetery, Docks, Lanes, Undercity*

There is a lot of blood in this area. It covers walls, the floor and has splattered up to 10 feet around.

Bloody footprints are seen to lead away.

There is nothing to suggest where this blood came from.

## GRASSY KNOLL

*Cemetery, Rural*

A slightly raised grassy bank which slightly breaks the line of sight. Anyone standing beyond it would be visible from the waist up.

And while the Characters admire the knoll they are fired upon by an unknown assailant with a heavy crossbow from a distant vantage point.

# ENCOUNTER DETAILS

## GRAVE LIGHTS

*Cemetery*

Not unlike fireflies these flying lights flit and fly all over, lighting up the cemetery.

They seem to hover over the newest gravestones in particular and their flickering light gets far more intense the closer they get to the fresh graves.

## GRAVEYARD TOUR

*Cemetery*

The tour guide [Standard Scholar NPC] seems to have an excellent knowledge of all the graves, tombstones and tombs in this district.

This tour has been run weekly for as long as anyone can remember and only costs a couple of coins to join.

Interesting facts can be gleaned by those who know what they are listening for. The tour guide is dressed in old clothes which are decades out of fashion. At least.



## GRIEVING LOVER

*Cemetery*

The figure [Standard Cleric NPC] clearly wants to be alone and undisturbed.

If disturbed in any way, they focus on the noisiest Character and begin screaming, wailing and will attack with the graveside flowers.

If the flowers land a hit they cause no damage, but release a strange pollen which causes extreme emotional reactions on anyone affected [Routine].

## GUARDS GUARDS!

*Castle Ward*

A [Large] troop of guards [Standard Warrior NPC] patrol the area and guard certain doors in this district.

Their patrols follow set routes and times, the door guards can often get bored a few hours in to a watch and some are more alert than others.

There are many rumours as to why the district is so well guarded, ranging from hidden treasures and paranoid nobility to it being due to a particularly savvy mercenary captain striking up a good contract.

## GUILD STRIKE

*Guild Quarter*

This [Horde] of guild workers [Standard Commoner NPC] is on strike and they have set up a picket line. No one has yet crossed it.

They cry out for better pay and equipment. Neighbouring guilds watch on with interest. Members like the sound of better working terms and the guild masters like the idea of not having to pay for all that.

The strikers have been protesting for days and now the masters of the guild have lost patience and advertised for "temporary staff". The pay offered is very good (much to the annoyance of the strikers).

However it would involve crossing the picket line and would probably lead the strike to fail. This would ensure no one in this guild, or likely any guild as they will follow the precedent set here, will get any improvement in their working conditions any time soon.

It just so happens that these tensions will be at the crucial riot or stand down phase as the Characters arrive.

## HACKNEY CARRIAGE

*Castle Ward, Guild Quarter, High Street, Noble Quarter*

A smart gig pulled by a gleaming black horse and driven by a smartly dressed individual.

This carriage is the only way to travel for nobles and their hire is not cheap. They are however clean, very fast and utterly discreet.



# ENCOUNTER DETAILS

## HANGERS ON

*Castle Ward*

This [Equal] group of [Standard Performer NPC] lackeys are basically tolerated to make the high born nobles look more popular.

They simper and smile and agree with whatever is said and are very astute and know exactly who is in and out of favor and act accordingly.

They are dismissive of anyone who they do not feel will benefit their own social standing, however if they sense an opportunity to gain favor through an association they will grab it and hang on.

Useful for nobility gossip if you are able to get them talking to you.

## HANGING BASKETS

*Noble Quarter*

This area features several hanging baskets full of flowers that add a glorious array of colours and scents to the district.

They are however, not very well attached and without warning one falls from above. Characters have a [Difficult] chance to dodge out of the way or suffer [Minor] damage and get covered in fine horticultural soil and flowers.

## HARBOUR MASTER

*Docks*

The constant battle to get all traders and fishermen to moor boats considerately, not fight over the best births and not to leave the place too messy has taken its toll.

This gnarled [Elite Ranger NPC] once was famed for their feats at sea and richly rewarded by the town with the title of Harbour Master when they retired from the sea.

It turns out the title also came with a lot of duties to fulfill, so now they languish here dealing with petty squabbles and snooty officials who are seemingly never satisfied.

They secretly long to return to their previous life on the oceans and hopefully never return to dry land and it's never ending annoyances.

## HAY FEVER

*Cemetery, Noble Quarter, Rural*

This year spring follows an oddly mild winter and accordingly the early fine weather results in a carpet of flowers, ferns and grasses covering the fields, verges and gardens.

Unusually a new purple flower has appeared, locals assume it is simply a result of the mild winter, although it has a strange effect on the insects and several residents are experiencing severe hay fever and coughing.

## HERD OF COWS

*Rural*

This [Large] herd of cattle [Standard Beast] are kept in this area for meat and milk.

Usually very placid they will however attack if scared by grouping together and stampeding [Light] at whatever threatened them. Loud noises, familiars and dogs will be seen as threatening.

The farmer will demand compensation for any injuries or deaths in the herd.

## HIDDEN STASH

*Undercity*

The gleam of well maintained armour and weaponry is out of place here and catches the attention.

Quite why items of use and value are abandoned is unclear.

The armour and weapons are very distinctive in design and colour. They are also spotted with blood.

## HIGH JUDGE

*Castle Ward*

Performing a public trial of some commoners accused of petty crimes, this judge [Standard Cleric NPC] does not bother to remove the black cloth from atop his wig as he always hands down the same sentence.

Many of the petty criminals do not merit a public execution so presumably these happen behind closed doors as the convicted are never seen again.

# ENCOUNTER DETAILS

## HIGH PRIEST

*Castle Ward*

This clergyman [Elite Cleric NPC] is a zealot through and through.

Hostile to any “unclean” or “unbelievers” he will take an instant dislike to the Characters and will make their life more difficult in a wide range of petty ways.

If directly antagonised by the Characters he will go from petty interference to full on efforts to thwart their plans at every step.

His immaculate white robes are oddly smooth and if attacked he seems immune to many types of damage.

He never removes his biretta which a perceptive person would find it [Very Difficult] to notice it seems to move unexpectedly by itself.



## HIGHWAYMAN

*Rural*

A suave and somewhat dashing figure [Elite Rogue NPC] usually dressed in dark stylish traveling gear and astride a pitch black horse.

They can appear in moments in any area deserted of other NPCs as they do not like their work to be watched by those not directly involved.

Despite their reputation for supporting the poor in the district the Highwayman is utterly ruthless and cold blooded.

They will only be satisfied with every item of value in a group and those unwilling to part with their valuables had better be handy in a fight.

They are a canny operator and would avoid anything like a fair fight whenever possible and would only attack when they believe they had the upper hand.

## HILARIOUS JAPE

*Castle Ward*

Giggling uncontrollably these youths watch as strangers bend and repeatedly try to pick up the coin stuck to the pavement, only to swear viciously at the [Equal] sized group of youths [Easy Commoner NPC] and move on.

The characters are watching when a master wizard [Standard Wizard NPC] is caught out. Instead of swearing he mutters something and moves off.

The coin is still there glued to the pavement, but now the back of characters eyes itch when they look at it.

The Youths who heard the spell are silent, white and look panicked.



## HOLD THIS!

*Guild Quarter*

A figure [Standard Rouge NPC] runs through the passers-by looking back over their shoulder frequently.

As they pass the Characters they cry out “Think fast!” and throw a small, yet heavy bag to the nearest Character. The figure then disappears into the crowd and is [Very Difficult] to catch or follow.

The Character is left holding a strange bag and wondering who the figure was running from.

## IMPOVERISHED NOBLE

*Docks, High Street*

The last in an old family of standing in the area, they have wasted their fortune on gambling and poor investments. Now they walk the streets of this district aimlessly in the hope of an encounter of fortune.

In debt to every trader and tavern, the noble [Standard Performer NPC] is only days from debtors prison unless they come up with something quick.

Desperation can make for strange partnerships.



# ENCOUNTER DETAILS

## IN A FLASH

*Cemetery*

The sudden green flashes illuminate these residents who are not visible to the naked eye.

The spirits shimmer and their opaque outlines resemble exactly what they looked like in life.

Some of the ghosts were clearly very important, and some look very familiar, and they seem to want a word...

## IN FOR A PENNY...

*High Street, Lanes*

A penny lies on the ground. Will it bring good luck?

Odds are (80%) the only luck is gaining a penny, but it could be lucky (10%) and grant some small boon.

On the flip side, there is a chance (10%) it could be cursed.

## INVASION

*Undercity*

The Characters would find it [Routine] to become aware of a [Large] armed group [Standard Warrior NPC] approaching.

They are armoured and armed to the teeth and their kit bears the insignia of a faction hostile to this town.

They are led by a small sergeant [Elite Ranger NPC] who clearly has scouted this area and who will have a good chance of noticing the Characters or their tracks.

This group are definitely up to no good and would not treat any witnesses to their activity kindly.

## INVASIVE SPECIES

*Cemetery, Rural*

This tall, reedy grass has a pale blue tinge and shimmers hypnotically as it moves in the wind.

Brought as seeds by a traveler who liked it from his travels, this grass spreads very easily and has taken over large areas.

No creature will eat it and it makes a sinister hissing noise as stems rub in the breeze.

## IT MUST BE YOUR FAULT

*Noble Quarter*

Without warning a glove slaps the cheek of the most charming Character.

The red faced noble [Standard Warrior NPC] responsible is convinced that the Character has been cavorting with their unfaithful spouse.

They publicly challenge the character to a duel on the spot.

## JESTER

*Castle Ward*

Beloved by all due to their talent for visual performance, witty jokes and lively conversation, this jester [Elite Performer NPC] is a regular fixture at court and any fashionable gathering.

It is fortunate their performances are very physically taxing as they are rather fond of cupcakes.

Anyone able to acquire new and interesting sweet treats may be able to barter for all manner of court gossip.



## JEWELRY DEALER

*Noble Quarter*

This trader [Standard Scholar NPC] supplies artful pieces on demand to the noble houses.

The trader approaches the Characters for help procuring a particular piece.

It has been chosen purely for its gems and appearance, however it holds considerable dark power and the dealers information says it can be found in the undercity and may be guarded.

But it matches a noble patron's favourite horse's eyes so they simply must have it.

# ENCOUNTER DETAILS

## JOIN THE NASONS

*Noble Quarter*

The Characters reputation precedes them and the highest born Character is approached and greeted with a strange handshake.

They are invited to join the local Nasons, a secretive collection of the local great and good who meet monthly for their mutual betterment. An old establishment shrouded in tradition, this rather exclusive club will not invite just anyone.

The highest born Character is invited to a meeting at the local “ledge” and it is suggested that an interesting proposition could be extended.

## JURY

*Castle Ward*

A high profile case is coming to court between the ruler and an influential guild master.

Although the outcome is in no doubt, the ruler will prevail, there is no expense spared on the illusion of justice and a jury of citizens have been drafted in to preside and deliver the verdict.

The jurors are in no doubt as to what is expected of them, and the consequences of not listening.

Unfortunately for some Jury members, other less law abiding parties are also “reaching out” to try and forcibly influence the verdict.

They are badly in need of help and approach the Characters with their dilemma.

## JUST PASSING THROUGH

*Slums*

The sound of hooves is muffled by the layer of filth covering the cobbles. The horse gallops along the middle of the street scattering people as it goes. Ridden furiously by a noble, this could end in injury if anyone is caught under the horse as it runs.

Characters may try and dodge [Routine] the horse or try to remove the rider [Difficult] and thus end the threat to these usually quiet streets.

The locals would be grateful if something was done as this rider often rides through this way and is considered a selfish menace.

## LADDER

*Guild Quarter, High Street, Lanes, Noble Quarter*

A Ladder has been left leaning against a building. The locals all step around the ladder carefully.

Care should always be taken walking under a ladder. Bad luck may ensue. Or some thing or even some one could fall!

## LATEST FASHION

*Guild Quarter*

Every season all the dandier members of society are sure to sport the “must have” item.

Right now its a rather elaborate hat involving lace embellished with a range of local gems or coloured glass to match the rest of the outfit.

This trend has generated a ferocious demand for unusual and colourful gems.

Also if the Characters aren’t sporting large, lacy, gem studded hats then they will be mocked for being out of fashion.



## LOBSTER FOR THE POT

*Docks*

Someone has forgotten to secure the days catch, and with his claws unbound this [Lone] dire crustacean [Easy beast] is on the rampage.

It will head towards the nearest water and attack anyone that gets in its way.

This dire lobster is a much larger than normal for a lobster and will be worth a fortune if it can be caught alive.



# ENCOUNTER DETAILS

## LOCAL GRIFTERS

*Slums*

To be found on every street in this district trying to sell cheap goods made out to resemble decent goods.

Supplies from these street sellers [Easy Rouge NPC] will wear out and break after a little use.

## LOCAL LAND LABOURERS

*Rural*

Some things run in the family, and this [Large] group of farm workers [Standard Commoner NPC] are everything you would expect from generations that have never traveled beyond the village fields.

Armed with scythes and shovels, their lack of combat experience is countered by their willingness to take a really good swing.

Care should be taken when conversing as they have their own local dialect and readily misunderstand and misinterpret dialog. They are very easily offended and quick to the pitchforks and torches if they encounter something or someone they do not understand.

## LOCAL PRIEST

*Docks, Rural, Slums*

The Priest [Standard Cleric NPC] preaches daily 'Hellfire and Brimstone' to a [Small] devout following of the faithful [Easy Cleric NPC].

Although they should be mainly responsible for blessing marriages and holding funerals they seem very busy on other things of importance to their creed. As a result they have a poor relationship with the local community.

They seem to have a strange interpretation of the local religion, and even the local ladies who help with the flowers are quickly in and out with none of the usual gossip.

Also a few new additions to their congregation seem to have vanished and the locals are respectful but wary.

The priest will be friendly with the Characters unless they question his preaching in some way.

## LONE BARREL

*Castle Ward, Guild Quarter, High Street, Lanes*

A barrel sits alone next to a building. No one seems to claim it and it had been there a few days. It is likely [Easy] no one would care if someone took it. It is bulging slightly and clearly not empty.

Is it simply full of a batch of soured ale (70%), a body belonging to a snitch (20%) or some explosives placed as part of a plot (10%).

## LONG ARM OF THE LAW

*Castle Ward*

An [Equal] assortment of the smarter watch members patrols these streets [Standard Warrior NPC]. Mainly to send anyone who looks cheap and lower class back to the other side of town.

Their response to each Character will depend on appearance. And of course anyone who has been naughty may find a hostile reception with this patrol.

If the Watch decide a Character is "cut from superior silk" they will be extremely helpful with directions, recommendations and help to find anyone of anything the Character wants and will of course overlook any small misdemeanors.

## LONG DROP

*Undercity*

Pitch black with a cool breeze blowing up, the edges of this pit do not look to be firm ground.

## LOOK TO THE SKIES

*Castle Ward*

A stylish entry by air has led to many sore necks as the locals stood aghast looking up at the unusual spectacle that looks to have landed somewhere within the palace.

Everyone stopped what they were doing to stare and now talk is of nothing else.

This could be a pegasus, airship, flying carpet arrival or other fantastical flying transport.

It has served as a very effective distraction from everything else that was going on, so the local pick-pockets [Standard Rogue NPC] get to work.

# ENCOUNTER DETAILS

## LOOSE BRICKS

*Lanes*

Suddenly bricks and mortar are falling across the path covering an area at least 10 foot across.

If Characters can avoid the bricks [Simple] they may spot [Routine] that a small opening has been revealed. Perhaps these brick were disturbed and not merely neglected.

## LOOSE HORSE

*Docks, High Street, Lanes, Noble Quarter*

This clearly valuable and high spirited war horse is galloping recklessly down the road, its iron shod hooves clattering on the cobbled street.

Passers-by have to throw themselves from it's path to avoid being crushed.

If it carries on like this for long someone will likely get trampled.

It wears a halter with a rope dragging alongside it that would be [Difficult] to grab.

## LOST CHILD

*Docks, Guild Quarter, Noble Quarter*

This small child [Easy Commoner NPC] wails from next to the nearest building.

They are out of breath, either from the howling or possibly from running.

They seem to be more scared of something than you would expect, almost terrified.

## LOST VISITOR

*Guild Quarter, Lanes, Slums*

You are stopped by a rather worried figure in merchant attire [Standard Commoner NPC].

They ask for directions to a house and if possible an escort to take them there.

Characters can either give directions (which may or may not be accurate) or escort them to their destination. There is coin for a job well done.

They seem oddly nervous and keep looking over their shoulder.



## LUNCH CART

*Guild Quarter*

This cart appears daily with pies and pasties for the guild members at their work, where a neat and orderly queue forms to buy the baked goods.

There is an ongoing argument between the guilds and the cart owner, and the guilds and each other, about the routes of the cart favouring the larger, richer guilds who are visited first and have the most choice for lunch leaving the mostly cold fare for the smaller guilds.

## MAGIC WATER CLOSET

*Undercity*

Smelly, slimy and still smoking, this heap of detritus is oozing out a strange viscous liquid from the bottom of the heap. It is surrounded by dead rats and some oddly shimmering shapes.

A short time after arriving there is a popping sound and a sizable pile of magically compressed fecal matter appears from nowhere. Those nearby would find it [difficult] not to be splattered by this unexpected arrival.

This is all a result of the wonderful 'mess free' toilet system a local magic school has installed that teleports the collected waste away at regular intervals.

An unfortunate side effect of telporting the 'waste' is that it becomes a poisonous slightly corrosive mixture.

## MAGPIES

*Cemetery, High Street, Rural*

This [Pair] of large birds [Easy Beast] flit about the Characters fascinated by any visible jewelry. Should anything valuable be left unattended it will be snatched!

There is a virtual treasure trove in their nest!



# ENCOUNTER DETAILS

## MAN OVERBOARD

### *Docks*

A Drunkard [Easy Commoner] has fallen into the murky waters and is disappearing below the surface.

Any attempted rescue [Routine] would leave the rescuer filthy, wet and cold.

As attention is fixed on the unfortunate a dark figure slips away through the crowd.

## MARTIAL LAW

### *Castle Ward*

A [Very Large] authoritarian company of soldiers [Standard Warrior NPC] are clearing this district.

They will not provide any explanation and all who protest are beaten and dragged out of the area.

Efficient and ruthless, these trained soldiers will not ask twice and fight in pairs if engaged.

## MASTER OF CLOTH

### *Castle Ward*

Elevated to their current lofty position due to skill and keen eye for style, this clothier to the castle nobility [Elite Commoner NPC] is actually low born.

Responsible for the fashions of the court and cutting silk more expensive than most dwellings hereabouts, this steady handed artisan happily creates masterpieces that are worn once and often discarded to storage.

They are always keen to hear of new materials and augmentations and are seeking an envoy to contact a new trader on the roads near the castle to procure the latest cloths.

## MASTER OF COIN

### *Castle Ward*

Usually sat behind the many locked doors and guards of the treasury, the master of coin [Elite Cleric NPC] is responsible for balancing the books.

They are accompanied by a [Small] group of select soldiers [Elite Warrior/Ranger NPC] who ensure their safety at all times.

## MASTER OF ESTATES

### *Castle Ward*

This [Elite Wizard NPC] is responsible for managing the crown's property portfolio and arranging collection of the rents.

Only they have the power to sell or buy property in the Town and they will only do business with nobles and those in favor with the rulers estates.

All others must pay rent.

## MASTER OF HOUNDS

### *Castle Ward*

Many in the court are keen hunters, and several [Large] packs of hounds [Standard Beast] are kept for this purpose. This [Elite Ranger NPC] has an affinity for the beasts and will happily advise on any issues concerning the local wildlife, or removal thereof.

Experienced and keen not to kill off too many of the upper class the Master of Hounds is always on the look out for expert help removing some of the more dangerous monsters from the vicinity prior to a hunt.

## MASTER OF SCROLLS

### *Castle Ward*

This grumpy and learned individual [Elite scholar NPC] is very content with their lot in life. Surrounded by scrolls of all types, from fiction to historical diagrams to the latest books of incantations and combat tips they know everything about everything.

They will help visitors to find what they are after if, and only if, an educated conversation can be had with a Character they regard as an equal.

There is strictly no talking otherwise.

## MASTER-CRAFTED BARGAINS

### *Guild Quarter*

If it looks too good to be true it probably is.

Except these items are of a high standard and some truly powerful and rare items are offered at half the usual price.

There must be a catch.

# ENCOUNTER DETAILS

## MEMBERS OF THE BOARD

### *Noble Quarter*

These nobles consider themselves hugely important. Elevated by the Ruler to positions of power running the area, they view themselves as successful and deserving of their elevated positions.

One board member, not the highest ranking but seen as a long time dependable, has recently come to the attention of the watch for their fondness of a rather exotic and highly illegal type of mead which has powerful intoxicating effects on the drinker.

The board member has promised to refrain in return for the watch turning a blind eye to past "incidents".

The board member has approached the party to ask if they can secure a new supply and smuggle it into town without the watch knowing.

Payment is offered in coin but in these parts knowledge opens more doors than coins.



## MERCENARY TENDENCIES

### *Guild Quarter*

Strike first. Strike hardest. No mercy. The slogan has to be short or this lot will forget it.

Happy to hit first and ask questions later, this fighters guild is seeking to raise their standing by aggressive takeover tactics and have already successfully taken over and disbanded several smaller less well funded guilds.

They plan to continue their campaign for dominance by attracting all the choice apprentices and promising trainees with an expensive and extensive advertising campaign. And some violence, obviously.

One idea they've had is to send a [Large] group of their members [Standard Warrior NPC] to beat the pulp out of some notable adventurers, namely the Characters, preferably in a public place.

They aren't aiming to kill, just defeat and leave some choice bruises.

## MESSAGE IN A BOTTLE

### *Docks*

Bobbing along in the water is a stoppered bottle with a parchment inside.

Could it be a cry for help (40%), a treasure map (30%) or a curse upon the reader (30%)?

## MISSING

### *Noble Quarter*

You are approached by a neatly dressed servant [Easy Commoner NPC] in the employ of one of the better off noble houses.

They explain that a chamber servant has vanished and not been seen for days. They were considered to be of good character, reliable, young and well liked, the remaining staff are very concerned by their sudden disappearance.

If characters decide to help the server will reveal that the missing servant had been working late to clean the coal shed and lay the fires for the morning.

## MISSING WATCH PATROL

### *Undercity*

A [Small] group of less experienced watch members [Easy Warrior/Ranger NPC] are lost and disoriented and can't find the exit to this district.

The embarrassment of their situation has long since passed and they are tired, scared and very twitchy.

Likely to see everything and everyone as a threat, if not approached with care they will attack first and ask questions later.

Their inexperience may not be responsible for their predicament and the watch would reward anyone uncovering a plot against them.





# ENCOUNTER DETAILS

## MONKS

*Castle Ward, Guild Quarter, High Street, Rural*

The chanting of this [Large] gathering of holy men [Standard Cleric NPC] drones on tonelessly.

They spend the majority of each day chanting and reside in a very antisocial order.

However they do make the finest tonic wines on the continent, strange considering the seemingly limited resources they have. It certainly has a familiar tang.

They can often be found on the roads between taverns with their highly alcoholic wares.

If a character wanted to find the monks they would simply stop and listen for the drone of the chanting.

## MOULDY SUPPLIES

*Undercity*

These perishables have not been sealed in the damp air and mould has consumed the supplies.

The mould is of a strange type and its spores hang heavy in the air around the boxes. Characters should be extremely cautious of approaching too close.

## MOVE ALONG!

*Castle Ward*

An [Equal] sized group of the watch have had reports of a suspicious group roaming the area, and the Characters are a clear match.

The watchmen [Standard Warrior NPC] will insist the Characters move on and not return any time soon.

They could be bribed [Routine] to look the other way but if trouble kicks off could blow on their whistles to call in a [Very Large] amount of reinforcements.

## MOVING DAY

*Lanes*

The rooms visible from the street are all packed into boxes and furniture covered with sheets. Someone looks to be moving home.

You can see in the hall efforts have been made to paint over marks on the walls and the floor.

## MUCK HEAP

*Rural*

The smell gives away that this is where the animal waste is stored to rot down before being spread onto the fields.

Keen gardeners from around the villages also visit to collect a little something to boost their flowers.

Unfortunately the smell in summer can attract some less desirable creatures and on a particularly hot day a swarm of insects [Easy Beast] can emerge to harass those that get too close.

## MUDDY PUDDLE

*Docks, Lanes*

You cannot see to the bottom and bubbles rise occasionally.

This puddle is small but awkwardly placed. Some foolish nobles throw their cloaks over the puddle so ladies can step over. The cloaks seem to get sucked in and sink rather quickly out of sight. The nobles seem embarrassed and move on quickly.

Alarmingly this is a very small puddle and it should not be that deep.

## MUDLARKS

*Docks*

This [Equal] sized group of unfortunates [Easy Commoner NPC] comb the mud flats in search of lost valuables.

Those who choose to join them may find something of interest [Difficult], and as the search moves along the river the talk turns to local gossip with some juicy stories about the newest member of the watch.

## MUSHROOMS

*Cemetery, Rural, Slums*

Appearing out of a section of rotten wood, these brightly coloured mushrooms have a strange smell and spores hover in the air around them.

Only the experienced should attempt to identify the value and uses for these fungi [Difficult] as while they can be a potent alchemy ingredient they can also be highly poisonous

# ENCOUNTER DETAILS

## MUTUALLY BENEFICIAL

*Cemetery*

Undertakers hereabouts are all very respectable, with one notable exception.

This slick individual [Standard Rogue NPC] has the most grave slots available and is able to rapidly fill those places and collect the stipend from the town for safely disposing each of the dead.

They would be interested in cutting a deal with the Characters, they'll pay a few coins for each body they receive and can offer a good service in disappearing select corpses.

## MYSTERIOUS VISITOR

*Castle Ward*

Striding purposefully along the street this elegantly robed visitor [Elite Wizard NPC] has a [pair] or personal guards [Standard Warrior NPC] flanking them.

Their business here is unclear but on seeing the Characters they immediately approach and offer good coin to bolster their personal guard for an urgent, important and risky meeting they must attend.

## MYSTERY NOTE

*Castle Ward, Guild Quarter, Noble Quarter, Slums, Undercity*

A piece of paper blows along with the wind, it would be [Routine] to catch it.

The note is tattered and reads "Running is pointless. We know everywhere you will hide. Just give it back and this will all be over. Your family will thank you".

## MYSTERY PACKAGE

*Guild Quarter*

A neatly wrapped package sits by the door of the guild house.

It carries no address or name and has been neatly wrapped with string and brown paper. It has a foreign smell and a strange discolouration on one corner.

The porter seems nervous and asks if the Characters could check it out, make sure it's just a cake (50%), not a severed head (40%) or alchemical bomb (10%)

## NARCOTIC DEN

*Undercity*

This den is home to dealers and addicts alike. They offer no greeting or conversation to strangers in their current state. The most conscious member of the den offers a pipe and holds out a hand for the coin.

## NECROMANTIC BROWSING

*Cemetery*

The Necromancer [Elite Wizard NPC] stands back as his [Equal] sized group of workers [Easy Warrior NPC] dig to stock up his raw material supply.

If disturbed they may attack, striking with the shovels at the instruction of their master.

Of course if they fall in a brawl they will be back on their feet in no time...

The Necromancer will only waste his own time and energy on the characters if they pose a real threat however. He can be talked around by an equally educated Character and may even be persuaded to lend advice on the local catacombs.

## NERVOUS TRADER

*Docks, Guild Quarter, High Street*

Having journeyed from an exotic far flung land this richly dressed [Standard Performer NPC] character seems nervous.

Their grasp of the local tongue is faultless and only lightly accented, but they do not seem to know their way around.

Characters may converse to determine what his business is and if it is legitimate, with it being [Very Difficult] to find out this is a forward agent for a dangerous foreign criminal group.

## NEW CARPET

*Slums*

Almost shining through a dirty window a Character cannot help but notice a gleaming, clean, brightly coloured carpet in this run down filthy hovel.

The owner of the carpet is somehow even filthier than their surroundings.



# ENCOUNTER DETAILS

## NEW GUILD IN TOWN

*Guild Quarter*

A new guild has recently started operating, in the form of a new branch of a well established guild from a neighbouring realm and they seek to quickly be the power in these parts.

They have taken the largest guild house, decorated it extravagantly and are offering high wages for very specific skill sets.

They are very clever, undercutting and overbidding in order to have the upper hand in any negotiation.

The founding guild members are very friendly but secretive, and no one seems clear about exactly what it is that this guild does.



## NEW MONEY

*Noble Quarter*

The residents have appointed a representative who approaches the Characters discreetly. They point out a couple [Standard Performer NPC] who, while clearly wealthy, do not seem to share the same tastes and fashions as the other residents, favouring more flamboyant styles and colours.

The residents do not like their new neighbours and ask if you can help find out how they got their money.

They are convinced it is ill gotten gains and they would like to see the back of these brash newcomers.

## NICE NIGHT FOR A WALK

*Docks, Rural*

You step out and take a refreshingly deep breath. Gazing up you see stars without number. As in none. None at all. Whats that all about?

It would be [Routine] to avoid becoming scared at the implications of the missing stars.

## NICE OLD LADY

*Lanes, Rural, Slums*

This old lady [Standard Wizard NPC] is known for helping out at births and healing minor ailments.

Which is very good of her really.

Which means she usually has some helpful concoctions to hand.

Which also means she can often be found out and about looking for ingredients.

Which are never found too far from her little cottage and black cat.

## NOBILITY AT LARGE

*High Street, Lanes, Noble Quarter, Rural*

Dressed in their finest which is an overpriced approximation of the latest fashion this [Small] gaggle of Braying Fops [Easy Warrior NPC] descend on the local tavern weekly when in residence.

The locals don't fixed smiles and double their prices.

The Nobles spend their time hunting, drinking and wasting their time and money in whatever activity is the fashion that season.

They are all horribly bored, armed with expensive weapons and engraved armour worn mainly for show. If not otherwise engaged, sometimes an individual noble can be persuaded to engage in a wager [Difficult] where they are as savvy and attentive as you would expect of a lifelong gambler.

## NOVICE COVEN

*Cemetery*

Dressed in fancy black outfits, this [Equal] young coven [Easy Wizard NPC] are dabbling in the currently fashionable darker arts, and of course this has to be done in the cemetery.

Frankly this lot are an accident waiting to happen and any adventuring party who want some practice slaughtering the undead need only hang around near this show and wait for the inevitable.

Savvy Characters may notice [Routine] that some of the novices look to come from noble roots and will probably pay handsomely to get themselves out of any sticky situations.

# ENCOUNTER DETAILS

## NUNS

*Castle Ward, Guild Quarter, Rural*

This [Large] holy order [Cleric Standard NPC] has had no new novices in many years and this is a rare public sighting of their numbers.

They are close lipped, unfriendly and even the local priests seem to avoid them.

Despite their hostile appearance this order is extremely purist when it comes to interpreting the local religion, and God(s) help anyone who fiddles with it, because no one else will if these ladies are on the righteous warpath.

Mother Superior [Elite Cleric NPC] is happily confident she is much better than any Character in her locality, regardless of experience and appearance.

## OFFICE CATS

*Guild Quarter*

Bored guild members have been feeding strays and now this guild has adopted a number of cats.

Officially they are there to reduce the local mouse population, however these are pampered pets.

The cats have the run of the guild house and walk unchallenged through even the most restricted areas.

## OLD LADY FEEDING THE BIRDS

*Noble Quarter*

Humming to herself, this [Standard Commoner NPC] elderly residents face is obscured by a head scarf.

The tune seems to hypnotise the birds around her. It is not breadcrumbs she is scattering.



## OLD MONEY. OR LACK OF IT

*Noble Quarter*

On the outside the house looks grand. A noble figure on the doorstep stands tall and proud and hails the Characters loudly.

Once invited inside the party immediately notice the lack of maintenance the absence of any servants and the threadbare furnishings.

The noble explains that their traditionally safe investments have been failing for years and now the situation is dire. They are risking the last of their coin, and most of the family silver, on a new investment but they do not trust their new contact.

They ask the Characters to look into this investment and the individual behind it.

## OLD OAK TREE

*Cemetery, Rural*

Still standing tall and proud this dead blackened tree was hit by lightning decades ago.

Oddly it still stands, firmly rooted in the earth. Locals tell tall tales of how it still grows and new branches appear if a comet is seen in the night sky.

## OLD SOFA

*High Street, Lanes*

The old sofa they are carrying has seen better days, it creaks and groans and the [Small] group of carriers [Standard Rogue NPC] sweat and swear. They look like they could use a sit down.

The sofa has a suspicious tear in the back which is [Routine] to notice. What would only be discovered by ripping the backing off is the body they are moving hidden inside the furniture.

## ON THE HUNT FOR CURIOS

*High Street*

This figure [Standard Wizard] is looking for some very particular and rare ingredients and is not keen on being noticed.

He has coin for the right items which are not easy to come by and many are not available from the shops or any normal person.



# ENCOUNTER DETAILS

## OPEN CRYPT DOOR

*Cemetery*

A [Pair] of grave diggers [Standard Commoner NPC], who have seen all sorts and are very hard to spook, take one look as the crypt door slowly opens, scream and run.

Characters can see no cause for the door opening, however a closer look in the crypt may reveal the answer in the form of an angry ghostly spirit [Elite Monster] with a hatred of the living.

## OPTIMISTIC FAVOR

*Docks, Lanes, Rural*

Hanging around near the tavern is an [Equal] sized group of youths [Easy Commoner NPC].

At the awkward age between child and adult they are egging each other on to approach the youngest Character. The bravest steps up and proudly displays a collection of dirty coins. They ask if you can buy them the local ale as the tavern keeper will not serve them. If you do you could be implicated in whatever mischief ensues, if you refuse the insults will doubtless draw attention to your party.

Amongst this gang, whose bravado is increasing by the minute, you see a couple of the youths are better dressed than the others. They look happy to be included in this excitement and seem to have provided most of the coins.

## OUTSIDE CATERING

*Noble Quarter*

This [Equal] sized catering team [Standard Commoner NPC] are brought in to cater for large gatherings and parties. They are the first choice for the local nobles.

One member of the team approaches the Characters and asks for help on that evenings job.

The chef fears trouble from the rowdy guests and rude employer and would like to employ the characters as servers who can step in if needed.

All the local great and good will be there and it is a rare opportunity to mingle unnoticed, as long as you don't mind wearing a serving uniform.

## PAINTED WINDOW FRAMES

*Noble Quarter*

This house has recently had the window frames repainted. They look very smart and gleam as the heavy oil based paint slowly dries.

One window frame however has been painted but has finished a different colour and looks out of place.

The locals mutter and avoid the house, and could [Routine] be coaxed to explain that it's a 'Challenge' house set up by a thieves guild to test potential recruits.

Any who avoid the many traps inside and bring one of the tokens hidden within to the guild will prove their mettle.

## PALACE DOORS

*Castle Ward*

Huge highly detailed ornate doors mark this as a building of importance.

The intricate carvings of mages and mythical creatures depicts the historic use of the rooms behind as a one time magic guild.

In recent years these doors are rarely used and none of the guild mages have been seen in some time.

The rumours abound of the terrible things that they may have summoned and how only the warded doors keep the district safe have stopped anyone trying the doors.

## PALM READER

*Docks, Guild Quarter, Lanes*

This shawled figure [Easy Performer NPC] offers locals and travelers alike reassurance of calm times and riches soon to be found.

Their standard patter is well known, and yet they are still visited regularly by even the most experienced of sailors and merchants.

The price for visitors is double that for the locals, and they avoids the local religious types.

Occasionally their eyes glaze over and they start to speak strange tongues.

# ENCOUNTER DETAILS

## PARCHMENT AND INK VENDOR

*Guild Quarter*

This cart is a weekly visitor to this district to fill the seemingly endless demands of the guilds for ink and parchment.

Lately ingredients are in short supply and the guild masters are complaining about the watered down inks and exceptionally thin parchment.

Faded writing and ripped pages have already caused several near catastrophic misunderstandings.



## PATH AHEAD IS BLOCKED

*Castle Ward, High Street, Noble Quarter*

An [Equal] group of well armed strangers [Standard Warrior NPC] spread out to block the path.

They are oddly quiet and grim faced and look to recognise the Characters.

They have some reason to want revenge on the Characters for either a real or perceived offence caused to them and their kin.

They are expecting blood to be spilled and will be [Very Difficult] to talk down.

## PATRONS WHO LUNCH

*Castle Ward, High Street*

This [Pair] of rather bored locals [Standard Commoner NPC] spend most days shopping and lunching in the nicer taverns.

They are expert in few things, but do have a very good idea of what is new in the stores and the local fashions and trends.

They will happily converse [Easy] about these subjects with any fashionably dressed character.

## PERSONAL STYLIST

*High Street*

Eye contact draws the Stylist [Standard performer NPC] in close.

They look the Characters up and down, sigh, then adopt a look somewhere between pity and contempt. "Fur and steel is so last season."

If a character is feeling frivolous they can pay the stylist for a brightly coloured accessory and scarf to match. Or they could pay for a full make over...

As they are discussing colour choices the stylist can be persuaded [Routine] to share some scandalous gossip which may prove the downfall of a tavern keeper.

## PEASANTS

*Docks, Rural, Slums*

This [Equal] group of less fortunate individuals [Easy Commoner NPC] drift across the district in search of odd jobs, food scraps and somewhere warm and dry to sleep.

They are all locally born and have no knowledge or experience of worth to anyone expect occasionally those with less pleasant jobs.

They are fiercely protective of these awful tasks as they provide their only meager income.

## PET CEMETERY

*Cemetery*

Some nobles have paid for plots for beloved pets over the years, but in recent weeks newly departed pets have been showing up back at their homes. Their graves are disturbed and empty.

The pets themselves seem exactly as they were and their owners, while bemused, generally are very glad to have them returned.

But now some of the older residents who have been underground for decades have started returning home, and they are not as cute and fluffy as they once were.

Something buried with a beloved pet is animating the dead here, with a [Large] number of zombie like creatures [Easy Monster] found around the district.



# ENCOUNTER DETAILS

## PICKPOCKET

*Guild Quarter, High Street, Slums*

This small thief [Standard Rogue NPC] is a runner not a fighter.

Unnoticed in a crowd and hard to spot outside one, this stealthy thief will attempt to lift any heavy purses from anyone in the district.

Characters must remain vigilant [Difficult] to avoid valuables vanishing into thin air.

If Caught red handed the opponent will attempt to flee immediately and characters will need to be fast [Difficult] to catch them.

If cornered the thief can be intimidated [Routine] to reveal details of an extraordinary object they lifted a few days ago.



## PICKPOCKET URCHIN GANG

*High Street, Lanes, Slums*

A [Large] group of urchins [Easy Rogue NPC] are working this district, lifting coins from all over.

Characters will struggle [Difficult] to keep track of them all however vigilant they remain.

Cornering a thief is also a real challenge [Difficult] however if one is caught another will offer to buy their freedom with a rare gem and some amazing gossip, honest...

## PICNIC

*Cemetery*

The houses are small locally, many are shared occupancy and lack gardens. Consequently the locals often come to the peace and quiet of the cemetery for picnics and outdoor gatherings.

Usually respectful of mourners, this group chats happily and pass round bread and dips. The wine and beer flow freely and this [Equal] group [Standard Commoner NPC] lay contentedly on the grass and start to snooze paying no attention whatsoever to anything going on around them.

## PIGEONS

*Noble Quarter*

The area has recently become infested with pigeons and they are really spoiling the look of the place.

The Characters are approached and asked to get rid of them by any means they see fit.

## PILE OF BOXES & BARRELS

*Castle Ward, High Street, Lanes, Noble Quarter*

A pile of boxes and barrels jump out as looking out of place here.

They are much dirtier than their surroundings and no one seems to know where they came from.

They actually contain fresh samples for a local wizard [Standard Wizard NPC] dabbling in anatomical medical research, with a little bit of necromancy to 'liven' things up.

Packed in dirt within the boxes and barrels are dozens of animated limbs from all manner of creatures.

If unpacked they would make for a [Very Large] group of [Easy Monsters]



## PIRATE PARTY

*Docks*

An [Equal] sized crew of well armed sailors [Standard Warrior NPC] are moving towards the Characters quickly with weapons drawn demanding coin.

These are treasure hunters and they see loot before them. They are used to soft merchant targets and no one here has ever stood up to them before.

The captain [Elite Warrior NPC] follows behind, he is a wily opponent only to happy to let his crew find out the characters skills before joining in or calling a tactical retreat.

# ENCOUNTER DETAILS

## PIRATE SHIP

*Docks*

A ship recently arrived and moored just beyond the outer harbour is rumoured to be a pirate vessel acting as a merchant.

Any talk about the vessel is likely to catch the attention of some of the crew, who have mixed themselves in with the other sailors of the district.

If the pirates [Standard Warrior|Rouge NPC] believe the Characters mean them harm they will gather a [Large] group and arrange an ambush, ideally at sea if the Character board a boat.

Alternatively, anyone looking to buy illicit goods or hire some pirates would also find them here.



## POETIC VISIONS

*Cemetery*

This charismatic [Standard Performer NPC] is a well known poet and bard around these parts.

Their odes are sought after and they have found favor in noble circles leading to some very profitable endeavours.

They can also converse with the dearly departed.

The characters find the poet engrossed in an animated conversation of which they are only able to hear half.

## POLTERGEIST TANTRUM

*Cemetery*

Any flowers or trinkets left on graves do not stay there long. Commonly they will fly through the air and hit passing Characters in the back on the head, or simply hover or float past at suspenseful moments.

The poltergeist is angry but not vicious and will mainly seek to thwart Characters and distract them.

Occasionally if something sharp is available it will attempt a stab just to draw attention to itself.

## POORLY BUILT STONE WALL

*Castle Ward, Guild Quarter, High Street, Lanes, Noble Quarter*

This wall is poorly built of cheap materials.

It stands out from the surrounding architecture and seems new. Passers by comment about its sudden appearance and how it cheapens the area.

Anyone investigating further {Routine} may find the wall has been raised to seal a tunnel in the ground that goes deep down in to darkness.

## POP UP CAFE

*Lanes, Slums*

A keen home baker has opened up their home as a small cafe serving breads and cakes.

The goods are well made and tasty, however this little bakery does not have access to the best ingredients and has to compromise for some recipes.

Some compromises work better than others and a few folk may not return after getting mild food poisoning on their last visit.

## POPULAR MONGREL

*Rural*

Found hanging around the back of the shops, this plump little (probably) terrier [Easy Beast] is considered a fine rat catcher and liked by most villagers.

The village dog has a nose for food and vermin and loves chasing the Rabbits.

Can be tempted with food or a ball game.

## POTION LAB EXPLOSION

*Guild Quarter*

Without warning a nearby building explodes in a large purple fireball, accompanied by an earsplitting bang which echoes round the street shattering glass and knocking people to the ground.

Characters within 15 feet of the explosion are lucky [Routine] to escape untouched by the flames [Major Damage].

And both Characters near the flames and those further away could be also be deafened temporarily [Light Damage] by the blast wave.



# ENCOUNTER DETAILS

## POTTERS FIELD

### *Cemetery*

This field has been used for centuries by those who cannot afford the luxuries of protective wards in death.

It has long been disturbed by grave eaters keen for an easy meal, and lately these ghoulish scavengers have been growing in number.

It seems likely there is now a nest under the potters field with a [Very Large] number of young grave eaters [Easy Monster] and their brood mother [Elite Monster].

No one local has the coin or expertise to resolve this problem, maybe the Characters can help?



## PRESENTED AT COURT

### *Noble Quarter*

Moving slowly through the streets is a group of the younger nobles. Having come of age this year they are to be presented at court to the local rulers.

Preened and all rather nervous they move slowly, escorted by the palace guards.

## PRESS GANG

### *Docks*

Too tight to drop a coin in your tankard, this [Equal] sized gang of brutes [Standard Warrior NPC] lurk outside taverns ready to cosh any unsuspecting Character, especially if they are nice and drunk.

Should they be spotted [Routine] they may fight if they think the Character would make a good addition to their crew.

## PRIME REAL ESTATE

### *Cemetery*

The local noble has long wanted to expand their grounds, but within the town wall space is at a premium.

They have used money and influence to have their application to buy the land and expand their garden heard and the outcome is uncertain.

The Noble is unwisely taking a confident approach and is taking down the boundary walls to one side of the graveyard. Of course they have no idea the strange scratches on the wall are the protective wards.

## PRIVATE AUCTION HOUSE

### *Noble Quarter*

Such is the demand for curios, exotic items and fashionable antiques that a small, exclusive auction house has popped up.

The clientele is exclusive and entry is invite only.

The Characters may apply to submit lots for the consideration of the local nobles, or attempt to gain entry to see what is on offer.

## PRIVATE DETECTIVE

### *High Street, Noble Quarter*

An up and coming trader has made a big fuss about bringing in an expensive foreign private detective [Elite Scholar NPC] to look into a seemingly mundane mystery.

The detective seems fixated on establishing impossible events and assigning blame to any and everyone in the area with tenuous circumstantial evidence. So far he has summoned everyone together to reveal surprising parentage, affairs, thief's and long standing grudges. He has not solved the mystery he was employed to investigate, his bill is enormous and he has upset almost everybody. His strange quirks are now rubbing everyone up the wrong way and if he accuses any more nobility of randomly motivated petty feuds he is likely to end up face down in the sewers.

Has he uncovered any useful information? A character can try and find out [Difficult].

# ENCOUNTER DETAILS

## PRIVATE SECURITY

*High Street*

Paid solely on results this [Equal] band of mercenaries [Standard Warrior NPC] have a business plan which involves generating income by making trouble where there was none before.

Its amazing how many thieves there are all of a sudden that the local traders have to pay out to have removed from the street!

This dishonest bunch will cause trouble for any rogue characters.

## PRIZE BULL

*Rural*

This prize animal [Elite Beast] is the most valuable breeding bull in this area, and he knows it.

Unless you are a cow you will not be tolerated in his field. He will charge any character who gets too close or happens to be wearing red.

The farmer has been meaning to put a ring in his nose for months now to make him easier to handle, however he keeps finding excuses.

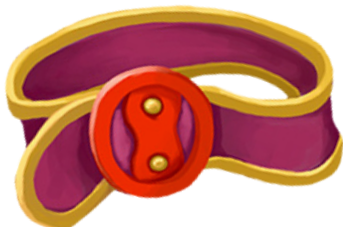
## PRIZE POODLE

*Castle Ward, Guild Quarter, High Street*

The rather cute appearance of this large poodle [Standard Beast] does not convey the nature of this animal.

Territorial, grumpy and frankly vicious to everyone except the owner, anyone close will get bitten immediately and sustain [minor] injuries unless they are wearing anything which would stop the bite.

The owner will be aggressive [Standard Commoner NPC] if challenged, however locals hate that dog as much as you clearly do any may be persuaded to turn a blind eye to violence.



## PUBLIC EXECUTION

*Castle Ward*

Despite ongoing street protests, capital punishment has not been banned in this state.

Today's unfortunate is accused of treason (there has not been a trial to convict them, the accusation alone is enough). The details are vague and the guards look uncomfortable and nervous. The mood of the [Horde] of [Standard Commoner NPC] is dark as disquiet brews all around.

The block is set on a high stage and the executioner [Easy Commoner NPC] stands ready. He looks young and inexperienced and holds the axe as if it were a shovel. This only antagonises an already volatile crowd whose anger is a low murmur growing louder by the moment.

Characters may notice [Routine] a [Large] amount of guards [Standard Warrior NPC] quietly arriving in the area as the execution grows nearer. They look to be in no mood to tolerate an civil unrest.

## RAIN

*Docks, Rural*

The threatening clouds turn the sky black and the wind quickly picks up. Rain lashes down painfully scratching any uncovered kin. So heavy is the rain that visibility is almost zero and the ground quickly becomes slippery and covered in puddles. Everyone is wet to the skin in moments.

As the wind picks up characters may struggle to stay on their feet [Routine] unless they can reach cover.

The rain feels unnaturally cold and characters must warm and dry themselves before continuing or take [minor] damage.



# ENCOUNTER DETAILS

## RARE FURNITURE TRADER

*High Street, Noble Quarter*

This refined individual [Standard Cleric NPC] is on the hunt for specific items of furniture with a certain heritage and will pay good coin for pieces in immaculate condition.

Counting many of the noble houses as clients, they have over the years found many interesting items in drawers and cupboards as items pass through, and have some unique insights in to those noble families.

## RATS!

*Cemetery, Slums, Undercity*

A swarm of vermin that is [Beyond Count] passes through this district.

You can hear them before you see them. The sound of tiny claws and squeaking gets louder as they approach. The swarm carpet the ground and walls as they travel, treat any section of the swarm as [Easy Beast] capable of [Minor] damage.

The swarm will pass by if they do not find any food. They may chew through barrels, shoes and bags as they pass searching for supplies.

## RAUCOUS DUCKS

*Rural*

Not limited to loitering in ponds and puddles, this [Large] flock of feathered quackers [Easy Beast] wander freely in this district.

Focused of food, they are inattentive however and if surprised they create a very loud and prolonged noise, giving away sneaking Characters or breaking peoples concentration. Quack!



## REBELS

*Undercity*

A strange variety of nobles and cut throats are gathered together, deep in conversation.

They have been planning a guerrilla campaign against the ruling parties for months and their plans approach a critical phase.

Discovery would mean death, and this [Large] group [Standard \* NPC] will deal harshly with any newcomers who are uninvited and threaten to uncover their plot.



## RECYCLING

*Lanes, Slums*

A cart stands outside a building, piled high with old scrap including rusty armour and weapons.

There are two brothers [Standard Performer NPC] who drive the cart daily to collect items of meager value. They will buy any low value items for a few coins, and are happy to sell items before they go to be melted down.

Sometimes accused of helping themselves to any unattended metal items from lead pipes to drain covers, they can sometimes acquire rather interesting things people are keen to get rid of quickly and quietly.

## REFUGEES

*Undercity*

These refugees have been driven out of their homeland and moved on repeatedly until they settled here in the worst district in town, where no one bothers them.

Destitute and hungry they approach the Characters for food or coin.

Their fortunes have not always been thus, and characters who help may [Easy] discover that in their previous life several of the refugees had very interesting professions.

# ENCOUNTER DETAILS

## REGAL BANKER

*Castle Ward, High Street, Noble Quarter*

Manager of the bank in this district, this stern figure [Cleric Standard NPC] knows everyone here and their business.

Happy to lend at a high interest rate, and quick to call in debts, this is possibly one of the most hated people in town.

To make sure debtors don't get out of hand the banker is often accompanied by a cold eyed killer of a bodyguard [Elite Warrior NPC].



## RELEASE ME!

*Cemetery*

Another victim of the botched exorcism all those years ago, this ghost [Standard Monster] has been stuck in their crypt, alone, for decades.

With the last of their sanity they beg for release to move on and may get angry if the Character cannot help them.

## RELEASE THE HOUNDS!

*Noble Quarter*

A noble who feels his hounds need exercise has simply released them to roam the streets while his kennel handlers attempt to run them around a bit.

They are neither hungry nor particularly vicious but they are large and rather territorial [Standard beast]. And they don't know you.

A Character who is good with animals may try and tempt a hound to join your party's "pack", otherwise the dogs may take a dislike to the Characters if they are not animal lovers and attack.

Any injuries or losses from the prized pack will be badly received by their owner.

## RELENTLESS BURNING SUN

*Docks, Rural*

The sun beats down as never before. It even looks hotter and closer than normal.

Any unshaded areas in this district bake in the unnaturally hot sun.

A haze blurs out people and buildings and anyone who spends much time in the sunshine and who is not equipped for the heat will take [minor] damage due to sunburn and exhaustion.

## REPAIR CREW

*High Street*

The [Equal] sized repair crew [Standard Commoner NPC] have been agitated by tales of cheap rival crews moving in to the District and do not hesitate to start a fight with strangers in town, fearful they are here to take their work.

While the crew are skilled builders they are only average fighters, equipped with work tools and do not work as a unit.

Ironically the repair crew are the only crew for many miles with the skills needed to maintain this town's delicate architecture, and killing any of them could lead to a rapid decline in the Town's fortunes.



## RESIDENTS ASSOCIATION

*Castle Ward, Noble Quarter, Slums*

These residents organise for everyone to pay a small contribution into a central fund. With it they attempt to maintain the roads in the area, and have even been known to help impoverished residents with major repairs. Usually only if neighbouring properties complain mind.

Lately the association have become very strict on their rules and imposing fines on residents who do not comply.

Some rules seem very strange, why for example would everyone need to cover their windows on a Tuesday night?



# ENCOUNTER DETAILS

## RETIRED SEA CAPTAIN

### *Docks*

This old sea dog [Elite Warrior NPC] is weather worn under their frayed ship captains hat. A thick long coat hangs to the knee despite the warmth in the air.

Now too old for the cruelties of the winter sea they amassed a tight pension and live a very modest life.

They are always happy to tell tall tales of unnatural goings on or adversaries outwitted over a rum in the local Tavern.

They remain the most knowledgeable in the area on the local currents and rocks, and they are happy to sell this to newer ship crews unused to the area.



## RIOT

### *Noble Quarter*

Wealth inequality has suddenly come to a head after a tax and rent hike aimed at the poorer districts of town.

The less well off have invaded the streets of the Noble Quarter to vent their anger at their lot in life.

Characters can see the mob coming from quite some distance.

Nobles who see whats coming may offer Characters coin to protect person and property.

The mob is a [Horde] of townsfolk [Standard Commoner NPC], they are poorly prepared and armed with whatever they can pick up.

They will attack any Character who looks well off, and attempt to smash windows and burn down doors. However any serious violence used in retaliation will make them back off.

True to their name the Watch are watching form a safe distance. They may offer characters coin in return for acting as “deputies” to disperse the mob.

## RISING MIST

### *Docks*

A thick sickly mist form quickly, lowering the temperature dramatically and expanding quickly to fill the district.

Any Character caught in the mist may [Routine] struggle to breathe and visibility is reduced to near zero.

A strange sense of foreboding settles all around.

Characters may sense [Routine] the mist is not empty.

If they succeed they are not surprised by the misshapen figures that form from the mist itself as an [Equal] amount of creatures [Standard Monster] that seem intent on dragging victims out to the cold waters of the harbour.

## RIVETING LOCAL “NEWS”

### *Noble Quarter*

This area sustains a very local newspaper that reports weekly on the social comings and goings, marriages, deaths and hosts an ever popular social climbing advice column.

The editor is rich, bored and very lazy. The young reporter [Standard performer NPC], keen to make his name in the industry, asks the party for help finding a scoop.

## ROOMS TO RENT

### *Lanes*

A sign in the window indicated rooms are for rent in this respectable looking dwelling.

The landlord who answers the door looks the Characters up and down and demands coin upfront, no sharing and explains the door is locked at 9pm and all are to be back by then or stay out.

The boarding house is home already to several young apprentices from respectable families. They have found enviable placements in the halls of power thanks to family connections, but not being noble born they will never rise high.

# ENCOUNTER DETAILS

## ROOTS OF DECAY

*Cemetery*

These old trees were once a beautiful towering variety. Unfortunately age saw them wither and death seemed inevitable until there was a very wet winter which brought the “juices” of the graveyard into the reach of the tree roots.

This had a very odd effect and the trees now stand bare branched with roots deeply exploring the graves and tombs, entwined throughout the entire graveyard district.

The trees do not always wait for folk to die and any Character who stays still for any time will find tendrils of the roots starting to wrap around them. While this is only a minor nuisance at first, leaving the roots to build up will lead to immobilisation and then constriction.



## RULE OF PEACE

*Castle Ward*

All characters must check their weapons in at a small building filled with weapon racks.

Every weapon is labeled and characters receive a small ticket with a number to reclaim their goods when they leave.

Despite the neat administration of the weapon free zone, the weapon storage is not as well guarded or secure as it should be.

Everything is, of course left at the owners risk and there look to be items of considerable value on the racks.

## RUNAWAY GOLEM

*Guild Quarter*

Suddenly a looming metal golem [Elite Monster] appears crashing down the street.

Locals flee and chunks of masonry shower down as it brushes buildings.

This out of control automaton will cause serious damage to people and property if someone doesn't stop it.

## RUNAWAY CART

*Guild Quarter*

The harness has broken leaving the horse still walking up the hill. The fully loaded cart meanwhile is now heading down the hill at speed.

The driver jumps leaving the cart to crash towards the crowded street, and the Characters.

Whilst [Routine] to avoid the [Major] damage of the crash, it'd be [Very Difficult] to stop the cart or get the crowds moved to safety in time.

## RUNNING MESSENGER

*Castle Ward, Guild Quarter, Rural*

In this realm important messages are traditionally delivered by a well trained cadre of Runners [Standard Ranger NPC].

These messengers travel by foot and must brave the streets, squares, gardens and alleyways alone.

The runners wear distinctive bright blue uniforms which makes them really easy to spot.

Intercepting a messenger is a capital crime, such is the value placed on good communications.

A messenger is running through this district.



## RUSH HOUR

*Guild Quarter*

The street is full with shoulder to shoulder crowds pushing and jostling as they pass each other.

It is very hard to keep track of any companions, the constant jostling means the brush of a pick pocket may go unnoticed and it takes ages to get anywhere.

Anyone being followed has a very good chance of losing themselves in the crowd regardless of whether they were aware of their 'tail'.



# ENCOUNTER DETAILS

## RUSTLING BUSHES

*Cemetery, Rural*

Dark leaved and oddly out of place here this little collection of bushes are not like the other fauna here.

Emitting a strange smell they move constantly even though the breeze is light.

These are actually dryad graves and are often visited by the small folk of the fae.

## SCANDALOUS GOSSIP

*Lanes, Rural*

Standing with folded arms, the gossip [Standard Performer NPC] surveys the locality with a critical eye.

No conversation, passer-by or building escapes the critical observation. The gossip will talk at length of the shortcomings of all around them, from poorly maintained houses devaluing their own to perceived slights and insults to their good upstanding person.

So focused are they on raising their station by lowering everyone else's that they are completely unaware that one piece of information they hold is of critical importance to the future good fortune of the district, possibly the Characters may be able to sort the wheat from the chaff of this long, boring conversation [Routine].

## SCAVENGING GHOULS

*Cemetery*

This area is known to have a ghoul problem. They are (mostly) contained by subtle wards on the walls and tombstones hereabouts, but every now and then, there is a minor scandal when one gets loose and wreaks havoc.

The characters are approached by the groundsman to ask for help in reducing the local ghoul population. He has a reasonable working budget.

The [Large] group of ghouls [Easy Monster] can be found in the catacombs and tunnels beneath this district or they could be tempted out with the right living bait.

## SCHOLARLY BLACKMAILER

*Castle Ward*

This shady figure [Standard Scholar NPC] is a low ranking member of the castle's hierarchy.

But not for much longer, after coming into some knowledge which could topple one of the highest ranked nobles from favor at court they have discovered an art for blackmail.

The constant income from the embarrassed party has enabled them to live like a lord, and splashing the coin has worked wonders in raising their standing.

The dark secret, however, will cease to become valuable if widely known and it is right there for all to see, if only they knew what they were looking at.

The blackmailer will protect the secret at all costs.

## SCRAPS

*Docks*

In this square the fish heads and guts have been dumped to be cleaned up by the local strays.

Strangely however neither the starving local animals or the ever greedy gulls will touch this offering.

Closer inspection reveals it is covered in [Beyond Count] small silver-worm like maggots [Easy Beast].

If any Character is injured they swarm to the wound.



## SEAGULLS

*Docks*

This [Horde] of mewling winged horrors [Easy Beast] cover the rooftops hereabouts. Noisy, territorial and aggressive over any food.

This colony of nuisance birds stalk anyone who is eating, with any Character eating likely to be swooped, they will find it [Routine] to keep hold of their meal.

Any Character on a rooftop in this district has a very real chance (60%) of being swooped and attacked.

# ENCOUNTER DETAILS

## SEALED DOOR

*Undercity*

Characters cannot see through it, climb over it or go around it. The only way to discover what lies on the other side is to pass a [difficult] skill test to reveal a way to move the bolt from the wrong side.

Strange markings on the door could suggest what lies beyond, warn characters about an unseen danger or point to an alternative entry method.

This could be a perfect transition to a dungeon area.

## SEAMSTRESS APPRENTICE

*High Street, Lanes*

A young apprentice [Easy Commoner NPC] approaches the Characters, her mistress is seamstress to a very important family.

A gown is being made for an upcoming party and must have a specific local gem sewn into the skirts.

Do the Characters know how she can get hold of any?

## SECRET MEETING

*Undercity*

There are many cleaner places to rendezvous however these two have chosen to hook up down here. Both are over dressed and attracting attention.

This priest [Standard Cleric NPC] and mage [Standard Wizard NPC] are from opposing factions and this meeting would be frowned upon by their superiors.



## SECRET WATERING HOLE

*Undercity*

The 'Cistern' is a small tavern hidden from the eyes of ordinary townfolk.

This tavern is neutral ground for the various criminal gangs of the town and has a select clientele as a result.

Order is enforced when needed by the owner, a retired street fighter [Elite Warrior NPC].

## SENSE OF SMELL

*Slums*

The local "atmosphere" is so pungent in the warm summer months that the locals in this district have completely lost their sense of smell.

Which means no one has noticed the new sweet aroma that hangs heavy in the street. Heavy enough to make outsiders eyes water.

## SERVANTS ENTRANCE

*Noble Quarter*

The next time the Characters meet with a wealthy or noble contact, they are directed to use the servants entrance.

Clearly the resident considers the characters to be staff or has a need for secrecy.

## SERVING YOUTH

*High Street, Lanes*

Characters are approached by a server from the tavern they frequent asking if they have seen a man. They give an full description.

The man is a regular from the Tavern and has vanished.

Not only is this out of character for the regular but they have neglected to pay their bill.



## SET THE SAILS RIGHT

*Docks*

Their hands are hardened by pushing needles through the thick sails for days on end.

Both the sails and the sewers are somewhat weathered, however today the weather is warm and they sit happily chatting as they work.

Tantalising snippets of gossip and tall tales of the local seas can be overheard [Easy] by anyone close enough.



# ENCOUNTER DETAILS

## SEWER GANG

*Undercity*

This [Equal] sized motley group [Standard Warrior|Rogue NPC] of shady characters know you are not supposed to be down here.

As soon as they see they Characters they spread out to block the way and advance using their knowledge of the area for tactical advantage.

## SEWER-GATOR

*Undercity*

This [Elite Monster] is an ambush predator feeding on unwary travelers or inexperienced visitors to the Undercity.

It will attack from water or dark corners without warning, targeting the largest party member first (Unless characters are very spread out, where it targets the closest).

Where possible the monster will drag victims under the water unless they can free themselves [difficult].

Character suffers [Major] damage if the monster can keep them underwater while it attacks. The hide of this beast is extremely valuable if it can be obtained undamaged.

## SHADOW CAT

*Undercity*

A [Very Difficult] to spot small cat entirely made of shadows is trailing the Characters.

This is likely to be a wizard familiar or summoned creature, but why is it following the Characters for it's owner.

## SHADOWY DANGER

*Cemetery*

The shadows are clear and pronounced even on dull gray days and in the fading light they move constantly even when all about is still.

Characters should be extremely cautious of straying into any area out of the light as those shadows hide a [Large] group of entities [Standard Monster] that are hungry and specialise in ambushing the unwary.

## SHARED OFFICE

*Guild Quarter, Lanes*

Someone has had the bright idea of converting a house into a shared space for trades and crafts.

Desks now fill the rooms and are home to a range of less established clerks, scholars and students who cannot afford their own premises.

Desk space is always available, although you have to pay upfront for parchment and ink.

Book keepers, clerks and even a small messenger company use this as their base, and security is not what it could be. Anyone so inclined could attempt [Routine] to befriend the workers and gain access to their paperwork.

## SHEEP

*Rural*

Clearly much loved this neatly sheared flock graze happily on the short grass.

Such attractive prey may attract some unwanted attention and there is a chance (30%) that an [Equal] sized pack of wolves [Standard Beasts] will arrive and tear in to the flock.



## SHINY KNOB

*Noble Quarter*

A shiny handle shines out at the characters from the middle of a wall. No door nearby. It gleams invitingly, just asking to be turned.

No other passers by seem to have noticed it.

It's actually a contraption that rings a bell and calls a horse drawn cab to the scene from a nearby rank, the driver now expects a paid job and will ask for a wasted time charge if the Characters don't want a cab ride.

# ENCOUNTER DETAILS

## SHOP ASSISTANT

*High Street, Lanes*

A figure [Easy Scholar NPC] bumps into a Character unexpectedly.

They are extremely apologetic and explain they are late to work in the store. It is very busy and many unexpected items are selling out quickly.

They ask if you could help the shop owner procure some items.

## SHOPPERS

*High Street*

This [Equal] sized gang of shoppers [Standard Commoner NPC] hang together and move efficiently from shop to shop.

They know all the local prices and haggle for any items that are dearer than they were last week.

## SILK TRADER

*Docks, High Street*

The fine clothes hang over the fleshy form of this hulking merchant [Standard Performer NPC].

This profusely sweating person has a taste for the finer things in life and lives beyond their means.

They are always interested in cut price stock and any gossip which would afford them entry into the social elite they so covet.

## SILVERFISH!

*Undercity*

As is inevitable the carpet on the damp floor is infested with silverfish, and rather dirty.

But the silverfish are the issue as they are strangely lively.

Any Character stepping onto the damp carpet is likely to gain several silvery visitors, possibly unnoticed [Routine], which will immediately start making themselves at home upon that person and their clothes.

This infestation will lead to sores, itching and a general discomfort as the insects crawl all over.

## SIX (ISH) FEET UNDER

*Cemetery*

The gravediggers are lazy and poorly paid and as a result if no one is paying attention they will dig the graves shallow, or even stack multiple corpses in single graves.

This practice has attracted some unwanted attention and something has been digging up corpses at night for a little snack.

## SLAVERS

*Undercity*

The clink of shackles echoes through the tunnels. This [Large] group of slaves are all young and healthy and clearly intended for heavy labour.

The [Equal] group of slavers [Standard Warrior NPC] are lazy and do not keep good watch.

There is, however, only one key on the belt of the dangerous looking slaver captain [Elite Warrior NPC].

## SLIME EVERYWHERE

*Undercity*

This [Standard Monster] ooze monster appears and disappears seemingly at random.

While not openly aggressive the monster is unconcerned by characters so long as they are not close, however it will attack if approached by spraying slime at any interlopers.

It is corrosive and harmful if it touches uncovered flesh and quickly burns through cloth, causing [Major] damage.

The slime plasma of this monster is highly prized by alchemists, but must be fresh. Transporting it requires a sealed sturdy vessel.

## SLIPPERY STONES

*Docks, lanes, Slums*

The slight sheen on these paving stones give away their lethal secret. They are very slippery!

Any character not able to keep their footing [Routine] is in for a painful and embarrassing slip [Light].



# ENCOUNTER DETAILS

## SLOP FROM ABOVE

### *Slums*

An upper storey dweller flings open the shutters and projects the contents of the chamber pot into the street below.

Any character unfortunate enough to be caught by the slurry, which is [Difficult] to dodge, will not be welcome in any reputable shops & taverns until the smell has been addressed.



## SLUM LANDLORD

### *Docks, Slums*

In the time honoured tradition of the area this landlord [Standard Commoner NPC] offers the most basic accommodation to locals and travelers alike in their flophouse.

However the straw on the floor is changed weekly and the rope strung between the walls, where patrons sleep slumped over in upright lines, is in fairly good condition so I suppose there are worse places to stop over.

No one reputable will be found here but lifelong friends can be made if characters can handle the conditions.

## SMALLEST ROOM

### *Guild Quarter, High Street, Lanes*

The convenience here is located in a quiet corner behind the main building. Just follow your nose.

It is almost impossible to see what lies beneath the thin wooden board of the privy, but if a Character performed a [Difficult] investigation, they would find a stash of narcotic leaves in an oiled pouch.

They would also be covered in excrement for their troubles...

## SMUGGLERS

### *Docks*

This dodgy [Equal] sized collection of smugglers [Standard Rogue|Warrior NPC] will not hesitate to remove any threat to their lucrative trade.

Anyone who finds their secret paths and passages will be silenced either by threat or actual violence and the smugglers can count on help from Watch members they have bribed.

Certain Tavern Keepers who benefit from this black market will also be hostile to any threat to the smugglers.

## SMUGGLERS RUN

### *Undercity*

A well trodden path runs through these narrow, dark corridors.

It is well known that smugglers operate in these parts, and it is surely likely that the characters have stumbled on one of their secret paths in and out of town.

Equally likely it is guarded by subtle traps or a [Pair] of smugglers [Standard Rogue|Warrior NPC].



## SNAKES

### *Undercity*

Very at home in the dark sewers and caves, this [Large] amount of slithering creatures [Easy Beast] happily reduce the local rat and mouse population.

It's rare that anyone is bitten by these snakes but they seem agitated right now, and the Characters will glimpse some disconcertingly large scales sliding under the surface of the water.

This is a truly giant snake [Elite Beast] that much prefers the taste of people to rats and mice.

# ENCOUNTER DETAILS

## SNEAKY PEEK

*Lanes*

As Characters pass a window at street level their eyes may be drawn to a bookcase within.

Sitting opposite the window in a smart, respectable looking home is an ordinary wooden bookcase filled with nondescript books and one rather larger than the rest which makes Character's eyes itch when they try to focus on it.

## SOCIAL CLIMBER

*Castle Ward*

They [Standard Performer NPC] have got where they are through tactical friendships and destroying more than one family's reputation. They are cold, ruthless and utterly fixated on their rise through the ranks.

Upon becoming aware of the Characters they will likely either see them as a risky unknown or just a risk, they will seek to discredit them in the eyes of the powerful and hopefully to better themselves while they do it.

## SOMETHING FISHY

*Docks*

What are presumably fisher-folk this [Pair] of [Standard Commoner NPC] are loitering. They do not look friendly and are nervously looking at the daily catch they would normally be encouraging townsfolk to buy.

If anyone were to rummage amongst the fish they would find a few small and well sealed parcels of contraband.

## SOMETHING LIES BENEATH

*Undercity*

This cheap floor is bending upwards in the middle, and the little bump is getting noticeably higher by the moment.

It's either (40%) a vent of gas about to explode the floor causing [Minor] damage or (60%) a massive burrowing creature [Elite Monster] that will explode the floor and then try to consume the Characters.

## SOMETHING WENT THAT WAY

*Undercity*

A trail of bloody footprints lead away down a dark corridor. They are still wet.

If the Characters follow the footprints they lead to the body of a senior town official who has been brutally attacked before staggering their last steps to fall here.

The murderer is watching from a hidden spot that is [Very Difficult] to notice, they are a talented killer [Elite Rogue NPC] that might decide to silence the Characters if they uncover evidence of their work.



## SONG BIRDS

*Cemetery, Noble Quarter, Rural*

In recent years the expansion of the town has decreased the local song bird population down to a few robust species who rely on the locals for most of their food.

Resultingly the dawn chorus has quietened and has fewer songs.

Recently however all the birds of various species all seem to be singing the same song. Locals have taken to humming the tune as well.

## SOOTY HAND-PRINT

*Noble Quarter*

In an immaculate street the sooty hand-print on this smart building stands out a mile.

Some whisper it's a 'Black Mark' from an infamous underworld cartel while others reckon it's a neighbour jealous of the paint job.



# ENCOUNTER DETAILS

## SPY

*Castle Ward*

A thin figure [Standard Rogue NPC] lurks suspiciously in the shadows in this area.

Attentive eyes catch every detail and interaction within sight as they take mental notes to report all goings on.

Characters who do not wish to appear on the report will have to confront the Spy.

If the Spy thinks a Character shares the same allegiance they will provide an incredibly detailed report of all suspicious and interesting events from the town in the last few days.

## STABLES

*Guild Quarter*

For those who live far from the guild quarter and travel in daily a new stable has sprung up offering a place for horses while their masters are at work.

The prices are extortionate and this has led to “nag sharing” where the less well off members of the guild attempt to get 2 or even 3 on a horse to save on stabling and grain costs.

The horses here are of a reasonable quality, and some are rented by the day by the guilds as “pool horses” for use of guild members on guild business.

## STARLINGS

*Cemetery, Rural*

This feathered flock come together to roost every evening in the trees and house eaves nearby.

As they flock together before roosting they form huge complex ever changing shapes in the dwindling light of the evening sky.

Recently though some of the shapes they form have looked sinister and lifelike. They have also begun to act aggressively to observers.

Any Character trying to interact with the birds will send them in to a frenzy, and they will attack.

Treat the murmuration as a [Horde] of [Easy Beast]. The sheer number of aggressive birds will be able to break windows and flimsy doors to attack Characters within.

## STARVED HOUNDS

*Rural*

This [Small] pack of hounds [Standard Beast] are kept by a local noble for hunting, however they do not have a privileged life and have been cruelly starved.

Left to roam free, if they catch the scent of the Character they will attack as they are desperate to eat.

## STEADFAST FARMER

*Rural*

The Farmer [Standard Commoner NPC] has never married despite their good nature and relative youth.

They lead a busy life and are often found roaming the roads and fields.

The farmer is a wealth of local gossip and, being well placed to notice strangers passing through, can be enticed [Routine] to share their thoughts on other travelers.

They are happy to trade goods for produce and usually has a huge range of little jobs they are happy to pay the right Character for help with.

## STICKY FLOOR

*Undercity*

This coating does not seem naturally occurring more smeared on by something which brushed past.

Characters should be extremely cautious of touching it, and may wish to investigate where it came from, just in case it's from a deep snail [Standard Monster] that has found it's way up from below.

## STINKING HERMIT

*Rural, Undercity*

A reclusive [Elite Scholar NPC] resides in this district.

Swathed in many layers of filthy cloth with weathered aged extremities this belligerent loner wants nothing to do with anyone and may react badly if approached. They hold a precious item under their layers which they will protect at all costs.

# ENCOUNTER DETAILS

## STOCK TAKER

*High Street*

Annually it is law for shops and stall holders to conduct a stock take.

The tax collector pays keen attention to ensue no one is skimming the books and the stock taker is very unpopular [Standard Cleric NPC] as he reports discrepancies to the authorities.

The paperwork of traders must clearly and accurately track imports, exports and sales to discourage any shady dealings.

The Stock Taker records all in a large ledger which he carries with him at all times and holds an up to date list of all goods in the area.

There are an [Equal] number of guards [Standard Warrior NPC] who are tasked with making sure the ledger and Stock Taker remain safe.

## STOCKS

*Docks, Lanes*

The stocks stand in a clear area near the centre of this district.

They currently house a petty criminal [Easy Rogue NPC] who is there for the day.

Enterprising traders have produced rotten fruit by the barrel to throw for a few coins, and while unpleasant and embarrassing this punishment is likely to have no long lasting effects.

While standing too close may result in some splatter, the inhabitant of the stocks would be very grateful if released early.

## STRANGE BRICK

*Castle Ward, Docks, Lanes, Slums, Undercity*

This brick stands out as it seems dirtier than the surrounding bricks and strangely smooth as it weathered by the touch of many hands over many years.

Pressing the brick firmly will open up a nearby secret door that leads to a drinking den.

Long ago this would have been a well kept secret, but now almost every curious passer-by opens up the door.

## STRANGE DOOR

*Guild Quarter, Lanes*

Characters may hear [Routine] the slight hum given off by this thick wooden door.

As the light of the day fades characters may also notice [Routine] the door glows slightly.

This door may well be a mundane looking front for a portal that will teleport anyone passing through to a mystery location.

## STRANGE GROUTING

*Docks, Slums*

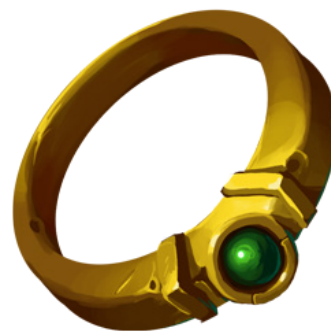
Characters may notice [Routine] that some of the grouting on a nearby wall looks different to that around it. Somehow newer and cleaner. Has a doorway been bricked up?

## STRANGE MOULD

*High Street, Lanes*

This strange green mould has found a home in the grout of this building and some of the paving stones hereabouts. It has an odd smell.

Caution is advised when touching or smelling this mould as it is poisonous.



## STRANGE RINGS

*Noble Quarter*

Younger nobles are seen everywhere wearing odd rings. They seem to mean something to the wearer and they act like membership of a club with wearers winking at each other in the street as they pass.

The rings themselves seem valuable and the stones set in the gold are unusual and emit a slight magical glow.



# ENCOUNTER DETAILS

## STRANGE STATUE

*Castle Ward, Cemetery, Noble Quarter*

This statue of a celestial being is facing away from the characters.

A noise distracts the characters, when they turn back the statue has vanished.

Characters may realise [Routine] that the statue can move when no one is looking at it.

A [Difficult] encounter can be made easier if no one blinks as it restricts the movement of the statue.

Characters may perceive [Routine] that only one at a time need to maintain a visual on this slippery opponent.

If the statue [Elite Monster] is able to attack without being seen (or if a character blinks) it will attack viciously.



## STRANGE SUIT

*Lanes, Slums*

As Characters pass a window at street level they glimpse a suit of armour standing in a well lit small room. The room is poorly furnished and looks worn and ill maintained. The doors and windows are loose and flimsy and it would be easy to enter the house uninvited.

The suit of armour is clearly well made and well cared for. It is made from a rare and valuable alloy which is only worked by master smiths. Some knightly noble houses have one such suit which is passed down the generations due to the cost. Next to the suit of armour is a matching long sword.

If characters enter the dwelling the suit of armour [Elite Monster] attacks.

While its sword swing is hampered by the size of the room it is exceptionally difficult to damage the animated armour.

If the Characters prevail they may decide whether to allow the suit to join the party as a guardian or find a way to "exorcise" the suit to wear or sell as usual.

## STREET BULLIES

*Cemetery, Lanes, Slums*

An [Equal] sized gang of street thugs [Standard Warrior NPC] stop the Character without warning.

They loudly raise several petty grievances and start shouting and pushing. Passers by avert their eyes and move by quickly.

They mainly want to make a scene and look tough and aim to keep any violence to fists but if weapons are drawn they are armed.

## STREET CHILDREN

*Slums*

This [Large] gang of kids [Easy Commoner NPC] do not all have homes to go to and can be found playing, begging and selling matches on the streets of this district.

They are poorly dressed and uneducated, are happy to run errands for coin and are very good at keeping track of people.

Because all these dirty urchins look the same it is [Difficult] for a character to tell if one in particular is following them.



## STREET FOOD

*Docks, Slums*

Any Character who partakes will find the meal tasty and their spirits are raised.

Given the unusually strong mix of spices only a character with a strong constitution will avoid the side effects and digestive protests.

# ENCOUNTER DETAILS

## STREET PARTY

*Lanes, Slums*

This [Very Large] assortment of drinkers fills the street ahead making passing through hard.

In order to pass Characters will find it [Difficult] to sneak past without triggering a drunken encounter, such as:

“What are you looking at” cry a [Small] group of drunk young merchants [Standard Commoner NPC]. Characters may intimidate [Routine] them to “leave it” or persuade them to forget the intrusion by buying them another drink [Routine].

“You spilled my drink” yells a stout off duty soldier [Standard Warrior NPC]. Unless Characters replace the alleged spilled drink he will throw fists.

“You look like a spy for the watch” accuses a [Small] group of darkly clad revelers [Standard Rogue NPC]. Characters may only persuade them otherwise with a round of drinks and a rowdy and very rude song, sung from atop a barrel, insulting the Watch.

Character may be lucky enough not to be overheard by the Watch.

Any fighting by characters will immediately trigger all present to “kick off” and the watch will try to arrest you for inciting a riot.



## STREET PROPHET

*Docks, Lanes*

Well the end of the world is very nigh. According to this dubious slightly manic prophet [Standard Performer NPC].

He makes eye contact and approaches. Without asking he launches into a doom and gloom version of recent events and suggests this is leading to the end of all things.

Trying to converse with him leads to a slightly circular debate as everything comes back to the end is nigh, but he may drop in a surprising fact or two if a character is listening closely.

## STREET SWEEPER

*Guild Quarter, High Street, Noble Quarter*

The locals have all gone in together to fund a full time street sweeper [Standard Commoner NPC] to keep the streets in this area clean and inviting.

They are also responsible for tending flowers and greenery and washing doorsteps.

From dawn until dusk they are a constant figure, stooped with a broom attentively sweeping and staying out of the path of patrons.

They have cleaned up an increasing number of severed fingers in recent days and are worried about what it means.

## SUDDEN CRAMPS

*Lanes, Slums*

The local cuisine has taken its toll and any Character with a delicate constitution who has eaten street food or dined at a less reputable establishment is suddenly incapacitated.

Any remaining characters may try to find soothing herbal tonics for their colleagues (although symptoms will pass once nature has taken its course), but may wish to remain vigilant should some try and take advantage of this unfortunate turn of events.

## SUSPECT GRATE

*Castle Ward*

On a bright day in a dry street the crooked drain cover catches the character’s eye. It also seems to be glistening with smears of Something all over it.

Investigation may [Routine] reveal someone has recently gone down in to the sewers.

Anyone heading down will be ambushed by a [Pair] of black clad figures [Standard Rogue NPC] who don’t want to be followed.

## SUSPICIOUS CELLAR DOOR

*Undercity*

This door looks to be of a better construction than any others nearby. Solid, sturdy and well locked.

A coded message in cant says ‘Guild Only’.



# ENCOUNTER DETAILS

## SUSPICIOUS DOOR

*Docks, High Street, Lanes*

The door is the most interesting thing about this slightly run down drab building.

It is reinforced by sturdy and new looking iron bars drilled into the old weathered oak with a bell pull next to the door.

This property has been recently taken over by a criminal gang to store goods.

A [Pair] of guards [Standard Warrior NPC] will answer a bell pull and tell the Characters some lies to make them go away.

## SUSPICIOUS POOL

*Undercity*

The sewer has formed a large deep pool where the water swirls and is somehow unsettled.

A faint blue glow can be seen at the bottom of the pool.

Any Character interacting with the pool will discover it's actually a water elemental [Elite Monster] bound to a glowing blue crystal.

Its time trapped in the sewer make for a very dirty elemental that will have diseased attacks.



## SUSPICIOUS RIVER

*Slums*

The smell gives it away, a thin river of effluent flowing along the side of the filthy path.

It is the colour of old blood and its source seems to be a squalid looking building a little up a hill.

Any investigation will reveal an [Equal] sized group of sick and dying slum dwellers [Easy Commoner NPC] and Characters would need to take precautions not to catch this particular 'leaking pox'.

## SWASH AND BUCKLER

*Castle Ward*

Preened and prancing along looking rather impressed with themselves, this duelist [Elite Warrior NPC] has every faith in their abilities.

The rapier hanging at their side is a fine, well used weapon and is meticulously cared for and of considerable value.

They are followed at a respectful distance by the bookmakers and a gaggle of interested townsfolk, ready to create an impromptu tourney atmosphere, with excellent betting facilities, at a moments notice.

The Duelist spies the Character with the most expensive sword and approaches.

They bow politely and "offer out" the character. The winner gets to keep the weapons.



## SWINE

*Slums*

A [Large] herd of pigs [Standard Beasts] is being herded through the streets.

These pink plodders have been helping out the local crime syndicate with body disposal and have developed a bit of a taste for the work.

They will take an optimistic bite out of any injured character causing [Light] damage, but accept they have no chance with characters on full health.

In unrelated news the bacon in these parts is famed for its salty twang.

## TALL GRASS

*Cemetery, Rural*

An unkempt area of grass which has been allowed to grow long in order to encourage wild flowers and wildlife.

Unfortunately something slightly more unusual has taken advantage and a [Small] group of fey creatures such as brownies [Easy Monster] have moved in.

# ENCOUNTER DETAILS

## TAX COLLECTOR

*High Street*

A shop on the street is in the process of being ransacked, however as it's the tax collector [Standard Wizard NPC] and his [Large] mob of deputies [Standard Warrior NPC] doing the looting, everything is official and above board.

If the Characters have obvious signs of wealth, they may well catch the Tax Collector's eye and he'll start making inquiries in to making sure they've paid the appropriate taxes on that loot they have.

## TENTACLES!

*Undercity*

The monster itself remains elusive, but clearly it is close as tentacles emerge from water and holes in floor and walls, flailing about with purpose.

There are a [Large] number of tentacles and each is considered an [Easy Monster].

If two or more tentacles successfully attack a Character then they will begin dragging them below ground or underwater.



## THAT'S BANNED!

*Castle Ward*

An [Equal] group of a militant priesthood [Standard Cleric|Warrior NPC] are on the hunt for banned texts and are planning on a good old fashioned book burning.

Lets hope there isn't a spell caster with a suspicious tome amongst the Characters...

## THE "COMPANY"

*Docks*

Offering 'personal services' for every possible taste, this [Equal] troupe of [Standard Performers] are able to spot potential clients from streets away.

They offer the usual services for a few coins, and on quiet nights may be persuaded to trade gossip over the local ale.

They are very aware of who is coming and going in the area, however they risk a night in the cells if they cross the watch so they are reluctant to share any tales of their doings.



## THE AIR IS FULL OF SPORES

*Undercity*

From a widespread patch of fungi, suddenly spores explode into the air around the Characters.

They immediately fill the area, and any character who needs to breath will find it [Difficult] to avoid coughing uncontrollably.

Once Characters escape the spores they may find it essential to wash thoroughly as any pores left on the skin may begin to grow.

## THE CHILDREN OF THE NIGHT

*Cemetery*

Smartly dressed and rather charismatic this striking vampiric noble [Elite Monster] offers a rather toothy smile as they pass the Characters.

They are very at ease in this setting and clearly are very aware that they would have the upper hand in any encounter given their ability to summon up a lot of undead help very quickly.

They aren't hostile unless provoked and would find amusement in talking about all matters with the Characters.



# ENCOUNTER DETAILS

## THE GOOSE

*Rural*

This grumpy honker [Easy Beast] is not in the mood. Wandering freely near water or corn fields if it cannot find enough food it will accost passers by to provide grain or bread.

If neither are forthcoming the pecking will start and continue until the goose is fed.

On an unrelated note, roast goose goes very nicely with the local wine.



## THE PETTY EMOTIONS OF MAN

*Castle Ward, Cemetery*

Rather unusually this eldritch entity [Elite Monster] that feeds on negative emotions looks exactly like a non-decrepit town resident.

They've resided in a house empty for so long no one remembers who is supposed to live there and can come and go unnoticed.

Although they rarely need to leave the house as their surroundings are perfect for stirring discord and disquiet. While they sit happily by the window twitching the curtain and feeding on the annoyance, anger and impatience they create.

A prolific letter writer, the entity is able to arrange building work at strange hours, deliveries block nearby roads at busy times, carts park outside neighbours houses for days with no explanation. Rubbish collections are canceled mysteriously and hordes of youngsters repeatedly show up looking for the party advertised on the notice board.

In recent days local residents and workers have all received letters offering to help them lose weight.

## THE RULER!

*Castle Ward*

This [Overwhelming Scholar NPC] was not born to the title but acquired it with a bloodless coup many years ago, few are alive from the time to recall it, and those that do are vague.

Shrewd, learned and incredibly greedy, this power hungry ruler did not stop their dubious pursuits when he gained a crown.

The air moves strangely around them, and they sometimes seem to be moving as if through water.

Colourful robes flow around a lightly built frame, and fingers shine with rings as they hold an ever present book open in his hand.

His [Large] personal guard [Elite Warrior NPC] are ever present and oddly silent, their captain [Elite Monster] never sleeps and maintains his endless vigil with dead eyes.

Characters may not approach the Ruler, his guards or their captain uninvited, they will be warned back once, and if they persist they will be attacked.

They have remained popular with the townsfolk by raising the fortunes of the town with a series of very favourable trade deals.

Lately however, cruelty and tyranny have increased and the townsfolk begin to grow uneasy and restless despite their comfortable lives.



# ENCOUNTER DETAILS

## THIEVES GUILD MISSION

### *Guild Quarter*

This independent merchant guild is one of the shadier operations in these parts and have long been disliked by the other guilds who regard them as just a bunch of crooks. Which to be fair, they are, as this is the front for a thieves guild.

You are approached by a guild representative [Standard Rogue NPC] in broad daylight in a smart street. They offer good coin for a helping complete a job quickly.

They aim to disrupt the local watch in order to buy their guild mates time without prying watch eyes to complete all their commissions in record time.

Each watch member has to report for duty in a strict uniform dress including hat, whistle and regulation boots. The thieves guild plan to ask characters to steal key parts of the uniform so watch members will be delayed starting their shifts. They will pay by the item and can provide the names & addresses of watchmen.

## THIRD EYE ON THE PRIZE

### *Castle Ward*

A diviner [Standard Wizard NPC] has setup a stall here and is reading simple fortunes for a few silver coins.

For an extra fee they are willing to use 'deep magic' to glimpse a pivotal moment on a Characters future lifeline, although warn that the information gleaned this way may disturb.

## THOUGHTFUL FISHERMAN

### *Docks*

Dressed in oil soaked clothes and holding two large fish hooks this rather intense figure [Standard Commoner NPC] is looking at you strangely.

All the other fishermen are hard at work either at sea or repairing their nets, not this one. They stand and stare, never looking away or blinking.

It's possible they have reason to hold a grudge against a Character, and while they don't have the abilities to stand against them, it doesn't stop them thinking about it.

## TIDAL AREAS

### *Docks*

Despite the harbour wall this area can be prone to tidal flooding during storms and spring tides.

The locals as usual are well prepared with wooden boards which slot in front of doorways to prevent water ingress.

Anyone unprepared may find streets and areas cut off or find themselves having to wade through debris filled water.

The flood waters may also tempt an [Equal] amount of razor gill fish [Standard Beast] to swim along the flooded streets looking for something to bite.

## TOLLING BELL

### *Cemetery*

It is not the light breeze ringing the small bell contraption above a sealed grave, but the cord descending in to the tomb.

There are many bells here as it is the fashion to have a bell operated from within a coffin to avoid any "mistakes". However this is not a fresh grave and the bell rings inhumanly fast.

Characters may choose to dig a little deeper and discover what, or who, is up.

If they do they'll discover that the coffin has been smashed open by a giant burrowing carrion worm [Standard Monster] that is causing all the ringing as it feasts on the old corpse.

## TOM CAT

### *Castle Ward, Lanes, Rural*

Old, battle scarred and very ginger this old boy [Easy Beast] has long since given up hunting in favor of wooing treats and tidbits from the locals.

When not asleep in the sun he roams local streets, where he will lie temptingly at the feet of any passing traveler and roll onto his back purring.

Characters may stroke him if they can win his affection [Routine].

He is known to scent mark those he dislikes.



# ENCOUNTER DETAILS

## TORCHES AND PITCHFORKS

*Rural, Slums*

The [Horde] of Locals [Standard Commoner NPC] are up in arms and they don't want that sort of thing going on round here.

They feel the best way forwards is with a statue like construction made from a readily available flexible reed type wood which they plan to set fire to. With a suitable sacrifice inside to make their point. Someone has to go in and the Characters are strangers.

They start with the most brightly dressed Character.

Characters in turn can try to avoid a fiery fate by convincing the crowd they aren't right to sacrifice [Difficult] or pointing out another Character that definitely is right to sacrifice [Routine].

They could of course fight their way out of trouble, but killing townsfolk with so many witnesses will bring its own trouble.

If a Character ends up in the flammable statue, the other Characters can only watch as the mob lights the statue and toast the marshmallows thoughtfully provided.

Luckily the wood is wet and the part where the character is does not burn well, collapsing and releasing them unhurt.



## TOURISTS

*Castle Ward, Docks, Lanes, Noble Quarter*

Drawn by the tales of friends this [Equal] group[-Standard Scholar[Cleric NPC] have come to see for themselves the historic merit and architectural interest in the area.

Standing out like a sore thumb and with full purses hanging from their belts its only a matter of time before trouble finds them.

They will likely pay for a walking tour of sites of interest, or protection should they be persuaded they need it.

## TOWN CRIER

*Castle Ward*

Loud, portly, loud, red-faced and loud, this crier [Standard Performer NPC] is responsible for relaying the important announcements in these parts.

The bell they ring to catch the crowd's attention has some special properties and when rung on official business it creates an unnatural silence as all who hear it fall quiet and listen, this is [Routine] to resist.

The Town Crier is a creature of habit and they usually call the news in the morning after breakfast. Today however they look slightly disconcerted and it is not their usual time to be on the streets.

The usual silence has fallen and passers by listen attentively for the announcement.



## TRAITOR

*Castle Ward*

This [Standard Cleric NPC] looks much younger than their many years. Old enough to remember the coup which brought the current ruler to power, they have long since fallen from grace when caught selling state secrets to the highest bidder. They do not seem to have served any sentence for the crime, however.

While removed from the circles of power, and indeed any polite society, the traitor is not without friends. Characters may perceive [Routine] that these friends are bound by secrets not loyalty.

## TRAPPED

*Undercity*

The paving stones do not look even, some being better worn and dirtier than others.

Those which do not seem to be well used hold an unpleasant surprise and any character stepping on them will find out why no one else does.

Anyone touching the unused stones will receive a magical jolt that causes [Minor] damage.

# ENCOUNTER DETAILS

## TRAVELING APOTHECARY

*Docks, Rural, Slums*

This rather round and jolly physician [Standard Performer NPC] is garishly dressed and always creates a stir when they are visiting.

Crowds gather to hear about the latest tonics and cures, and coin flows freely as these change hands.

In between these frivolous staged events the Apothecary's large impractical wagon can often be found stuck blocking narrow roads.

Locals seem convinced of the benefits of these potions, and strangely refuse to hear anyone question the apothecary's qualifications or merit and any prolonged questioning will result in hostile encounters.

## TRAVELING HUNTER

*Cemetery, Rural*

This old hunter [Elite Ranger NPC] has spent their life roaming the wilds and hunting strange creatures.

In their twilight years they have moved closer to civilisation, even though it offers fewer prizes.

Following a rumour, they are tracking in this area for a beast [Elite Beast] worthy of their time which offers riches if bested, skinned and sold.

They seem oddly distracted, even in the warmth of civilisation they do not remove the pelts which hang from their shoulders and a strange stench follows them.



## TREASURE MAP

*Docks*

Discarded on the floor is a scroll with a clear map of the town the Characters are currently in.

It is clearly labeled with a strange language and highly detailed markings.

None of them resemble X. Finding the clues on this map will prove interesting [Very Difficult] and at some point the maps owners may come looking.

## TREASURES UNTOLD

*Cemetery*

In line with the customs of the time some ancient lords were entombed with all their worldly possessions and servants in order to get a head start in the afterlife.

While most of these treasure troves have long since been looted there is talk that recent digging has revealed a new site.

The locals seem reluctant to go close as they've all heard the stories of terrible traps and curses that guard such tombs.



## TRICK, NOT TREAT

*Cemetery*

As the Characters are passing through a trickster [Easy Performer NPC] dressed as a zombie walks out from behind them with a big grin on expecting the usual screams.

If Characters are not quick enough [Routine] to spot the jape them may hit first and ask questions later.

## TRIP HAZARD

*Undercity*

Someone clearly wants to dissuade anyone from walking this way and has set a trip wire at just below knee height which would cause a nasty fall if a character is moving at speed.

## TWO DOORBELLS

*Noble Quarter*

This house has two bell pulls, one either side of the door. They are clearly meant for different sorts of visitors, but there is no sign to explain who should use which bell. It is clearly some sort of test.

This system keeps unwanted guests from discovering a secret cult temple within, as anything other than the correct sequence of bell rings will put those inside on alert.



# ENCOUNTER DETAILS

## UGLIEST MAN IN TOWN

*Slums*

Not just an unconventional face but what must surely be a wicked curse.

If you can stand to be anywhere near him he will bemoan the fact he was once gifted, handsome and well off.

This once striking minstrel [Standard Performer NPC] made a mockery of the wrong sorcerer once and, well, here he is.



## UNDER A WOLF MOON

*Cemetery*

This happy [Equal] pack of urban werewolves [Standard Monster] are enjoying a full moon romp around the graveyard.

Frolicking in the bright moonlight they bask, roll and chase their tails.

If they notice the Characters of course things will take a confrontational turn as they try to keep the bestial urge to rend and tear flesh in check.

## UNDERCITY CLAN

*Undercity*

This poorly appointed dwelling is home to a [Large] group of rat men, either actual ratman creatures [Easy Monster] or filthy humans in tattered hides [Standard Commoner NPC].

Over crowded, grumpy, dirty and yet oddly proud of their slum home and it is handily located to access all parts of town via less used tunnels.

## UNEVEN PATH

*Rural, Slums*

Rocky and badly maintained this lane has numerous pot holes and small rocks sticking from the surface.

The surface is so bad it makes the terrain a hazard [Routine] and any character rushing may injure themselves, with the only way to negotiate safely is at half speed.

As the worst point in the path an [Equal] group of robbers [Standard Warrior|Ranger NPC] let arrows fly from where they are hiding and [Difficult] to spot.

They hope to injure then rob the Characters.

## UNEVEN STEPS

*Undercity*

Out of sight out of mind, so no one cared about the very poor construction of these stairs that are now prone to collapse.

Characters must tread carefully and slowly [Routine] or risk the whole staircase collapsing under them.



## UNEXPECTED MAGIC LESSON

*Guild Quarter*

It's a warm day so it seemed a nice idea to hold the practical class for the local magic school outside.

Unfortunately "advanced orb-ing" has not proved straightforward and now orbs of all shapes, sizes and colours are flying everywhere.

The school tutor [Standard Wizard NPC] looks shifty and quickly vanishes as everything goes south, They've gone to get help if questioned.

This leaves the [Equal] group of inexperienced mages [Easy Wizard NPC] to attempt to recover the situation.

Their attempts have mixed and unexpected results, although their orb cantrips are far more likely to have comedic effects and cause property damage than hurt people.

# ENCOUNTER DETAILS

## UNSCRUPULOUS TRADER

*Slums*

Top hat and fancy coat tails, this [Standard Commoner NPC] considers themselves above their neighbours.

They will claim to be the best, most successful trader in the district and will tout aggressively for the Characters business.

They are however not that good at business, not well connected, are prone to cutting corners and will happily tread on anyone to usual end up with a cheap knock off set of goods.

## UNUSUAL SPORES

*Cemetery, Undercity*

These egg shaped fungi are really very large, upright and oval.

They are surrounded by a strange low lying mist made of tiny spores.

If the mist is disturbed then slowly the top of the fungi splits apart and opens, almost like a 4 petaled flower.

It is very tempting [Routine] to lean forwards to see what is inside for any Character that has been breathing in the spores.

Anyone too close to one of the opened fungi will be attacked by a [Difficult] to dodge pseudopod from within that will cause [Major] damage and try to implant spore in any victims.

## UP AND COMING

*Slums*

This shrewd individual artist [Standard Performer NPC] has long been planning to better themselves.

A jack of all trades, master of none, they have been stealthily saving for years and quietly bettering their clientele.

Now they are on the verge of being able to escape their low born status in life.

They are very paranoid and have everything to lose if their delicate position is disturbed as there are those who would dearly love to see them fail.

## URBAN FOX

*Docks, Slums*

As the towns expansion has invaded the countryside some of the more adaptable creatures have taken advantage.

This ginger [Easy Beast] bushy tailed beast has grown larger than their wild cousins on the scraps and easy pickings in the towns rubbish.

Found scavenging in this area they will try to see off intruders with a nasty nip if cornered.

## USURPERS FOLLOWERS

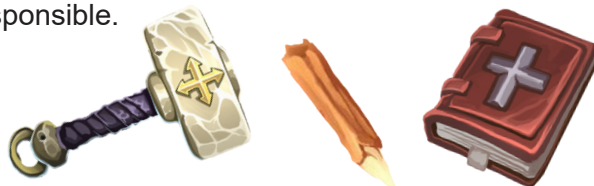
*Castle Ward*

This shady meeting of an [Equal] malcontent group [Standard Rogue|Warrior NPC] have had enough of the hard-line watch, compassion-less justice system, rising taxes and falling wages.

They have faith that a usurper would be a much fairer ruler and plan a big statement to get the attention of the local powers that be.

Their plans are crude and risky, and focus on burning down the local stables and adjoining barracks.

Characters may be approached to join this little rebellion, or by the watch to help weed out those responsible.



## VAMPIRE HUNTER

*Cemetery*

This extremely elderly and frail avenger [Standard Ranger NPC] has a lifetime's experience of tracking and dispatching the undead.

Being rather eccentric they have failed to convince anyone else of the dangers posed by these supernatural threats and have not been able to attract any apprentices.

Now past even their twilight years they are desperate to pass on their burden before it is too late.

They have exceptional local knowledge and some very exciting equipment.



# ENCOUNTER DETAILS

## VAMPIRIC LAIR

### *Undercity*

This district houses a lair with a [Large] assembly of very pale fanged folk [Standard Monster].

Characters will struggle to talk to these opponents as they view any non vampires as either food or so vastly inferior they are not worth wasting breath on.

Characters may try [Very Difficult] to convince the vampires that they are of more value than lunch, or simply begin exterminating this nest.

These are young Vampires and not as deadly as their elder kin, although finishing them off completely may require specialist equipment. Which if the Characters don't have, doubtless there could be broken furniture or fallen branches nearby than can be quickly sharpened if characters are able [Routine].



## VIGILANTE

### *Noble Quarter*

One of the richest nobles in town has become disillusioned with the watch and a perceived lack of results that leaves the town swimming in crime and vice.

Now by night they roam the streets wearing their black outfit and matching black cloak. They cover their hair and eyes to avoid being recognised as they seek to rid the streets of crime.

They are not a gifted fighter [Easy Warrior NPC] and usually take their butler [Standard Warrior NPC] to step in with a solid iron bound club if things get out of hand.

Lately the local criminals have been getting the upper hand and this vigilante would like to hire the Characters so the odds are swung in their favor.

## VILLAGE FETE

### *Rural*

Organised by the local Priest [Standard Cleric NPC] to raise funds for some reason, usually a leaking roof somewhere, this fete boasts bright bunting which has seen better days.

Locals have brought their jams, honey, mead and baked goods. Everyone has hit the mead first and is a bit tipsy.

The priest stands by the stocks trying to smile while the locals pelt the days wrong-doers with rotten vegetables which the are sold by the bucket load.

Keen for any break in mundane routines, all here are merry and tongues are loosened by the drink.

## VISIT FROM DEATH

### *Cemetery*

This dark shrouded figure is thin and very tall.

Characters cannot make out the face which is hidden in a large black hooded cloak.

The air is cooler near the figure and they look awfully familiar.

This an avatar for a deity of death [Overwhelming Monster] and is unlikely to have interest in all but the most intriguing of mortals.



## VISITING MIDWIFE

### *Slums*

Provided by the local religious house to provide for the “unfortunate” women of the area, the midwife [Standard Wizard NPC] somehow knows all.

The local women are in fear of her although safe births have increased since she took up the role.

However twins and triplet pregnancies somehow only result in one live child in all cases.

Some local may tell tales of how sometimes her medical bag is seen to move strangely as she leaves quickly with platitudes to “sort everything out”.

# ENCOUNTER DETAILS

## WALKING TOUR

*Noble Quarter*

The architects guild has organised a walking tour of interested patrons to tour the noble houses and explore their history and style.

Noble residents are delighted to be included in this prestigious event and there are many upset noble families whose properties have not been included.

During the tour an architect apprentice notices something very interesting in the design of one of the grander houses that includes ancient ritual sigils and asks the Characters to look into the property's history and owners.



## WARNING TO OTHERS

*Cemetery*

This upright coffin has sturdy metal banding all around, a hefty chain and padlock and a barred window where the head of a slowly twitching zombie can be seen.

There is a plaque stating that this criminal is to serve a beyond life sentence for crimes against the ruler.

The coffin can, of course, be opened from the outside if the lock is picked or forced, although it may anger the ruler to find out the sentence has been cut short.

## WATCH OUT BELOW

*Undercity*

Without warning brown effluent suddenly spurts from a pipe above.

Characters will find it [Difficult] to avoid the wide spray of filth.

Some processing must have happened in another chamber because this stinking waste now has a very sticky glue like property and is [Very Difficult] to remove and will start to stick limbs together if a Character got particularly covered.

## WATCH YOUR FOOTING!

*Undercity*

The constant damp has led to a slimy coating forming on the cold bricks and stone.

It is very slippery, [Routine] to stay standing on and would stain any clothing touching it.

## WATER PUMP

*Docks, Slums*

This old pump is less than hygienic and any Character who drinks from it would find it [Difficult] not to become sick.

Luckily this can be easily remedied with healing salts available everywhere locally for an above standard amount of coin. Lucky that...

## WATERSHIP DOWN

*Cemetery, Rural*

A sunny bank criss-crossed with rabbit tunnels. The warren is interconnected underground but of course most tunnels are far too small for a character to fit into.

The warren has grown huge and those burrowing bunnies have struck something rather interesting in the deepest tunnels.



## WEEVILS!

*Undercity*

This store room was home to ships biscuits and other hard baked goods.

Unfortunately they were not well packed and a [Horde] of giant weevils [Easy Monster] have invaded!

These normally little beetles have gorged themselves and grown large beyond natural limits.

They have a surprising number of large sharp mandibles and are rather hungry.



# ENCOUNTER DETAILS

## WELL

*Cemetery, High Street, Rural, Slums*

The locals have been made ill by the water from this well.

Fever and pains consume any who drink this water.

A ladder carved into the inside of the well leads down into darkness.

## WELL WORN SLABS

*Guild Quarter, High Street, Lanes*

Year of high footfall have led to the stones underfoot becoming smooth and worn, showing the path most people take.

Oddly the layout here abouts seems to have changes as the worn path runs abruptly into the wall of a nearby building.

Is this just street layout changes or is there a secret door here abouts?

## WET FOOT PRINTS

*Noble Quarter*

It has been dry for days and yet here are wet foot-steps on the floor clearly leading straight from a wall.

This is the result of a noble with access to a type of potion that allows the imbiber to walk through walls with the only side affect that the water starts to seep out of your body whilst under the effect, so small doses and a handy water flask or two to avoid sudden dehydration are in order.

## WHAT'S IN THE BOX?

*Cemetery*

The plinth is old and weathered, clearly centuries old and sat neatly on top is a stone box, carefully placed and lovingly carved.

The box, not only clearly out of place, seems strange and suspicious.

Characters may [Routine] recognise the carvings as referencing holy warding spells.

This box contains the focus for an anti undead ward that helps the dead stay dead here.

## WINDOW CLEANER

*High Street*

The constant street urchins rubbing their snotty noses and filthy hands on windows means this jolly window cleaner [Standard Commoner NPC] is never short of work.

They are usually found working before or after opening hours, but sometimes rival traders can "play dirty" and their services are required at short notice.

Characters may chat to the window cleaner and realise [Routine] that he has seen a lot of out of hours activity in this district.

## WINE CELLAR

*Guild Quarter, Lanes*

Bending to examine a glint on the path, a Character may [Easy] notice a window low to the path looking down into a wine cellar.

Bars cover the window and the glass is very dirty, however glimpses can be seen of row upon row of dusty looking wine bottles.

A couple of bottles look new and to contain an oddly glowing blue vintage.



## WINE TRADER

*Docks, High Street*

Young(ish) and wealthy thanks to selling cheap wine to the nobility for much coin, this trader [Standard Performer NPC] is more than happy to discuss and sample the latest imports.

They are friendly and talkative, and happy to chat scandal from the rich houses with perspective clients.

# ENCOUNTER DETAILS

## WISHING FOUNTAIN

*Noble Quarter*

This ornate fountain stands proudly in this exclusive area of town.

It has long been tradition to wish on a coin and cast it into the waters, and a carpet of copper, silver and even a flash of gold twinkles invitingly up at the Characters.

Removing coins from the fountain will of course cancel the wish and is strongly discouraged.



## WOLVES

*Rural, Slums*

This female dire wolf [Elite Beast] and her [Small] amount of grown cubs [Standard Beast] appeared recently and don't seem to have moved on.

With howls that chill even the warm night air they are held responsible for missing livestock and local dogs.

Hard to find if you are looking for them, they roam at night and will attack any weakened Character not on full health.

Locals are bemused because there really shouldn't be wolves this close to town.

## WOODEN FENCE

*Slums*

This little area has been fenced off, probably to contain some fowl or similar animals, however the area is currently empty.

The fencing is blocking a popular shortcut and the locals are complaining of a land grab.

The stocky belligerent tenant [Standard Warrior NPC] has been insisting the fence stays and is theirs, often using a club to make their point clear.

## WRONG SIDE OF THE WAGON TRACKS

*Noble Quarter*

The party is approached by a smartly dressed Noble, who explains their only child and heir has eloped with a lowly guild apprentice and they have been tracked to an unseemly part of the town.

The noble feels the match is deeply unsuitable and asks you to return their offspring forthwith.

Good coin is offered and the pair should not be too hard to find.

## YARD SALE

*Lanes*

A table sits outside on the side of the street and is filled with nondescript household items which look to have been well used.

An honesty jar sits on the table with a note reading "All coins go to the orphanage".

The jar is half full of copper coins.

The assortment on the table has been well searched through by the neighbours, however there may [Routine] be some curios and items of interest to an educated keen eye.



## YOU ARE RETURNED

*Cemetery*

Embarrassingly this mourner screams and throws themselves at the feet of the oldest Character.

They cannot be convinced that the Character is not their beloved reincarnated, and they will not leave the party alone.

Passers by, at first aghast, are now starting to laugh and the spectacle is drawing attention to the party.



# ENCOUNTER DETAILS

## YOUNG NOBLE

*Noble Quarter*

The Characters are approached by a richly dressed noble [Standard Commoner NPC] who displays absolutely no common sense.

Bored and seeking adventure they ask if you will accompany them on a hunting trip.

They have heard tale of a beast just outside town which they plan to hunt, kill and display as a trophy.

They have very firm ideas on how to tackle the beast, no suitable equipment and no experience, and could be described as a liability.



## YOUR BIGGEST FAN

*Castle Ward*

The Characters would find it [Easy] to become aware of the person following them for a few minutes now.

After plucking up their courage a small noble [Easy Performer NPC] steps up and introduces themselves as your biggest fan!

After getting all the characters to sign a small book, this little noble asks if they can accompany you.

They will pay for your time and are very keen to be seen in your company.

## YOUTH OF TODAY

*Guild Quarter*

An [Large] Group of young apprentices [Standard Commoner NPC] bumps in to the Characters as they go past without apology, being focused entirely on their own conversation.

They then meander across the pavement oblivious to all other foot traffic before stopping in the middle of the path where they continue to talk loudly.

They remain in place comparing their latest amulets so people have to step around this group into the road to pass.

## ZOMBIES!!!

*Cemetery, Undercity*

Hungry for brains this [Large] group of shambling Monsters [Easy Monster] lurch slowly towards the most intelligent Character.

They will grab and try to claw and pull Characters to the ground where they could take large chunks out of them.

They particularly like noses for some reason. Noses and, of course, brains.

There may of course be no connection whatsoever with this outbreak and the large open leather tome that rests on a nearby gravestone its bloodstained pages turning in the breeze.





# TOWN ADVENTURES

## TOWN ADVENTURES

This chapter lays out a system for you to generate linked encounters with a theme and end goal in mind.

This is system agnostic and can be adjusted to suit your game, levels and party.

So read on to roll up a plot!

### BALANCING ENCOUNTERS

We have also added antagonists to go alongside the random district encounters and add some more directed opposition to the Characters.

### BALANCING ENCOUNTERS

It's very possible that combining Antagonists and the random rolled District Encounter will create some overwhelming combinations for the Characters.

You can either adjust the results, have one encounter happen after the other or simply let the Characters learn that life isn't always fair and there is always the option to retreat and come back later...

### STARTING POINT

We'd recommend fully generating a town adventure with these steps in advance instead of rolling as each stage is reached, that way you can look for inspiration to link the random results together in to a story line.

### CHALLENGE TYPES

Not every result here specifies if Antagonists will actually engage in direct combat and attack the Characters or try to oppose them in other ways so feel free to play your Antagonists as fits you and your players style.



# TOWN ADVENTURES

## WHAT'S THE PLOT?

Whilst the random district encounter tables earlier in this book can be used for any number of stand alone quick town encounters the following set of tables and the Adventure Stages section can be utilised to help build an outline for a town adventure.

### ADVENTURE THEME

What theme does this town adventure have?

Roll on this table to get a suggested theme to use:

ROLL (D20)	ADVENTURE THEME
1 - 2	<b>COMPETITION</b> - There is a competition taking place in town and the Characters have entered.
3 - 4	<b>CRIMINAL BUSINESS</b> - The Characters could be on either side of the law dealing with a turf dispute or other large scale criminal activity.
5 - 6	<b>DETECTIVES</b> - A crime or mystery needs to be solved by the Characters.
7 - 8	<b>HELP THOSE IN NEED</b> - The needy could be poor, ill, cursed or just blackmailed. But can the Character help?
9 - 10	<b>HEIST</b> - There is a well guarded item or items and the Characters have to plan for its acquisition.
11 - 12	<b>MONSTER THREAT</b> - A monster or monsters are terrorizing the town, can the Characters track down and deal with the menace?
13 - 14	<b>POLITICAL INTRIGUE</b> - The Characters are drawn in to a tangled web of political intrigue.
15 - 16	<b>REBELLION</b> - The Characters are either working for or against a rebellion set on taking down the town authorities.
17 - 18	<b>RESCUE</b> - Somebody needs to be rescued from captivity, maybe the Characters themselves need to perform a prison break.
19 - 20	<b>RIVALRY</b> - The Characters are invited to join a side in a bitter rivalry, whether that be noble houses, guilds, schools or even just old fashioned family feuds.

### ADVENTURE INSTIGATOR

Who is requesting the assistance of the Characters, either directly or indirectly?

The Adventure Instigator is the person or group with a vested interest in the outcome of the adventure and may well be who is paying any rewards.

ROLL (D20)	ADVENTURE INSTIGATOR
1 - 2	<b>CRIMINAL</b> - Either a petty criminal or a representative of a criminal group.
3 - 4	<b>GUILD</b> - A representative of a guild.
5 - 6	<b>MAGI</b> - Either an independent magic user or one from a magic school in the town.
7 - 8	<b>MERCHANT</b> - An dependent trader of some form.
9 - 10	<b>MILITARY</b> - A member of the military that protects the town.
11 - 12	<b>NOBILITY</b> - Someone from the rich elite of the town.
13 - 14	<b>OFFICIAL</b> - A town official acting in their appointed capacity.
15	<b>OUTSIDE POWER</b> - An entity not based in the town, such as another nation.
16 - 17	<b>PRIEST</b> - A member of a religious organisation based in the town.
18 - 19	<b>SCHOLAR</b> - An academic, most likely part of centre of learning in the town like a college or university.
20	<b>TOWNSFOLK</b> - Someone representing the very folk that make up the main populace of the town need help.



# TOWN ADVENTURES

## ANTAGONISTS

What opposition is there that will cause the Characters problems and work directly against them during this adventure?

ROLL (D20)	ANTAGONISTS
1 - 2	<b>CHURCH</b> - One of the main religious factions in the town.
3 - 5	<b>CRIMINALS</b> - An organised criminal group of some form such as a thieves guild or cartel.
6	<b>CULTISTS</b> - A shadowy society that operates unseen in the town and has members all over.
7	<b>FOREIGN POWER</b> - Agents from another town or nation with a vested interest.
8 - 9	<b>GOVERNMENT</b> - The town ruler themselves or other agents of the town with full official resources available.
10 - 11	<b>GUILD</b> - A tight knit organisation with money, resources and people available or maybe a union group with many members.
12 - 13	<b>LAW ENFORCEMENT</b> - The town watch or constabulary or similar armed force with the rule of law on its side.
14 - 15	<b>MERCENARIES</b> - Not just hired muscle but also hired magic, stealth etc. that either have a paymaster or a reason to oppose the Characters themselves.
16	<b>MONSTROUS</b> - This could be a lone/group of overt monsters that need to be dealt with or it could be nefarious creatures working behind the scenes such as changelings mind puppeteers or vampires.
17 - 18	<b>NOBLE</b> - An extended family and their retainers who have the wealth and connections to go alongside their myriad schemes.
19	<b>REBELS</b> - Outlaws working against the ruling faction of the town.
20	<b>SCHOOL</b> - An academic group such as a magic college with much knowledge and arcane ability.



## COMPLICATIONS

Not all Adventures should be straight forward so here are some possible complications to spice things up.

ROLL (D20)	COMPLICATIONS
1 - 10	<b>STANDARD ADVENTURE</b> - No variation.
11	<b>BESIEGED</b> - The town is under siege either by a conventional military or a more supernatural threat.
12	<b>DIVINE MEDDLING</b> - The God(s) or their agents have an interest in this adventure and will meddle to get the result they want.
13	<b>DOUBLE CROSS</b> - The Adventure Instigator is planning on double crossing the Characters.
14	<b>FESTIVAL TIME</b> - The town is in the middle of a great festival and the streets are packed with revelers.
15	<b>MULTIPLE ANTAGONISTS</b> - More than one group are opposed to the Characters roll again on the Antagonists table to see who. This new group could also be working against the other Antagonists or they could be in an alliance.
16	<b>OCCUPIED</b> - The town is under occupation or becomes occupied near the start of the adventure by an outside power, there are troops all around and frequent checkpoints.
17	<b>PLAGUE</b> - There is an illness rife within the communities of this town.
18	<b>RIVAL GROUP</b> - Another adventuring group are striving to complete the same goals as the Characters and they don't feel like sharing the task.
19	<b>REVERSAL OF THEME</b> - Halfway through the adventure the theme will change as the real plot is revealed, roll a new Adventure Theme and switch part way through the adventure.
20	<b>SECRET WAR</b> - A shadow war between secretive factions is taking place throughout the town out of sight of the general populace.





# TOWN ADVENTURES

## ADVENTURE STAGES

We're going to define a town adventure as a number of Adventure Stages that take place in one or more districts of a town whilst Antagonists work against the Characters and random encounters mix things up and add flavour.

Either chose or use the following table to determine the number and type of Adventure Stages:

ROLL	STAGES
1	<b>1 STAGES</b> End
3 - 4	<b>2 STAGES</b> Normal, End
5 - 6	<b>3 STAGES</b> Easy, Normal, End
7 - 8	<b>3 STAGES</b> Normal, Hard, End
9 - 10	<b>4 STAGES</b> Easy, Normal, Normal, End
11 - 12	<b>4 STAGES</b> Easy, Normal, Hard, End
13 - 14	<b>4 STAGES</b> Normal, Hard, Hard, End
15 - 16	<b>5 STAGES</b> Easy, Normal, Easy, Hard, End
17 - 18	<b>5 STAGES</b> Easy, Normal, Hard, Hard, End
19 - 20	<b>5 STAGES</b> Normal, Hard, Hard, Hard, End

By all means create town adventures with more Adventure Stages and with a different mix of types than listed here.

Once you know how many and what type of Adventure Stages your town adventure will comprise of you need to determine which district each stage will take place in and then roll up a mix of Adventure Stage encounters and District encounters.



## DISTRICTS

A District is an area of the town where the current Adventure Stage will take place.

For each Adventure Stage roll to determine what type of District will provide the location:

DISTRICT	DESCRIPTION
1 - 2	<b>CASTLE WARD</b> - A seat of power and government in the town.
3 - 4	<b>CEMETERY</b> - A resting place for the dead.
5 - 6	<b>DOCKS</b> - Busy ports and connected streets.
7 - 8	<b>GUILD QUARTER</b> - A hive of industry.
9 - 10	<b>HIGH STREET</b> - The shopping areas.
11 - 12	<b>LANES</b> - Residential streets.
13 - 14	<b>NOBLE QUARTER</b> - Luxury houses for the rich.
15 - 16	<b>RURAL</b> - Town outskirts or villages.
17 - 18	<b>SLUMS</b> - The poorest neighbourhoods.
19 - 20	<b>UNDERCITY</b> - Forgotten places and the sewers beneath peoples feet.

Each district has it's own set of random encounter tables flavoured to it's theme.

The upcoming section on Town Layout will present some options for generating the battle map used for each District.

## ANTAGONISTS

The Antagonists will be an active force the Characters have to deal with to complete the adventure.

The previous 'What's the Plot' section has a table for determining what sort of Antagonist group is active in the adventure.

Each Adventure Stage type will have a table to determine in more detail what the Antagonists bring to each stage, from fresh recruits or hardened veterans to the adventure boss themselves.

You should also choose some default NPC types (Cleric, Ranger, Rogue, warrior, wizard etc.) that will apply to all Antagonists unless stated otherwise.

# TOWN ADVENTURES

## ADVENTURE STAGE - EASY

### District Encounters - 1

Roll once on the corresponding District Encounter table for the District type this Adventure Stage is located in.

### Antagonists

Roll once on the following table to determine what Antagonists to add to this Adventure Stage.

ROLL (D20)	EASY ANTAGONIST ENCOUNTERS
1 - 3	<b>RECRUITS</b> - An [Equal] amount of [Easy] Antagonists are in the District.
4 - 5	<b>EASY AMBUSH</b> - An [Equal] amount of [Easy] Antagonists have prepared an ambush and lie in wait for the Characters.
6 - 7	<b>SHOOT AND RUN</b> - A [Small] group of [Easy Ranger] Antagonists take shots at the Characters from range and then flee.
8 - 9	<b>LIGHT FINGERS</b> - A [Pair] of [Standard Rogue] Antagonists are aiming to steal some items from the Characters.
10 - 11	<b>MAGICAL TESTS</b> - A [Lone] caster [Standard Wizard or Cleric] Antagonist wants to gauge the magical talents of the Characters.
12 - 13	<b>SET UP</b> - An [Equal] group of loitering [Standard] Antagonists will cause a civil disturbance and blame the Characters.
14 - 15	<b>SURPRISE MEETING</b> - A [Small] group of [Standard] Antagonists are surprised to meet the Characters.
16 - 17	<b>A WARNING</b> - A [Large] group of [Standard] Antagonists are looking to find the Characters and warn them to stop, they will only fight if attacked.
18	<b>MONSTER</b> - An [Easy] Monster has been let loose to test the Characters.
19	<b>BEAST HANDLER</b> - A [Standard Ranger] Antagonist is in the District with a [Pair] of [Standard] Beasts.
20	<b>ELITE WATCHER</b> - An [Elite Ranger or Rogue] Antagonist is in the District keeping a stealthy eye on the Characters

## ADVENTURE STAGE - NORMAL

### District Encounters - 1

Roll once on the corresponding District Encounter table for the District type this Adventure Stage is located in.

### Antagonists

Roll once on the following table to determine what Antagonists to add to this Adventure Stage.

ROLL (D20)	NORMAL ANTAGONIST ENCOUNTERS
1 - 3	<b>ANTAGONISTS</b> - An [Equal] amount of [Standard] Antagonists are in the District.
4 - 5	<b>AMBUSH</b> - An [Equal] amount of [Standard] Antagonists have prepared an ambush and lie in wait for the Characters.
6 - 7	<b>AGITATORS</b> - A [Small] group of [Standard Performer] Antagonists will try to make the residents of this district act against the Characters, possibly by planting a stolen item.
8 - 9	<b>A DARK ALLEY</b> - A [Pair] of [Easy] Antagonists taunt the Characters and run to where an [Equal] number of [Standard Warrior] Antagonists lie in wait.
10 - 11	<b>MONSTER TRAP</b> - A [Standard] Monster has been trapped somewhere the Characters are likely to go.
12 - 13	<b>COWARDS WAY</b> - A [Pair] of [Standard Rogue] Antagonists will attempt to slip poison in food or drink to be consumed by the Characters
14 - 15	<b>QUIET WORD</b> - A [Pair] of [Elite] Antagonists will approach in a public place and threaten the Characters, only fighting if attacked.
16 - 17	<b>UNSUBTLE APPROACH</b> - A [Large] group of [Standard] Antagonists will attack the Characters after trying to surround them.
18	<b>TRAFFIC ACCIDENT</b> - A wagon and horses driven by a [Standard] Antagonist is aimed straight at the Characters.
19	<b>GOT THE SCENT</b> - An [Equal] pack of [Standard] Beasts have the Characters scent and have been starved before release.
20	<b>ELITE HENCHMAN</b> - An [Elite] Antagonist of rank is here with an [Equal] group of [Standard] Antagonists.



# TOWN ADVENTURES

## ADVENTURE STAGE - HARD

### District Encounters - 2

Roll twice on the corresponding District Encounter table for the District type this Adventure Stage is located in.

### Antagonists

Roll once on the following table to determine what Antagonists to add to this Adventure Stage.

ROLL (D20)	HARD ANTAGONIST ENCOUNTERS
1 - 3	<b>ANTAGONISTS</b> - A [Very Large] amount of [Standard] Antagonists are in the District.
4 - 6	<b>AMBUSH</b> - An [Small] group of [Elite *] Antagonists have prepared a deadly ambush including traps and lie in wait for the Characters.
7 - 8	<b>FALSE NARRATIVE</b> - A [Pair] of [Elite Performer] Antagonists will aim to convince everyone hereabouts that the Characters are in the wrong, trying to incite a mob.
9 - 10	<b>SNIPERS</b> - A [Large] number of [Standard Ranger] Antagonists have taken up ranged positions ready to shoot the Characters.
11 - 12	<b>UNLEASH THE BEAST</b> - An [Elite] Beast runs amok attacking all but its [Pair] of [Standard Ranger] Antagonist handlers.
13 - 14	<b>TEMPTING BAIT</b> - Some form of item or person acts as bait to lure the Characters in to a trap that limits mobility, while a [Large] number of [Standard Wizard or Ranger] Antagonist wait to act.
15 - 16	<b>UNDERHAND TACTICS</b> - This [Small] pack of stealth experts [Elite Rogue] Antagonists will use every dirty trick possible.
17	<b>BRING EVERYBODY!</b> - A [Horde] of [Standard] Antagonists fill the District.
18	<b>TAME MONSTER</b> - This [Elite] Monster is friendly with the Antagonists and unfriendly to the Characters.
19	<b>MAGIC SOLUTIONS</b> - A [Lone] caster [Elite Wizard or Cleric] and a [Small] of number of guard [Standard Warrior] Antagonists.
20	<b>ELITE FORCE</b> - A [Pair] of champion [Elite] Antagonists lead a [Very Large] force of [Standard *] Antagonists.

## ADVENTURE STAGE - END

### District Encounters - 2

Roll twice on the corresponding District Encounter table for the District type this Adventure Stage is located in.

### Antagonists

Roll once on the 'Hard Antagonist Encounters' table and once on the following Adventure Boss table.

ROLL (D20)	ADVENTURE BOSS
1 - 10	<b>THE BOSS</b> - A [Boss] Antagonist and an [Equal] amount of [Standard *] Antagonists.
11	<b>ORATOR</b> - This [Boss] Antagonist is also a [Performer] and loves to hear their own voice. They will try to charm and confuse the Characters.
12	<b>MINION SHIELD</b> - This [Boss] Antagonist always makes sure a [Horde] of [Easy] Antagonist underlings surround them.
13	<b>DEADLY TACTICS</b> - This [Boss] Antagonist is also a skilled [Rogue] and has traps and poison ready.
14	<b>MAGIC ADEPT</b> - This [Boss] Antagonist is also a skilled spell caster [Wizard or Cleric] and has prepared wards.
15	<b>ELITE GUARDS</b> - This [Boss] Antagonist always travels with a [Small] number of body guards [Elite Warrior] Antagonists.
16	<b>DEATH FROM AFAR</b> - This [Boss] Antagonist has a [Small] team of [Elite Ranger] snipers that protect them from well placed vantage points.
17	<b>THE CREW</b> - This [Boss] Antagonist is part of a veteran team with an [Equal] number of [Elite *] Antagonists.
18	<b>GUARD BEASTS</b> - This [Boss] Antagonist has a [Pair] of [Elite] beasts that obey them.
19	<b>MONSTROUS PET</b> - This [Boss] Antagonist has an [Elite] Monster as a loyal pet.
20	<b>SECOND IN COMMAND</b> - This is actually a deputy boss, roll again replacing the word [Boss] with [Elite]. Once this Deputy is defeated roll again on this table to determine the actual Boss.

# TOWN ADVENTURES

## TOWN LAYOUT

The following section will present a method for randomly generating District Areas.

Now unlike a dungeon map where you may expect to have every corridor and room laid out, for a town adventure you're more likely to be focusing on select areas at a time for tactical encounter tracked on a battle map, we'll refer to those as District Areas.

### DISTRICT LAYOUT TERMS

The following terms are used to describe the different layout elements and how they relate.

**District** - District is used to describe the whole of the District and may well be beyond the scope of a tactical scale map, and is made up of one or more District Areas.

**District Area** - A District Area is a set of Books or VTT-Tiles arranged to form a battle map, and is made up of one or more District Pages/Tiles.

**District Page/Tile** - A District Page/Tile is an individual Book Page or VTT-Tile.



### GENERATE DISTRICT AREA

#### Physical Books and District Area Size

If you are playing in person using The Towns & Taverns Books of Battle Mats and the Little Book of Battle Mats - Towns & Taverns Edition, then the maximum size of a District Area will be dictated by the number of books you have available, this is reflected in the type of dice rolled on the next two tables.

#### District Area Size

Select the appropriate dice for the Books or digital files you have available then roll on the District Area Size table.

- D4 - Towns & Taverns Book Set
- D6 - Towns & Taverns Book Set and a Little Book - Towns & Taverns Edition
- D8 - 2 Towns & Taverns Book Sets
- D10 - 2 Towns & Taverns Book Sets and a Little Book - Towns & Taverns Edition
- D12 - Using the Digital VTT Tiles

ROLL	DISTRICT AREA SIZE
1 - 2	1 Roll on Dungeon Page/Tile tables
3 - 4	2 Rolls on Dungeon Page/Tile tables
5 - 6	3 Rolls on Dungeon Page/Tile tables
7 - 8	4 Rolls on Dungeon Page/Tile tables
9 - 10	5 Rolls on Dungeon Page/Tile tables
11	6 Rolls on Dungeon Page/Tile tables
12	7 Rolls on Dungeon Page/Tile tables

The more rolls on the District Page/Tile tables you have the larger the District Area will be.

If you're using the physical books make sure that you roll or choose appropriately for the table space available; as two book sets can make some epic large sized battle map areas, taking up to eight square feet to lay out.



# TOWN ADVENTURES

## BOOK PAGE/TILE TABLES

There is a Book Page/Tile table for each Volume of the Towns & Taverns Books and one for the Little Book - Towns & Taverns Edition.

You roll on this table first to determine which books Page/Tile table to use.

Roll as many times as indicated by the District Area Size.

### Determine Which Book Page Table to Use

Roll first to see which Page Table to use rolling the appropriate dice as follows.

- D8 - One Book Set
- D10 - One Book Set and a Little Book
- D10 - Using the Digital VTT Tiles

ROLL*	BOOK PAGE TABLE
1 - 4	Towns & Taverns Volume 1
5 - 8	Towns & Taverns Volume 2
9 - 10	Little Book (Towns & Taverns Edition)

\* If this is a subsequent roll and the rolled book isn't available, choose the book above it in the list, if that isn't available choose the book below it.

**These Tables can be found on the next three pages**

## TWO PAGE SPREADS

Some of the results will be for two page spreads, which simply means to open the Book and use both pages.

## PAGES AND DISTRICT TYPES

These tables will produce a completely random selection of pages that might not fully suit the type of District your Adventure is taking place in.

Earlier in this book we suggest a number of pages as particularly appropriate for each type of district within the District Chapters.

## VTT FILES

While these tables refer to the pages in the Books, they are all available as VTT tiles too.

- Towns & Taverns Volume 1 pages are 12x12.
- Towns & Taverns Volume 2 pages are 12x12.
- Little Book (Towns & Taverns) pages are 6x6.

If a two page spread is generated this is simply the two appropriate tiles placed together as 12x24 area.

The VTT names are a combination of which book volume, the page number and if the page is a left or right page.

TTB1 = Towns & Taverns Volume 1

TTB2 = Towns & Taverns Volume 2

TTLB = Little Book (Towns & Taverns Edition)



# TOWN ADVENTURES

## TOWNS & TAVERNS VOLUME 1

Roll (D100) for Towns & Taverns Volume 1

You will get a result of an individual page/tile or a two page/tile spread.

ROLL	PAGE(S)	VTT FILE(S)
1	P3 Rural Inn	TTB1-P3-L
2	P4 Rural Inn	TTB1-P4-R
3 - 4	P3 + P4	TTB1-P3-L+TTB1-P4-R
5	P5 Village Streets	TTB1-P5-L
6	P6 Village Streets	TTB1-P6-R
7 - 9	P5 + P6	TTB1-P5-L+TTB1-P6-R
10	P7 Village Walls	TTB1-P7-L
11	P8 Village Walls	TTB1-P8-R
12 - 14	P7 + P8	TTB1-P7-L+TTB1-P8-R
15	P9 Dockside	TTB1-P9-L
16	P10 Dockside	TTB1-P10-R
17 - 19	P9 + P10	TTB1-P9-L+TTB1-P10-R
20	P11 Guild Quarter	TTB1-P11-L
21	P12 Guild Quarter	TTB1-P12-R
22 - 24	P11 + P12	TTB1-P11-L + DB1-P12-R
25	P13 The Lanes	TTB1-P13-L
26	P14 The Lanes	TTB1-P14-R
27 - 30	P13 + P14	TTB1-P13-L+TTB1-P14-R
31	P15 City Tavern	TTB1-P15-L
32	P16 City Tavern	TTB1-P16-R
33 - 36	P15 + P16	TTB1-P15-L+TTB1-P16-R
37	P17 High Street	TTB1-P17-L
38	P18 High Street	TTB1-P18-R
39 - 42	P17 + P18	TTB1-P17-L+TTB1-P18-R
43	P19 Gardens	TTB1-P19-L
44	P20 Gardens	TTB1-P20-R
45 - 48	P19 + P20	TTB1-P19-L+TTB1-P20-R
49	P21 Cobblestones	TTB1-P21-L
50	P22 Cobblestones	TTB1-P22-R
51 - 54	P21 + P22	TTB1-P21-L+TTB1-P22-R
55	P23 Market Square	TTB1-P23-L
56	P24 Market Square	TTB1-P24-R
57 - 60	P23 + P24	TTB1-P23-L+TTB1-P24-R
61	P25 Mansion	TTB1-P25-L
62	P26 Mansion	TTB1-P26-R
63 - 66	P25 + P26	TTB1-P25-L+TTB1-P26-R

ROLL	PAGE(S)	VTT FILE(S)
67	P27 Warehouse	TTB1-P27-L
68	P28 Warehouse	TTB1-P28-R
69 - 71	P27 + P28	TTB1-P27-L+TTB1-P28-R
72	P29 Upmarket Rooms	TTB1-P29-L
73	P30 Upmarket Rooms	TTB1-P30-R
74 - 76	P29 + P30	TTB1-P29-L+TTB1-P30-R
77	P31 Underground	TTB1-P31-L
78	P32 Underground	TTB1-P32-R
79 - 81	P31 + P32	TTB1-P31-L+TTB1-P32-R
82	P33 Town Walls	TTB1-P33-L
83	P34 Town Walls	TTB1-P34-R
84 - 86	P33 + P34	TTB1-P33-L+TTB1-P34-R
87	P35 Bridge District	TTB1-P35-L
88	P36 Bridge District	TTB1-P36-R
89 - 91	P35 + P36	TTB1-P35-L+TTB1-P36-R
92	P37 Cemetery	TTB1-P37-L
93	P38 Cemetery	TTB1-P38-R
94 - 96	P37 + P38	TTB1-P37-L+TTB1-P38-R
97	P39 City Ruins	TTB1-P39-L
98	P40 City Ruins	TTB1-P40-R
99 - 100	P39 + P40	TTB1-P39-L+TTB1-P40-R

### Why no Page 1 or 2?

These are blank pages in the physical books with space to draw your own layout, as such they're not needed in this generator.



# TOWN ADVENTURES

## TOWNS & TAVERNS VOLUME 2

Roll (D100) for Towns & Taverns Volume 2

You will get a result of an individual page/tile or a two page/tile spread.

ROLL	PAGE(S)	VTT FILE(S)
1	P3 Mill	TTB2-P3-L
2	P4 Field	TTB2-P4-R
3 - 4	P3+P4	TTB2-P3-L+TTB2-P4-R
5	P5 Village Streets	TTB2-P5-L
6	P6 Village Streets	TTB2-P6-R
7 - 9	P5+P6	TTB2-P5-L+TTB2-P6-R
10	P7 Mead Hall	TTB2-P7-L
11	P8 Mead Hall	TTB2-P8-R
12 - 14	P7+P8	TTB2-P7-L+TTB2-P8-R
15	P9 Dockside	TTB2-P9-L
16	P10 Dockside	TTB2-P10-R
17 - 19	P9+P10	TTB2-P9-L+TTB2-P10-R
20	P11 Guild Quarter	TTB2-P11-L
21	P12 Guild Quarter	TTB2-P12-R
22 - 24	P11+P12	TTB2-P11-L+TTB2-P12-R
25	P13 The Lanes	TTB2-P13-L
26	P14 The Lanes	TTB2-P14-R
27 - 30	P13+P14	TTB2-P13-L+TTB2-P14-R
31	P15 City tavern	TTB2-P15-L
32	P16 City Tavern	TTB2-P16-R
33 - 36	P15+P16	TTB2-P15-L+TTB2-P16-R
37	P17 High Street	TTB2-P17-L
38	P18 High Street	TTB2-P18-R
39 - 42	P17+P18	TTB2-P17-L+TTB2-P18-R
43	P19 Fountain	TTB2-P19-L
44	P20 Grand Approach	TTB2-P20-R
45 - 48	P19+P20	TTB2-P19-L+TTB2-P20-R
49	P21 Slums	TTB2-P21-L
50	P22 Slums	TTB2-P22-R
51 - 54	P21+P22	TTB2-P21-L+TTB2-P22-R
55	P23 Cobblestones	TTB2-P23-L
56	P24 Cobblestones	TTB2-P24-R

ROLL	PAGE(S)	VTT FILE(S)
57 - 60	P23+P24	TTB2-P23-L+TTB2-P24-R
61	P25 Mansion	TTB2-P25-L
62	P26 Mansion	TTB2-P26-R
63 - 66	P25+P26	TTB2-P25-L+TTB2-P26-R
67	P27 Cellars	TTB2-P27-L
68	P28 Cellars	TTB2-P28-R
69 - 71	P27+P28	TTB2-P27-L+TTB2-P28-R
72	P29 Theatre	TTB2-P29-L
73	P30 Upmarket tavern	TTB2-P30-R
74 - 76	P29+P30	TTB2-P29-L+TTB2-P30-R
77	P31 Underground	TTB2-P31-L
78	P32 Underground	TTB2-P32-R
79 - 81	P31+P32	TTB2-P31-L+TTB2-P32-R
82	P33 Town Walls	TTB2-P33-L
83	P34 Town Walls	TTB2-P34-R
84 - 86	P33+P34	TTB2-P33-L+TTB2-P34-R
87	P35 Bridge District	TTB2-P35-L
88	P36 Bridge District	TTB2-P36-R
89 - 91	P35+P36	TTB2-P35-L+TTB2-P36-R
92	P37 Cemetery	TTB2-P37-L
93	P38 Cemetery	TTB2-P38-R
94 - 96	P37+P38	TTB2-P37-L+TTB2-P38-R
97	P39 City Ruins	TTB2-P39-L
98	P40 City Ruins	TTB2-P40-R
99 - 100	P39+P40	TTB2-P39-L+TTB2-P40-R

# TOWN ADVENTURES

## LITTLE BOOK (TOWNS & TAVERNS)

Roll (D100) for The Little Book (Towns & Taverns), these are 6x6 Tiles.

You will get a result of an individual page/tile or a two page/tile spread.

ROLL	PAGE(S)	VTT FILE(S)
1	P3 Country Lane	TTLB-P3-L
2	P4 Country Lane	TTLB-P4-R
3 - 4	P3 + P4	TTLB-P3-L+TTLB-P4-R
5	P5 Rural tavern	TTLB-P5-L
6	P6 Wooden Floor	TTLB-P6-R
7 - 9	P5 + P6	TTLB-P5-L+TTLB-P6-R
10	P7 Village Store	TTLB-P7-L
11	P8 Village Store	TTLB-P8-R
12 - 14	P7 + P8	TTLB-P7-L+TTLB-P8-R
15	P9 Small Ship	TTLB-P9-L
16	P10 Small Ship	TTLB-P10-R
17 - 19	P9 + P10	TTLB-P9-L+TTLB-P10-R
20	P11 The Steps	TTLB-P11-L
21	P12 The Steps	TTLB-P12-R
22 - 24	P11 + P12	TTLB-P11-L+TTLB-P12-R
25	P13 Alley	TTLB-P13-L
26	P14 Alley	TTLB-P14-R
27 - 30	P13 + P14	TTLB-P13-L+TTLB-P14-R
31	P15 City Rooms	TTLB-P15-L
32	P16 City Rooms	TTLB-P16-R
33 - 36	P15 + P16	TTLB-P15-L+TTLB-P16-R
37	P17 Shop Lane	TTLB-P17-L
38	P18 Shop Lane	TTLB-P18-R
39 - 42	P17 + P18	TTLB-P17-L+TTLB-P18-R
43	P19 Garden	TTLB-P19-L
44	P20 Garden	TTLB-P20-R
45 - 48	P19 + P20	TTLB-P19-L+TTLB-P20-R
49	P21 Cobblestones	TTLB-P21-L
50	P22 Cobblestones	TTLB-P22-R
51 - 54	P21 + P22	TTLB-P21-L+TTLB-P22-R
55	P23 Room	TTLB-P23-L
56	P24 Balcony	TTLB-P24-R
57 - 60	P23 + P24	TTLB-P23-L+TTLB-P24-R
61	P25 Rooms + Halls	TTLB-P25-L
62	P26 Rooms + Halls	TTLB-P26-R
63 - 66	P25 + P26	TTLB-P25-L+TTLB-P26-R

ROLL	PAGE(S)	VTT FILE(S)
67	P27 Cellar	TTLB-P27-L
68	P28 Tunnel	TTLB-P28-R
69 - 71	P27 + P28	TTLB-P27-L+TTLB-P28-R
72	P29 Upmarket Room	TTLB-P29-L
73	P30 Upmarket Room	TTLB-P30-R
74 - 76	P29 + P30	TTLB-P29-L+TTLB-P30-R
77	P31 Underground	TTLB-P31-L
78	P32 Underground	TTLB-P32-R
79 - 81	P31 + P32	TTLB-P31-L+TTLB-P32-R
82	P33 Town Walls	TTLB-P33-L
83	P34 Town Walls	TTLB-P34-R
84 - 86	P33 + P34	TTLB-P33-L+TTLB-P34-R
87	P35 Bridge	TTLB-P35-L
88	P36 Bridge	TTLB-P36-R
89 - 91	P35 + P36	TTLB-P35-L+TTLB-P36-R
92	P37 Tomb	TTLB-P37-L
93	P38 Tomb	TTLB-P38-R
94 - 96	P37 + P38	TTLB-P37-L+TTLB-P38-R
97	P39 City Ruins	TTLB-P39-L
98	P40 City Ruins	TTLB-P40-R
99 - 100	P39 + P40	TTLB-P39-L+TTLB-P40-R





# TOWN ADVENTURES

## ARRANGING THE PAGES

After determining the Pages/Tiles to use you can use the following method to lay them out or just place them how best seems to suit.

If you have rolled up some tiles that only match on a couple of sides then use those sides to connect them.

### SINGLE PAGE OR SINGLE SPREAD

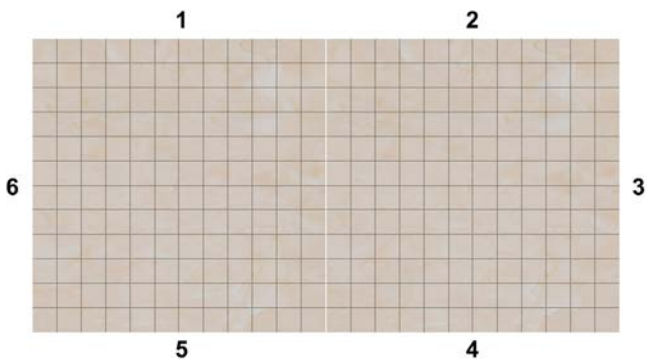
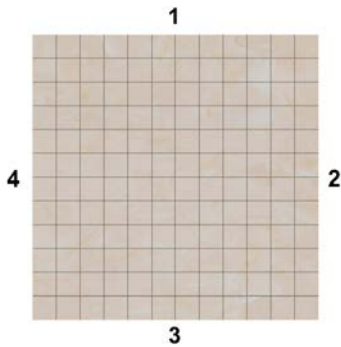
No layout needed as there is only one element to this Dungeon Area, either a single page/tile or a spread of two pages/tiles.

### MULTIPLE PAGES OR SPREADS

For District Areas made up from multiple Pages the following method can be used to randomise layout.

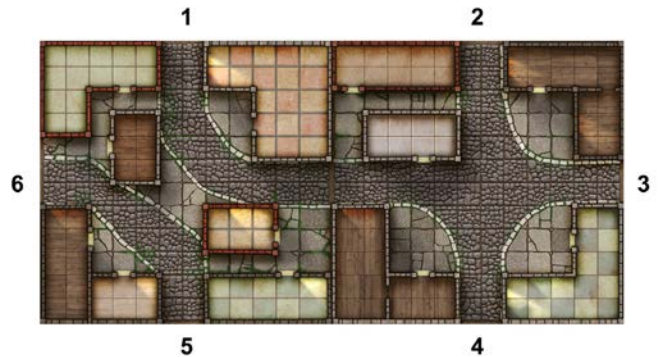
Once the first page/spread is placed roll either a D4 (page) or D6 (spread) and consult these diagrams to first find the edge on the existing layout that will connect to the new page/spread, and then again to determine which edge on the new page/spread connects.

Repeat until there are no more pages/spreads to add.



I've rolled a District Area with a size of 2 rolls on the Pages tables.

My first result is for P13 + P14 from the Towns & Taverns Volume 1 book.



My second result is P13 + P14 from the Towns & Taverns Volume 2 book. To connect them I've rolled a 4 for where the first book connects and a 5 for the second

This gives me this layout.



If they'd been connected by rolling 4 and 1 for the connections it would look like this



# RANDOM TABLES



## RANDOM TABLES

The following chapter offers a selection of random tables to help generate all manner of names and similar to help populate your town adventures.





# RANDOM TABLES

## TAVERN NAMES

Just roll and combine these three tables for some quick tavern names for your town or vilage.

### Determiner + Adjective + Noun

ROLL (D10)	DETERMINER
1 - 5	THE
6 - 7	TWO
8	CHURCH OF THE
9	HOUSE OF THE
10	HALL OF THE

ROLL (D20)	ADJECTIVE
1	JOLLY
2	ENGORGED
3	JUMBLED
4	RABID
5	OBVIOUS
6	EVASIVE
7	IRATE
8	FAMOUS
9	HAPLESS
10	PERIODIC
11	SWANKY
12	PENITENT
13	WRATHFUL
14	HABITUAL
15	SUCCINCT
16	LABOURED
17	RHETORICAL
18	DRUNKEN
19	RAMBUNCTIOUS
20	ACCIDENTAL

ROLL (D20)	NOUN
1	NORTHMAN
2	MULE
3	DONKEY
4	COCKS
5	REVOLUTION
6	MONARCH
7	COINPURSE
8	SPOUSE
9	GOAT
10	DRAGON
11	OGRE
12	WRAITH
13	KNIGHT
14	NOBLE
15	PROFESSOR
16	SCRIBE
17	WARRIOR
18	MAGE
19	BEHOLDER
20	KOBOLD

# RANDOM TABLES

## VILLAGE NAMES

A selection of actual English place names, mostly rude or comedic.

ROLL (D20)	VILLAGE NAMES
1	TIDDLYWINK
2	BROKENWIND
3	CATBRAIN
4	GIGGLESWICK
5	GREAT SNORING
6	HORRID HILL
7	MUMBLES
8	NETHER WALLOP
9	UPTON SNODSBURY
10	BOGGY BOTTOM
11	BUTT HOLE
12	MUDCHUTE
13	NO PLACE
14	NOB END
15	SANDY BALLS
16	SCRATCHY BOTTOM
17	UGLEY
18	UPPER DICKER
19	WINDY NOOK
20	CURRY MALLET

## TOWN NAMES

A selection of real and imagined names for towns.

ROLL (D20)	TOWN NAMES
1	HOGSFLEET
2	LONGDALE
3	CRESTHILL
4	ERAST
5	HIRANE
6	TERGARON
7	SOUTHWOLD
8	ELDHAM
9	SWANFORD
10	SARTON
11	ASHBY
12	YARLFORD
13	ACOMB
14	OAKHEART
15	BATTLE
16	BURNT CLIFF
17	HIGARN
18	REDSRING
19	STONEHOLD
20	IDREN



# RANDOM TABLES

## GUILDS

A selection of guild and company types.

ROLL (D20)	GUILDS
1	ADVENTURERS GUILD
2	ARCANE ASSOCIATION
3	BUILDERS GUILD
4	FIGHT CLUB
5	MERCANTILE COMPANY
6	ALCHEMIST GUILD
7	SCRIVENERS GUILD
8	CATERING GUILD
9	GLAZIERS
10	MERCENARY COMPANY
11	WHEELWRIGHTS
12	STONEMASONS
13	PERFORMERS GUILD
14	POTTERS
15	BREWERS
16	CARPENTERS GROUP
17	SMITHS GUILD
18	JEWELERS ASSOCIATION
19	HEALING GUILD
20	CLOTH MERCHANTS

## SHOPS

What shops can be found on the High Street?

ROLL (D20)	SHOPS
1	GENERAL STORE
2	LEATHER WORK
3	COOPER
4	CHANDLER
5	GREENGROCER
6	ANTIQUES AND CURIOS
7	BOWYER
8	BUTCHER
9	JEWELER
10	FISHMONGER
11	FURNITURE AND RUGS
12	BAKER
13	APOTHECARY
14	BARBER AND SURGEON
15	ARMOURER
16	WINE AND BEER SELLER
17	WEAPON-SMITH
18	TOY SHOP
19	BOOKSTORE
20	ENCHANTER

# RANDOM TABLES

## URBAN PROFESSIONS

A selection of professions for the commoners in the more urban town districts.

ROLL (D20)	URBAN PROFESSIONS
1	RAT CATCHER
2	BUTCHER
3	COOPER
4	CARPENTER
5	SCRIVENER
6	LABOURER
7	COOK
8	SERVANT
9	SOLDIER
10	MERCHANT
11	POTTER
12	TAILOR
13	BREWER
14	SCHOLAR
15	ARTISAN
16	TINKER
17	ALCHEMIST
18	BAKER
19	ARMOURER / WEAPON-SMITH
20	CLERGY

## RURAL PROFESSIONS

A selection of professions for the commoners in the more rural town districts.

ROLL (D20)	RURAL PROFESSIONS
1	BLACKSMITH
2	FARMER
3	GUIDE
4	MILLER
5	GROOM
6	PEDDLER
7	WAGON DRIVER
8	GARDNER
9	HERBALIST
10	BEE KEEPER
11	SHEPHERD
12	PEASANT
13	HUNTER
14	THATCHER
15	MINER
16	FURRIER
17	WEAVER
18	TRAPPER
19	SHAMAN
20	WOODSMAN



# RANDOM TABLES

## MOODS

Want to know how that NPC is feeling, roll away.

ROLL (D20)	MOODS
1	WHIMSICAL
2	REFLECTIVE
3	GLOOMY
4	HUMOROUS
5	ANGRY
6	IDYLLIC
7	CHEERFUL
8	BITTER
9	LIGHTHEARTED
10	OMINOUS
11	ROMANTIC
12	MYSTERIOUS
13	JEALOUS
14	CALM
15	MELANCHOLY
16	HOPEFUL
17	LONELY
18	FEARFUL
19	TENSE
20	HAPPY

## DESCRIPTIONS

Use these to add a general physical description to an NPC.

ROLL (D20)	NPC DESCRIPTIONS
1	COMPACT
2	BURLY
3	STOOPED
4	TALL
5	GAUNT
6	ATTRACTIVE
7	TRIM
8	PLAIN
9	STOCKY
10	WOLFISH
11	SCRUFFY
12	PROUD
13	SHORT
14	CROOKED
15	AMPLE
16	SLENDER
17	BONY
18	GANGLY
19	WORN
20	LITHE

# RANDOM TABLES

## TAVERN REGULARS NAMES

Just roll and combine these two tables for some quick names for the regulars to be found in your taverns.

### Name + Nickname

ROLL (D20)	NAME
1	ROWAN
2	OFTIE
3	MATTS
4	KARIH
5	NIFOC
6	FLAMUEL
7	RIDRIN
8	KISIAN
9	SANI
10	TALWISE
11	SAM
12	HALTOL
13	KANEOF
14	GEU
15	THELSRIN
16	GHIALLY
17	FLED
18	ANSTE
19	ROWDY
20	MANDLESS

ROLL (D20)	NICKNAME
1	TWO BEERS
2	UNWRITTEN
3	SALTY
4	NARROW
5	ANXIOUS
6	TOOTHsome
7	IMMINENT
8	DAPER
9	HONEST
10	STORMY
11	DOUBLE DINNERS
12	SMOOTH
13	SOBER
14	BITTER
15	RUTHLESS
16	FRETFUL
17	QUIZZICAL
18	JUICY
19	BRAVE
20	STANDING



# RANDOM TABLES

## DISH OF THE DAY

Just roll and combine these two tables for some quick meal names to serve up in your taverns.

### First Word + Second Word

ROLL (D20)	FIRST WORD
1	SQUID
2	RABBIT
3	VENISON
4	PARSNIP
5	TATTY
6	FISH
7	CARROT
8	HERB
9	REJUVENATING
10	HOT
11	MEAT
12	HAZEL NUT
13	BERRY
14	BEEF
15	BEAN
16	POT
17	RAT
18	CHICKEN
19	EGGS
20	ROE

ROLL (D20)	SECOND WORD
1	SURPRISE
2	DELIGHT
3	BAKE
4	STEW
5	OF THE DAY
6	LUCKY DIP
7	ON TOAST
8	MESS
9	FOOL
10	COMFORT
11	PIE
12	MAJESTIC
13	PRICKLE
14	BIZARRE
15	CHILI
16	NONCHALANT
17	CURRY
18	FARE
19	SOUP
20	EXOTIC

# RANDOM TABLES

## BEER NAMES

Just roll and combine these two tables for some names of the staple drinks to be found in your taverns.

For more involved and fancy names just roll twice on the First word table instead of once.

### First Word + Second Word

ROLL (D20)	FIRST WORD
1	DARK
2	QUAD
3	RUBY
4	STRONG
5	GHOST
6	IMPERIAL
7	LIGHT
8	DRY
9	GOLDEN
10	RED
11	SUBLIME
12	ROYAL
13	HAZY
14	PUDDING
15	GREEN
16	BLACK
17	SPIKED
18	TRIPLE
19	HOLY
20	MAGIC

ROLL (D20)	SECOND WORD
1	TWIST
2	JUICE
3	OIL
4	DREAM
5	BOMB
6	STOUT
7	LARGER
8	WISP
9	ALE
10	DELUSION
11	HOPS
12	PORTER
13	TIPPLE
14	DOSE
15	DRAUGHT
16	BREW
17	MALT
18	NECTAR
19	CRUSH
20	HAMMER



# RANDOM TABLES

## WINE AND SPIRIT NAMES

Just roll and combine these two tables for some names of the bottles to be found in your taverns.

For more involved and fancy names just roll twice on the First word table instead of once.

### First Word + Second Word

ROLL (D20)	FIRST WORD
1	CRYSTAL
2	ANGEL
3	FRUIT
4	BLOOD
5	FAE
6	VINTAGE
7	RAGE
8	MOUNTAIN
9	FIRE
10	MIXED
11	INFERNAL
12	FINE
13	SWAMP
14	BERRY
15	CLOUD
16	AGED
17	AMETHYST
18	GRAIN
19	HONEY
20	ARCANE

ROLL (D20)	SECOND WORD
1	TIPPLE
2	MIX
3	SEC
4	SAUCE
5	BLANC
6	FLASK
7	SPIRIT
8	RED
9	BLEND
10	JACK
11	LIQUOR
12	CASK
13	WINE
14	SMOKE
15	PHILTER
16	CLASSIC
17	VIAL
18	
19	MASH
20	TONIC

# RANDOM TABLES

## URBAN MONSTERS

Some monster ideas to add that will make your town more dangerous.

ROLL (D20)	NAME
1	MIMIC
2	ELEMENTAL
3	AWAKENED TREE
4	ANKHEG
5	GOLEM
6	ANIMATED OBJECTS
7	DEVILISH MONSTER
8	OOZE
9	DOPPELGANGER
10	GARGOYLES
11	BULETTE
12	OGRE
13	HAG
14	UNDEAD MONSTER
15	OTYUGH
16	LAMIA
17	WERE CREATURE
18	SEA OR RIVER MONSTER
19	RAKSHASA
20	DEMONIC MONSTER

## URBAN BEASTS

Some beast ideas for your town, feel free to add the word 'Giant' before any of these...

ROLL (D20)	NOUN
1	HOUND
2	POISONOUS SNAKE
3	RATS
4	PANTHER
5	SPIDER
6	VULTURE
7	BOAR
8	BADGER
9	OCTOPUS
10	STIRGE
11	BEAR
12	SHARK
13	WOLF
14	SCORPION
15	LIZARD
16	CONSTRUCTOR SNAKE
17	BUFFALO
18	APE
19	MAMMOTH
20	CROCODILE