

# Encounter Matrix for Cities

Cities and towns are filled with people living their own lives, many of whom adventurers have the briefest of encounters. The Encounter Matrix for Towns is used by rolling 1d100 (two d10s) for any city encounter. Additional columns are provided for changes in the public, depending on time of day.

Encounter Table	Generic Town				Your Town			
	Morning	Day	Evening	Night	Morning	Day	Evening	Night
1. Already Occuring		1-2						
2. Special		4-5						
3. Town Watch/Guards/Police		6-9						
4. Barbarian		10-11						
5. Warrior/Knight		12-13						
6. Slaver/Crime Boss		14-15						
7. Prisoner/Convict/Slaves		16-17						
8. Magician		18-19						
9. Government Worker		20-21						
10. Pilgrims		22-23						
11. Beggar/ Thief/Urchin		24-25						
12. Circus/Carnival/Actors		26-27						
13. Soldiers		28-31						
14. Workgang		32-36						
15. Priest		37-38						
16. Aristocrat		39-41						
17. Event		42-44						
18. Townsperson		45-80						
19. Local Character		81-83						
20. No Encounter		84-86						
21. Assassin/Spy		87-89						
22. Band of Adventurers		90-92						
23. Animals		93-95						
24. Protest Group/Strike		96-98						
25. Deity in the City		99-100						

## At the City Gates: Questioned by Guards/Constables

Guard's Action	1	2	3	4	5	6
1 Suspect Party of	Smuggling	Pilfering	Cheating	Spying	Runaway	Rivalry
2 Inquire Party of	Home	Tavern	Ship	Outlaw	Armor	NPC
3 Command Party to	Drop Weapon	Lie Down	Halt	Early Curfew	Hands Up	Give 10% coin
4 Search Party's	Everything	Bags	Clothes	Boots	Weapons	Bottles
5 Impress one Day to	Clean Weapons	Cook	Dig	Rake	Plaster	Guard
6 Offer Party	Information	Help	Pet	Drink	Food	Ride

## Proclamations

Carry the force of Law and are posted in the Plazas and Gates, 1 in 4 chance per week.

- 1: Head Tax on Citizens (1% of coin)
- 2: Insurrection: No armor one week
- 3: Submission: Register Allegiance
- 4: Special Bounty for Outlaw
- 5: Head Tax on Non-Citizens (1 SP each)
- 6: Gladiator Games and Grand Tourneys
- 7: All Temples receive Special Tax, 4 SP
- 8: Heroic Soldier made Knight
- 9: No Fires or Lights tonight
- 10: Noble's Death - Festivals tonight
- 11: Birth of Royalty
- 12: Jubilee: All Debts Forgiven

## Town Crier Table

- 1: Call to Arms (general)
- 2: Local threat sighted from wall
- 3: Notice (roll below)
- 4-6: All's well

Notice:

- 1: Caravan arriving/departing
- 2: Cavalry call to arms (excluding knights)
- 3: Footmen call to arms (excluding knights)
- 4: Stagecoach robbed/missing
- 5: Fire (5% chance to spread)
- 6: Epidemic outbreak (common quarter)
- 7: Ship arriving/departing
- 8: Noble's birth/death (roll Heir/SL)
- 9: Holiday/Day of Mourning proclaimed
- 10: Execution coming up
- 11: Gladiator festival today
- 12: Battle result (distant army)
- 13: Curfew (drunks loose in city last night)
- 14: Gates locked (outlaw/spy sighted)
- 15: Spell use illegal today (enemy Magic User on loose)
- 16: Jail Break (5GP reward/ 3-18 escapees)
- 17: Emergency tax for overlord, 10% of coin
- 18: Extra months pay for army volunteers
- 19: War declaration/peace treaty
- 20: Weapon/horse confiscation (Probability of avoiding is Charisma stated as a percentage)

# 1. Already Occurring Scenes

The characters witness the following scenes, though they may not necessarily become involved. Modify or omit to suit conditions in each city.

ROLL	RESULT
1-10	Fire
11-2	Wizard Duel
13-14	Street fight between religious or political factions.
15-22	Caravan progressing up street impedes progress.
23-25	Public trial.
26-28	Public execution
29	Attempted overthrow of local government.
30-34	Traffic snarl impedes movement 1d10 minutes.
35-37	Road/Gate blocked. Guards are questioning people as they pass. If players' Characters pass, the guards question them about something they have knowledge of
38-41	Raid on merchant by rival.
42-47	Police raid on underworld hangout/legitimate front
48-56	Warriors dueling.
57-58	Rabble-rouser attempting to incite crowd to riot.
59-61	Assassination attempt.
62-63	Two nobles racing horses down the street; knocking commoners aside.
64-66	Abduction attempt.
67	Army called out for alert.
68-76	Players' characters witness theft.
77-79	Dead noble/rich merchant/high priest being conveyed in state.
80-81	Wild mob/rampaging political faction rushing down street.
82	Players' characters witness mugging
83-85	Monster/wild animal carried into city in cage by hunters.
86-88	Prostitutes being rounded up by town watch.
89-91	Two drunks fighting.
92-93	Dead body poorly hidden behind wagon/under garbage/in alley.
94-95	Slave trying to escape from slavers.
96-97	Wild animal/rampaging ox, horse, mule, loose in the streets/trampling handler.
98	Physician working in street on accident victim.
99-100	Secret society/religious sect/spy ring/assassins (1d20): 1-5= players' characters stumble into meeting; 6-10 = accidentally gives player's character secret message, thinking him/her a member; 11-17 = think players' characters are members of the opposition and follow them secretly; 18-20 = try to recruit players' characters.

## 2. SPECIAL

This should be an encounter especially designed for the particular city or town. Some examples are listed below, ranging from an unusual happening in a building, to major political upheaval. The Characters are taken in for questioning by the Secret Police on suspicion of involvement in a political coup, or are arrested by them on trumped-up charges. The Characters mistakenly end up in the middle of a secret society ritual/meeting with no obvious way out. The Characters notice partially painted horses and pots of dye in an abandoned warehouse. One of the horses obviously belongs to a local noble. The warehouse is used by a powerful group of thieves. The Characters are caught up in a political coup.

### 3. TOWN WATCH/GUARDS/POLICE

1d12 Town Watch/Guards/Police present.

ROLL	RESULT
1-10	Guards are off duty (1d20): 1-5 = drunk and disorderly; 6-10 = trying to start a fight; 11-15 = looking for a bribe/extorting "protection"; 16-19 = accidentally bumps Character; 20 = recognizes Character (1d20): 1-10 = mistakenly; 11-20 = correctly.
11-12	Guards are chasing 1d6 street urchins (1d20): 1-12 = urchins have stolen something; 13-17 = urchins are being taken in for questioning on crime; 18-20 = off duty town watch are working for slavers.
13	Guards are dealing with an animal that (1d20): 1-8: is their mount, but poorly trained, 9-13: wild animal that found its way in town, 14-18: tame but very stubborn lost farm animal, 19-20: being teased by (1d6): 1-2: street urchins, 3-4: drunk, or 5-6: wizard
14-16	Character witnesses what appears to be a normal patrol but is in reality a secret mission (1d20): 1-15 = town watch ignores him; 16-19 = town watch marks his appearance and will pick him up later for questioning; 20 = town watch calls other watchmen/dispatches some members to hold Character for questioning.
17-18	Character witnesses raid on building by 2d10 guardsmen.
19-20	Patrol recognizes Character (1d20) 1-10 = mistakenly; 11-20 = correctly as old friend, enemy, wanted criminal, etc.

### 4. BARBARIAN

Number of Barbarians: Roll (1d20): 1-10=1; 11-14=2; 15-16=3; 17-18=6; 19\*=11-20 (1d10+10); 20\*=21-40 (1d20+20)

\*includes clan of family and children plus one shaman/magician/priest.

50% of the time 11-20 (1d10+10) Town Watch/Guards/Police will be escorting them.

Type of Barbarian (1d20) 1-5 = mountain; 6-9 = forest; 10-13 = steppes; 14-18 = swamp; 19-20 = desert (re-roll if inappropriate to area)

ROLL	RESULT
1-4	Barbarian bumps into Character and (1d20): 1-4 = ignores him; 5-10 = is angry and wants an apology; 11-15 = accuses Character of being a thief; 16 = is drunk, 17-19 = is lonely and offers to buy Character a drink; 20 = attacks Character. 5 Characters see a barbarian being laughed at, insulted, mocked, etc. by street urchins/townfolk.
6-7	Characters see a barbarian accosting women in streets, bar, etc
8-10	Barbarian is insulting (1d20): 1-5 a nobleman/town official; 6-10 = a magician; 11-12 =another tribesman; 13-18 = the town watch; 19-20 = a Character.
11-12	Barbarian is brawling with (1d20): 1-6 = another tribe; 7-10 = slavers; 11-15 = town watch; 16-20 = anyone convenient.
13-14	Barbarian is lost and lonely; tries to befriend Character
15-16	Barbarian is hunting an enemy for vengeance, he (1d20): 1-6 = needs help; 7-15 = needs information; 16-20 = is seen attacking an enemy.
17	Barbarian is hiring for an expedition (see Expeditions in Appendix I).
18	Barbarian is selling trade goods: furs, meat, trinkets, shrunken heads, worthless stones, etc.
19-20	Barbarian is advanced scout (1d20): 1-8 = looking for new land; 9-12 = seeking jobs; 13-14 =on sacred quest; 15-16 = seeking vengeance on (see Mission People in Appendix I); 17- 18 = preparing raid on city/town; 19 = looking for food supply; 20 = seeking a savior for their tribe.

### 5. KNIGHT

1d4: 1=Foot, 2-3= Foot & Horse, 4=Horse Only

ROLL	RESULT
1-3	Accidentally bumps Character (1d4): 1-15 = recognizes Character, 16-18 = 19-20
4-6	1d8 knights are drunk, (1d6): 1-18 = looking for a fight, 19-20 = looking for mischief
7	1d8 knights are looking for a fight, (1d6): 1-14 = politely ask if Characters know of anyone looking to fight, 15-16 = punch first, ask questions later, 17-20 = want to bet on themselves in a local tournament, and challenge a Character.
8	Knight is lonely and wants a friend, (1d20): 1-18 = 19-20
9	Knight is on a Quest (1d20): 1-10 = - 11-20
10	Knight is looking for vengeance (1d20): 1-10 = against another Knight for stealing crest design, 11-20 = on behalf of aristocrat/nobility.
11-12	1d6 knights are really muscle men for a political/religious faction.
13-14	Knights are recruiting for an expedition (1d20): 1-15 = for a prestigious relic, 16-20 = for a kidnapped/missing aristocrat/noble.
15	1d6 knights are being robbed, (1d20): 1-19 = by other, larger, knights 20 = by marauders.
16	1d4 knights are part of a merchant's guard (1d20): 1-5 6-10 11-20
17	Holy crusader leads 1-16 above, and (1d20): 1-8 = insist Characters join, 9-20 = insist Characters donate all their cash to the crusade.
18	Ranger leads 1-16 above +1 1-18 - 19-20
19	1d10 Retainers for Aristocrat attending a personal errand, (1d20): 1-10 = suspiciously guarding, 11-20 = loitering and bored.
20	1-19 above recognizes Character (1d20): 1-10 mistakenly; 11-20 = correctly Leader's level (1d20): 1-4 = 1st level; 5-10 = 2nd level; 11-15 = 3rd level; 16-18 = 4th level; 19 = 5th level; 20 = 4+1d8th level

## 6. CRIME BOSS

These encounters could involve convicted criminals, indentured servants, slaves, war prisoners or captured raiders.

Subtable 5A: Busy or patrolled street; number present=1d10 of which 85% will be guards

ROLL	RESULT
1-4	Crime boss accidentally bumps into Character.
5-7	Crime boss intentionally bumps into Character to ascertain if any of the Character's traits are valuable as a slave/pawn. If they are, the crime boss will (1d20): 1-8 = follow the Character, looking for an opportunity to capture him; 9-18 = the crime boss will try to con the Character into entering an alley or other deserted place in order to capture him; 19 = crime boss will offer the Character a job as his assistant; 20 = crime boss will try to hire the Character for an expedition (see page 59 for Mission).
8	Crime boss is being harassed by a band of street urchins (1d6): 1-5 = for the general principle of it; 6 = to distract the crime boss and his men while one of their number tries to free a captured member of his family/band/gang.
9-15	Crime boss is looking for an escapee (20% chance he thinks Character is the escapee).
16-17	Characters see crime boss beating one of their underlings.
18-20	Crime boss recognizes Character (1d20): 1-12 = mistakenly; 13-20 = correctly, as friend, business partner, ex-slave, etc.

Subtable 5B: Quiet/un-patrolled street: number present=4d6 of which 85% are guards

ROLL	RESULT
1-6	Crime boss is looking for escapees (35% probability that crime boss thinks Character is an escapee).
7-10	Crime boss tries to lure a Character into a dark alley or tavern in order to capture him.
11-13	Characters are trapped by crime bosses during sweep of the area and are herded along with unresisting people.
14-15	Crime bosses are chasing street urchins in a roundup of children.
16-17	Crime bosses encounter resistance from intended victim (1d20): 1-15 = they offer Characters 1d4x20 gold to help them subdue victim; 16-20 = they turn their attention to "easier" prey, the Characters.
18-19	Crime bosses encounter Characters in the street; if they outnumber the Characters by 3 to 1 or better, they will attempt to overcome them by force.
20	Crime boss recognizes Character (1d20): 1-15 = mistakenly; 16-20 = correctly

## 7. Prisoner/Convict/Slaves

These encounters could involve convicted criminals, indentured servants, P/C/S, war prisoners or captured raiders.

Number: including 1-2 overseers; 3d10 P/C/S; 1 guard per 5 valuable P/C/S or 1 guard per 10 common P/C/S (see P/C/S' Identity below).

COFFLE COMPOSITION (1d20):

1-5 = mixed plebians, artisans and nobles from enemy state; 6-10 = common laborers; 11-15 = captured raiders; 16-18 = convicted criminals; 19 = P/C/S; 20 = masons going to their death after building a secret passage.

P/C/SS IDENTITY, if needed (1d20):

1-8 = ordinary P/C/S (80% chance any offer is valid); 9-13 = enslaved noble; 14-15 = high level priest; 16-17 = high level Magi; 18-19 = high-level fighter; 20 = secret society member or non-human.

ROLL	RESULT
1-3	Characters observe P/C/S being transported.
4-5	Characters see slaver beating P/C/S.
6-8	Slavers are exhibiting P/C/S as an incentive for a future sale
9-10	Characters witness an escape attempt by a P/C/S.
11-12	P/C/S bumps into Character and attempts to slip him a message offering (1d20): 1-5 = wealth; 6-10 = power; 11-13 = rank and prestige; 14-16 = a warning; 17-18 = a message to a friend; 19-20 = nonsense.
13	Character is accidentally bumped into by (1d20): 1-2 = overseer; 3-14 = guard; 15-20 = P/C/S.
14	Characters see urchins jeering P/C/S.
15-16	Characters recognize P/C/S as (1d20): 1 = relative; 2-4 = friend; 5-7 = enemy; 8-9 = close friend; 10 = noble personage; 11-13 = fellow countryman; 14-15 = government employee; 16-17 = secret society member; 18 = recognize overseer as 1-17 above; 19 = recognize guard as 1-17 above; 20 = mistaken identity as 1-19 above.
17-18	P/C/S mistakes Character as 15-16 above.
19	Overseer mistakes Character as 15-16 above.
20	It isn't a P/C/S coffle, it is a disguised party of (1d20): 1-3 = assassins; 4-9 = thieves; 10-13 = merchants transporting expensive goods; 14-17 = faction going to meeting or rumble; 18-19 = government officials on a secret mission; 20 = noble and retainers.

## 8. MAGICIAN

Roll 1d20 and match the time of day.

DAYTIME: 1-12 = SUBTABLE 6A., 13-20 = SUBTABLE 6B.

NIGHTTIME: 1-5 = SUBTABLE 6A. 6-20 = SUBTABLE 6B.

Subtable 6A: Daytime, plus 0-5 guards (1d6-1); level = 1d20.

ROLL	RESULT
1-4	Magician accidentally bumps into Character.
5-6	Magician is trying to hire an assassin to use against a rival
7-8	Magician is trying to hire a warrior to regain a magical item (see Appendix I for Place)
9-10	Magician is hiring for an expedition. (See Appendix I).
11-13	Characters see magician taunting and hounding a Lesser Path magician in the street, bar, etc.
14-15	Character witnesses magician involved in confrontation with the town watch.
16-17	Character sees magician cast a spell.
18	Magician needs help; he just had a magic item stolen.
19	Character witnesses a teleport (1d20): 1-6 = disappears in front of Character; 7-20 = appears in front of Characters and is clutching < (1d20): 1-4= nothing; 5-9 = 1,000- 20,000 gold (1d20 x 1,000); 10-16 = a Magic Item; 17-20 = another person>
20	Magician recognizes Character (1d20): 1-6 = mistakenly; 7-20 = correctly, as a friend, previous subject, competitor's agent, etc.

Subtable 6B: Nighttime, plus 1d6 of their totem (see below). Usually in brown/grey robes, slouch hat, walking staff.

\*Totem List (1d20): 1-2 = insect; 3-4 = reptile; 5-14 = small mammal; 15-20 = bird.

ROLL	RESULT
1-4	Magician accidentally bumps into Character.
5-6	Magician is begging; if Character gives him nothing, he will curse the Character (20% probability it's a real curse).
7	Character sees magician being hounded by a gang of street urchins.
8-11	Magician offers Character his services.
12-13	Magician insults Character, provoking an argument (1d20): 1-10 = merely for the joy of arguing; 11-17 = because he's mad at the world; 18-20 = since the Character looks and acts like someone he hates.
14-15	Magician is trying to form an expedition and will offer shares as an enticement to hire on (see Expeditions in Appendix I).
16-18	Characters see magician being pursued by the town watch.
19	Magician bumps into Character and slips him an item (see Mission Goods in Appendix I), then flees pursuers.
20	Magician recognizes Character (1d20): 1-6 = mistakenly; 7-20 = correctly, as a friend, previous subject, competitor's agent, etc.

## 9. GOVERNMENT WORKER

Number: (1d20): 1-10 = alone; 11-20 = accompanied by 1d8 guards.

ROLL	RESULT
1-4	Government Worker accidentally bumps into Character.
5-10	Government Worker is reading a Proclamation announcing (1d20): 1-5 = reward for apprehension of a criminal; 6-8 = new law/tax; 9-12 = a public execution; 13-17 = that the government is hiring for an expedition (see Expeditions In Appendix I); 18-19 = that the government is recruiting for the military (see A Military Career); 20 = an official event (feast day, state marriage, state funeral, etc.).
11-14	Character witnesses a government worker shadowing an enemy agent.
15-16	Character sees a government worker being assassinated.
17	The Government worker is being pestered by street urchins (1d6): 1-4 = begging for money; 5-6 = as a distraction so they can steal his purse.
18	Characters see a government worker having problems with his official papers (1d20): 1-6 = the papers are being blown around by the wind; 7-15 = the papers are being stolen; 16- 20 = the papers have been stolen and government worker enlists Characters' aid in recovering them.
19	Government worker enlists Characters' aid in tracking a spy or thief.
20	Government worker recognizes Character (1d20): 1-10 = mistakenly; 11-20 = correctly, as well-known figure, friend, enemy, etc.

## 10. PILGRIMS

ROLL	RESULT
1-4	Pilgrim accidentally bumps Character.
5-11	Pilgrims are hiring an escort for a holy quest (see Expeditions for Places).
12-14	Characters see pilgrim being hounded/mockd by street urchins.
15-16	Characters see pilgrim being mugged by 1d10 muggers/thugs.
17	Pilgrim is seeking other pilgrims to accompany him on pilgrimage.
18-19	Pilgrims are lost and ask Character for directions.
20	Pilgrim recognizes Character (1d20): 1-10 = mistakenly; 11-20 = correctly, as friend, enemy, etc

# 11. BEGGAR/THIEF/URCHIN

see Subtable A for Busy Street, B for Quiet Street, or C for Night on any street. Encounter may be with any of the Character types indicated in the encounter rolled. Type of person: Beggar (B), Street Urchin (U), Thief (T). Numbers in parentheses, "(1)", indicate more may be around but they're unseen.

Subtable 9A: BUSY STREET	
ROLL	RESULT
1-2	1 Character is accidentally bumped by B/T/U.
3-4	1d4 B/T/U is begging; if no money is given, he will (1d6): 1-2 = attempt to trip Character; 3-6 = insult Character.
5	Urchin offers his services as a guide. He will steer the party to family businesses usually in the poor quarter.
6-8	1d4 B/T/U bumps and attempts to rob Character.
9	Thief bumps and tries to hide stolen goods on the player to retrieve later.
10-11	(1) B/T tries to lure Characters into an alley to be mugged by 1d10 accomplices.
12-14	1 B/T/U tries to con Characters, roll random encounter for disguise.
15	1 B/T/U tries to sell a Character stolen goods at 1/10 normal price.
16-17	1d4 B/T is in trouble with the Thieves Guild and needs help.
18-19	2d6 B/T/U is hiring all Character types for missions (see Expeditions in Appendix I).
20	1 B/T/U recognizes Character (1d20): 1-12=mistakenly; 13-20=correctly.

Subtable 9B: QUIET STREET	
ROLL	RESULT
1-5	1d4 B/T/U is begging only.
6-9	1d4 B/T/U bumps and attempts to rob Character.
10-13	1d4 B/T/U tries luring Character into alley to be mugged by accomplices.
14-17	1d4 B/T/ tries to con Character, roll random encounter for disguise.
18-19	1d4 B/T is in trouble with his Guild, asks Character for help.
20	1 B/T/U recognizes Character (1d20): 1-12 = correctly; 13-20=mistakenly.

Subtable 9C: NIGHT on any street type	
ROLL	RESULT
1	1d4 B/T/U is begging only, curses Character if nothing is given.
2-4	1d4 B/T will appear to be drunk and will bump and attempt to rob Character.
5	B/T/U is seen by a character making his way over the rooftops.
6-7	(1) B/T/U tries to con Character, roll random encounter for disguise.
8-12	4d4 B/T attempt to mug Characters.
13	1d4 T/U is seen sneaking up through a grating in an side alley. It leads to the sewers/ hidden tunnels.
14	(1) B/T/U is seen entering/leaving a house/business through a window. (1d20): 1-6 = Thief it's a snatch and grab job; 7-8 = Thief is a cat burglar; 9-13 = Townsperson is trying to sneak in/leave without waking his spouse; 14-16 = Urchin is trying to avoid curfew; 17-20 = Townsperson is going to a romantic tryst.
15-16	1d4 B/T is in trouble with the Guild and asks Character for help.
17-18	1d10 B/T approaches Character to go on a special mission (p. 59).
19	(1d10)+10 Characters accidentally witness a Guild ceremony. If they are noticed (base 30%), the Guild will attempt to kill or capture the Characters.
20	1 B/T/U recognizes Character (1d20): 1-14=mistakenly; 15-20=correctly.

# 12. CIRCUS/CARNIVAL/ACTORS

ROLL	RESULT
1	Show member accuses Character of stealing from them during their last show.
2-4	Characters see show members putting on a lewd/ribald act (1d20): 1-10 = crowd appreciative; 11-20 = crowd offended, throwing things, booing, etc.
5-8	Characters see quality show presented.
9-11	It's a terrible show, with old animals, poor dancers, stale jokes, etc. (1d20): 1-10 = the crowd is indifferent; 11-19 = crowd is booing, throwing garbage; 20 = near riot, guards are on the way. 12-14 Circus is a front for a band of pickpockets, and there are 1d10 of these working the crowd. (Thieves will be 1d10th level.) There is a 5% chance per each thief in the crowd that the Character will be a target (e.g. if there are 4 thieves, there is a 20% chance).
15-17	Characters happen onto a fortuneteller (1d20): 1-15 = any fortune will be false; 16-20 = fortune will be true.
18-19	Circus/Carnival/Actors ask Character to act as a guard to next city.
20	Circus etc. is really a front for a group of spies. They mistake Character for a contact and pass him a message (1d20): 1-10 = it's in code; 11-20 = it's in a random language. The Gamesmaster should recognize the possibility of the opposition observing the exchange, trying to recover the message, etc.

## 13. SOLDIERS

Roll (1d20): 1-5 = private soldiers; 6-16 = city guard; 17-20 = national or regional army. Number appearing = 3d8

ROLL	RESULT
1	Soldier accidentally bumps into Character.
2-5	Character sees soldiers escorting (1d20): 1-5 = goods; 6-18 = person; 19 = documents; 20 = as 1-19 above but they are under attack.
6-8	Soldiers are (1d20): 1-10 = trying to stop a civil disturbance, 11-20 = being taunted by/chasing street urchins.
9-10	Characters witness a raid on a business/residence/underground hideout.
11-12	Soldiers are hiring civilians for an expedition (see Expeditions Appendix I).
13	Soldiers are putting on a show of power (1d20): 1-14 = very visual but soldiers are acting with restraint; 15-20 = soldiers are rude and obnoxious. 14-15 = Soldiers insult Characters by making lewd comments to any women present and/or berating the men.
14-18	Soldiers are off duty, (1d20): 1-8 = sightseeing, 9-15 = drinking and carousing, 16-20 = fighting 1d10 warriors.
19	Soldiers are off duty, fighting with other soldiers from (1d20): 1-10 = different unit of same army; 11-15 = different army; 16-20 = same unit
20	Soldier recognizes Character (1d20): 1-15 mistakenly; 16-20 = correctly; as an old friend, enemy, etc.

## 14. WORKGANG

1 foreman and 4d6 workers.

ROLL	RESULT
1-3	Character is accidentally bumped by (1d20): 1-18 = worker; 19-20 = foreman.
4-6	Work gang is cleaning the streets and sewers—terrible smells, chance of disease, etc. Urchins are harassing them.
7-8	Work gang is repairing a building damaged by (1d20): 1-4 = Magi's duel; 5-10 = thieves' tunnel; 11-15 = street fight between rival political factions; 16-19 = fire; 20 = police raid.
9-12	Characters notice workers being paid and (1d20): 1-4 = notices stupider workers are being cheated; 5-12 = sees thieves shaking down paid workers; 13-19 = mistakenly sees 1-12 above; 20 = sees foreman paying non-worker (laundering funds)—50% chance foreman notices observation.
13-16	Workmen are rude and insulting to Characters.
17-19	Characters are forced to detour because of road repairs ahead.
20	Foreman recognizes Character (1d20): 1-15 = mistakenly; 16-20 = correctly.

## 15. PRIEST

In most instances they will be armed and armored.

ROLL	RESULT
1-4	1d4 Priest accidentally bumps into Character.
5-6	1d4 Characters see Priest preaching about (1d20): 1-4 = damnation; 5-10 = salvation; 11-18 = conversion to a new religion; 19 = a secret message sounding like nonsense; 20 = nonsense.
7-11	1d10 Priest attempts to hire Characters for an expedition (see Missions Appendix I).
12-14	1d20 Characters witness Priests performing a religious rite.
15-17	1d20 Characters see Priests escorting (1d20): 1-8 = a Holy Relic; 9-14 = (1d20)x1,000 gold coins; 15-16 = a magical item; 17-20 = a high level or important Priest.
18	1d20 Characters come across Priests fighting with Priests of another faith.
19	1d4 They are not Priests, but disguised (1d20): 1-5 = Noblemen; 6-12 = thieves; 13-20 = assassins.
20	1 Priest recognizes Character (1d20): 1-8 = mistakenly; 9-20 = correctly

# 16. ARISTOCRAT

Roll d20 first, and if necessary, on sub-tables for further information.

ROLL	RESULT
1-4	Characters witness a spectacle: banners, trumpets, knights, warhorses, hunting birds, etc.
5	Aristocrat is on a quest with only his guards. Re-roll on this table to see why the Characters noticed.
6	Aristocrat is hiring retainers.
7-8	Aristocrat is announcing a deed he needs performed. He is offering (1d20): 1-5 = his daughter's hand; 6-10 = wealth; 11-15 = glory; 16-20 = a position of power. Roll on Missions Table (Appendix I).
9-10	Aristocrat is hiring for an expedition (see Missions Appendix I).
11	Aristocrat is soliciting information about (1d20): 1-8 = goods; 9-16 = people; 17-20 = places (see appropriate sub-table in Appendix I).
12	Characters witness an assassination attempt on an Aristocrat's life.
13	Aristocrat is hiring Characters to fight in a war, feud, range war, etc.
14	Characters see a Noble and 1d10 guards (1d20): 1-10 = relaxing in town; 11-13 = beset by bandits attracted to wealth; 14 = arranging an abduction; 15-17 = searching for an abducted relative; 18-19 = about to be abducted; 20 = about to be assassinated.
15-16	Characters encounter a deposed Noble and 1/10th the normal retainers. They are (1d20): 1-5 = drinking to forget; 6-10 = forming a mercenary band; 11-15 = plotting to regain lost lands; 16-17 = plotting vengeance; 18-19 = mad and ready to attack someone; 20 = in a fight with other guards, town watch, etc.
17	Characters encounter a Noble and 1d10 retainers plus 1d10 guards fighting in the street because they had intruded on a Secret Brotherhood ceremony.
18	Characters encounter a Nobleman's son or daughter who is lost and needs help finding his/her father. 20% chance it's a set-up by thieves.
19	Characters encounter a Nobleman. He has just escaped from his captors who are hot on his heels. He needs your help. 15% chance it's a set-up by Slavers.
20	Characters encounter an Aristocrat on secret government business.

1-4	Merchant
5-9	Gentleman, Lord
10-13	Knight
14-15	Baron
16-17	Count, Earl
18	Marquis
19	Duke
20	Princess/Prince

1-11	Local
12-15	Non-local
16-18	Foreign
19-20	Independent

	Local	Nonlocal	Foreign	Independent
Personal Squires	1d6	1d10	2d10	1d20
Knights	1	2	1d6	1d20
Men-at-Arms	1d6	1d8	10	1d20
Guards	-	2	1d6	1d20
Trumpeteers	2	1d6	1d10	1d20
Dancers	-	1	1d6	1d20
Viziers	1-in-6	1	1	1

# 17. EVENT ROLL

ROLL	RESULT
1-3	Dishwater falls onto Character from an upper story.
4	A chamber pot is emptied onto Character.
5	Loose bricks and stones fall onto Character(s) from roof (30% chance Character is damaged). There is a 5% chance the house collapses after the bricks fall.
6-9	Agents of management and strikers attack Characters, each side thinking they are part of the other side.
10-11	Characters come upon guards besieging a house/business, where workers/slaves are holding their boss/master hostage (1d20): 1-10 = guards tell Characters to move on; 11- 19 = Characters are pressed into service for crowd control while guards storm building; 20 = guards hold back the crowd while Characters are ordered to go in after hostage(s).
12-13	Character loses a random item.
14-16	Character is splashed by mud and water from a passing wagon.
17-18	Severe Weather. As an encounter it best affects either a small area (a couple of blocks) or for a short period of time (an hour). Choose from the following types sudden severe weather that best fits your city's climate and time of year (or if you decide instead that the weather has an unnatural/magical/elemental origin choose any). Hail storm, lightning storm, pea-soup-fog, blizzard, sand storm/dust devil, tidal surge.
19-20	Character hears a scream from a nearby alley or building. If he investigates, he finds (1d20): 1-10 = a man with a torch in one hand and a bottle of whiskey in the other, bending over a man strapped to a table. In the shadows are two armed warriors. The man on the table had a wound cauterized and the warriors will not appreciate interference; 11- 20 = a rather beefy woman on her knees being struck by a large, drunk, angry man with 1d4 children crying in the corner <If the Characters distract the man, the woman will (1d20): 1-7 = remain on her knees crying; 8-10 = run crying to the children and hug them; 11-14 = run to the children and hustle them from the room; 15-18 = grab a broom and start beating the man; 19-20 = grab a broom and start beating the Characters for interfering.

## 18. TOWNSPERSON

This category is divided into several sub-categories. Roll on the following table to determine the type of townspeople encountered, then consult the indicated sub-table for further details of the encounter.

ROLL	RESULT
1-3	Non-descript townspeople, TABLE 18a
4-5	Peasant, TABLE 18b
6-7	Children, Table 18c
7-8	Wasted Person, Table 18d
9	Madman, Table 18e
10	Sex Worker, Table 18f
11-12	Rumormonger, Table 18g
13	Sailor, Table 18h
14	Holyperson, Table 18i
15-16	Sports Team/Gladiators, Table 18j
17-18	Prophet, Table 18k
19-20	Merchant, Table 18l

### 18a. Non-descript

TOWNSPERSON: number = (1d4); Background (1d6): 1-3 = plebian; 4-5 = artisan; 6 = noble--for specifics, roll on Appendix III, p. 70.

ROLL	RESULT
1-4	Townspeople accidentally bumps or insults Character.
6-8	Townspeople's Guild is hiring for an expedition (see Missions Appendix I)
9-11	Townspeople approaches Character to recover goods that have been stolen from him or his guild.
12-13	Townspeople tries to start a fight with Character.
14-15	Characters see Townspeople being drunk and rowdy.
16-17	Townspeople was just mugged, approaches Characters for help.
18	Characters see Townspeople being harassed by urchins.
19	Townspeople is lost, asks for aid.
20	Townspeople recognizes Character (1d20): 1-16 = mistakenly; 17-20 = correctly.

### 18b. PEASANT

Roll 1d20: 1-10 = peasant toiling alone, 11-20 = 1d20 peasants milling about.

ROLL	RESULT
1-4	Peasant accidentally bumps into Character.
5-10	Peasants approach Characters asking for information about their relatives.
15-16	Characters see Peasants chasing a conman who has taken them for their life savings.
17-18	Peasants approach Characters asking for information about their relatives.
19-20	Peasant recognizes Character (1d20): 1-10 = mistakenly; 11-20 = correctly.

### 18c. CHILDREN

number present = 1d20+5; 3-in-6 chance of wearing matching outfits

ROLL	RESULT
1-4	Children bump into Character, start climbing all over them
5-10	Children bump into Character, start asking questions, often followed by "why?"
15-16	Children bump into Character, start pulling items from backpack (1d6 items taken)
17-18	Are chaperoned by (1d20): 1-4=Severe instructor; 5-10=inattentive priest; 11-16=exasperated parent; 17-20=indulgent grandparent
19-20	Goaded by the others, one child is (1d20): 1-7>About to jump off great height; 8-15=taunt an animal; 16-20=cause harm to a citizen

## 18d. WASTED PERSON

ROLL	RESULT
1-10	Wasted person accidentally bumps Character and (1d20): 1-8 = is belligerent; 9-12 = is apologetic; 13-15 = ignores Character; 16-20 = accuses Character of robbing him.
11-13	Incoherently tries to start a fight with Character.
14	Drug dealer approaches Character and offers to sell him a black-market narcotic (1d20): 1-7 = it is a real drug, although 20% chance of illness if the Character uses it due to contamination; 8-10 = it is very pure - he is getting rid of a shipment that should have been delivered to a powerful noble. 10% chance the Characters may get pursued by the noble's forces; 11-20 = it is really cow dung and straw.
15-17	Character sees a drunk being (1d20): 1-5 = mugged; 6-12 = simply robbed (no violence); 13-20 = harassed by urchins.
18	Wasted person approaches Character and babbles useless information.
19	It isn't a drunk; it is a (1d20): 1-5 = Underground recruiter who will try to enlist the Character into a political faction; 6-9 = assassin on a mission (10% chance the Character is the target); 10-15 = townspeople who is being pursued and needs help; 16-19 = townspeople who is dying; 20 = police agent.
20	Character encounters a drugged noble who has just managed to escape his captors and needs help.

## 18e. MADMAN

ROLL	RESULT
1-3	Characters see Madman running down the street screaming (1d20): 1-6 = he is being pursued by City Guardsmen; 7 = he is being pursued by another Madman, 8-10 = he is being pursued by dogs; 11-20 = he is not being pursued but acts as if he were.
4-7	Madman was the subject of a Magi's experiments. Characters see him being (1d20): 1-6 = pursued by the Magi; 7-12 = pursued by a large bat; 13-20 = he is not being pursued and approaches the Characters for help.
8-12	Madman seems to recognize Character and warns him vaguely of some impending doom (25% it's a real premonition).
13-16	Madman gives out any information the Gamesmaster would like the players to have. It should be in an obscure form.
17-18	Madman falls frothing at the Characters' feet.
19	It is not a Madman but a drugged and kidnapped Aristocrat who needs help.
20	Madman appears almost normal with only a twitch and some drooling. He recognizes the Character (1d20): 1-14 = mistakenly; 15-20 = correctly.

## 18f. SEX WORKER

ROLL	RESULT
1-8	Sex Worker approaches Character (1d20): 1-7 = and asks for help—they are being harassed by a bouncer from a brothel for working in the area; 8-14 = and offers their services; 15-18 = offers their services, guard trailing them arrives 2 rounds later; 19-20 = is drumming up business for one of the brothels in town that cater to exotic tastes.
9-14	Sensual character approaches the Character, advertising a brothel; a large guard accompanies her discreetly.
15-18	Characters see a fight between two sex workers from (1d20): 1-6 = the same brothel, over alleged favoritism; 7-11 = different brothels, over insults; 12-20 = freelancers fighting over an invasion of territory.
17-19	Guard from a brothel recognizes Character (20% chance correctly) and accuses him of (1d20): 1-7 = abusing one of the sex workers; 8-14 = stealing one of the sex workers; 15-20 = trying to steal a sex worker from the brothel.
19-20	A sex worker runs out of a brothel and up to a character, claiming they are being held prisoner and asking for help. They are (1d20): 1-10 = being chased by (1d4) guards; 11-16 = not being chased, but frightened to the point of hysteria; 17-20 = being chased and slips a note to Character giving a name and offering a reward for help.

## 18g. RUMORMONGER

number present = (1d6)/2; 20% chance it's a high level Magi in disguise.

ROLL	RESULT
1-10	Rumormonger offers to sell Characters common gossip.
11-13	Rumormonger offers to sell Characters reliable information about the whereabouts of a Treasure.
14-15	Rumormonger gives Characters information about an assassination or theft.
16-17	If one of the characters appears to be noble, particularly wealthy or has high charisma, the rumormonger will try to befriend the character and interest him in a marriage arrangement with a client.
18-19	Rumormonger offers to pay Characters for information about treasure, news from abroad, political gossip, etc.
20	Rumormonger tries to sell Characters information about a business deal (get rich quick!) (1d20): 1-10 = reliable information; 11-17 = bad information; 18-20 = common information Characters could obtain anywhere. Characters can try to sell the information to a competitor. If the information was good, he will pay 1d6 times what the Characters paid. But, if the information was bad, the Characters could be accused of being comen.

## 18h. SAILOR

number present = 1d6 (this could be militia in a non-port city).

ROLL	RESULT
1-3	Sailor accidentally bumps into Character.
4-6	Sailor insults Character.
7-9	Sailors are drunk, see TABLE 16C Drunk or Drugged.
10-11	Sailors are blowing off steam after a long voyage; they're being rowdy and insulting as well as drunk.
12-14	Characters hear Sailors spreading tales of treasure (1d20): 1-10 = it's true, a treasure exists; 11-20 = tales were made up, but a treasure may still exist.
15-17	Characters are stopped by sailors hiring for a sea voyage.
18-19	Sailors are attempting to set up Characters to be shanghaied.
20	Sailor recognizes Character (1d20): 1-12 = mistakenly; 13-20 = correctly.

## 18i. HOLYPERSON

with a breechclout and staff; 50% chance he has 1 acolyte with a begging bowl.

ROLL	RESULT
1	Characters hear Holyman prophesizing about impending (1d20): 1-10 = doom; 11-15 = salvation; 16-20 = some obscure future.
2-5	Characters hear Holyman trying to convert crowd to some local deity.
6-11	Characters hear Holyman predicting that the world will end in 1d20 days.
12-14	Holyman tries to invoke QUEST on Character (1d20): 1-15 = non-magical, Characters can ignore it; 16-20 = Characters must Save vs. Magic or be QUESTED (see Missions Appendix I).
15-16	Holyman is preaching for a Jihad (Holy War) (1d20): 1-10 = crowd is ignoring him; 11- 19 = guards are hauling him off for inciting a riot; 20 = the crowd is roaring for blood, ready to follow him anywhere.
17-19	Holyman is preaching an "odd" religion (1d20): 1-10 = crowd ignores him; 11-19 = city/temple guards are hauling him away for heresy; 20 = small group of converts attack Characters for being unbelievers
20	Holyman BLESSES or CURSES Characters depending on how the Gamesmaster is feeling.

## 18j. Sports Team/Gladiators

1d10 team members, they are (1d20): 1-3=chess players; 4-6=Playballers; 8-10=gladiators; 11-14=flying broomriders; 15-18=runners; 19-20=gymnasts.

ROLL	RESULT
1-5	Team is (1d6): 1-3=jubilant, they are celebrating recent victory; 4-6=crushed, they are mourning recent defeat.
6-9	Team is huddling and focused on upcoming game.
10-13	Is playing pick-up game in the street.
14-18	Is playing pick-up game in the street, challenges Character/Party to a game.
19	Bumps into Character, challenges them to a stadium game the following day.
20	Is inviting people to come watch their next game the following day.

## 18k. PROPHET

ROLL	RESULT
1-3	Prophet bumps into Character and (1d20): 1-2 = predicts evil will befall Character; 3-5 = acts offended; 6-8=asks for a donation; 9-11 =offers a prophecy for a donation; 12-13 = gives Character a free prophecy; 14-16 = apologizes; 17-18 = blesses Character; 19 = slips Character a secret note; 20 = recognizes Character (75% chance it is correct).
4-10	Characters see prophet telling crowd about impending (1d20): 1-10 = doom; 11-15 = salvation; 16-20 = some obscure future.
11-12	Characters see prophet being harassed by urchins.
13-15	Prophet offers to hire himself as leader of a party seeking a treasure that was revealed to him in a dream.
16	Prophet falls into a trance at the Characters' feet (awakens 1d10 minutes later).
17-18	Characters see Prophet being carried off by guards for prophesizing (1d20): 1-5 = treason; 6-10 = heresy; 11-15 = a major personage's death; 16-19 = civil insurrection; 20 = natural disaster.
19	Is begging, if nothing is given, will curse Characters (1d6 chance it is a real curse).
20	Prophet recognizes Character (1d20): 1-10 = mistakenly; 11-20 = correctly, from a vision.

## 18L. MERCHANT

Accompanied by 1d4 retainers.

ROLL	RESULT
1	Merchant accidentally bumps into Character.
2-4	Merchant tries to buy something from a Character.
5-7	Merchant is recruiting guards for a caravan, ship, warehouse, display, etc.
8	Characters see a City Guardsman dragging a merchant towards them. The merchant is protesting the indignity loudly (1d20): 1-6 = a crowd of urchins and others are laughing and pointing; 7-10 = the crowd is muttering and growing angry; 11-20 = the incident is being ignored.
9-10	An urchin being chased by a merchant tosses a sack to character (1d20): 1-8 = the merchant notices and accuses the character of conspiracy; 9-15 merchant notices and assumes the character is trying to help; 16-20 merchant doesn't notice and the bag is found to contain goods (money, gems, jewelry, etc.) worth (1d20)x100 gold pieces.
11-12	Character sees merchant try to grab an urchin who darts toward the Characters. The merchant will claim the urchin has been stealing, but the urchin will protest their innocence.
13-17	Merchant tries to sell goods to party (1d20): 1-6 = at a bargain; 7-14 = at market price; 15-20 = at an inflated price.
18-19	Merchant needs cash quick, tries to sell goods to Characters at a (1d6)x10 (10-60%) discount. He may have a special or magical item he isn't aware of that he will sell as a normal item.
20	Merchant accuses Character of shoplifting (1d20): 1-10 = he just wants to be mollified; 11-12 = he is angry and takes a swing at the Character; 13-16 = the guards come to investigate, dismiss accusation; 17-20 = guards hold Character for questioning for 1d10 hours.

## 19. LOCAL "CHARACTER"

This encounter must be tailored to the specific city or town, and represents an encounter with some unusual character in town, such as Big Bill, the local hit man; Jake the barfly; or Conrad, the laborer who is convinced he is a prince from a far land

ROLL	RESULT
	MAJOR PERSONAGE: This encounter must be tailored to the individual city or town, and represents the Character having an encounter with some important individual, such as a local Noble, or wealthy merchant.
	TOWN FOOL:

## **20. NO ENCOUNTER Self-Explanatory**

## 21. ASSASSIN/SPY

Roll 1d6: 1-4 = assassin, SUBTABLE 21A; 5-6 = spy, SUBTABLE 21B.

Subtable 18A. ASSASSIN: 15% chance it's two assassins working together.

ROLL	RESULT
1-6	Assassin tries to join Characters' party to (1d20): 1-4 = find information about a potential victim; 5-8 = recruit Characters to aid in "hit"; 9-12 = gain cover to allow him to get close to his victim; 13-16 = hide from searching guardsmen; 17-20 = incriminate Character in past assassination and draw heat off of himself.
7-10	Assassin is seen by Character setting up an assassination attempt (1d20): 1-5 = he's on an upper roof with a heavy crossbow; 6-10 = he's seen pacing off distances; 11-15 = he's seen preparing a trap; 16-20 = he's using the Character as a dry run for the real thing.
11-12	Assassin is being pursued by guardsmen, bowls over Character coming around a corner.
13-17	Characters witness an assassination attempt on (1d20): 1-3 = a City Guardsman; 4-5 = a noble's personal retainer/guardsman; 6-11 = a noble; 12-20 = a townsman.
18-19	Characters overhear Assassin talking to his employer; if Assassin notices them listening, there is an 85% chance he will try to silence them.
20	Assassin recognizes Character (1d20): 1-4 = correctly; 5-20 = mistakenly; as (1d20): 1-5 = fellow assassin; 6-10 = his employer; 11-15 = his victim; 16-20 = a miscellaneous townsman.

Subtable 18B. SPY (40% chance it is two spies working together.)

ROLL	RESULT
1	Spy is startled by Character and hurries off but sends an operative to trail Character.
2-4	Spy recognizes Character (1d20): 1-15 = correctly; 16-20 = mistakenly.
5-7	Spy tries to recruit Character for an undercover operation (1d20): 1-10 = as an agent for the city they're in, to be sent to another city; 11-20 = as an agent for another city, for an operation in this city.
8-11	Spy tries to recruit Character for an overt operation (trade mission, delegation, information office, etc.) in another city; it's a (1d20): 1-10 = real job; 11-20 = cover for a spy ring.
12-17	As 8-11 above, but agent is from another city and wants Character to set up operation in this city.
18-19	Spy tries to pass Character a stolen document (1d20): 1-10 = he thinks Character is a fellow agent; 11-20 = enemy agents are in hot pursuit and he's trying to unload it.
20	City counter-intelligence agents try to entrap Characters (1d20): 1-10 = they think Character is an enemy agent; 11-20 = they're willing to frame anyone to look good for the Boss

## 22. BAND OF ADVENTURERS

Number = 2d8; of which 1d10 will be warriors; 1 or 2 will be Mages; 1 or 2 will be Priests, and any remainder will be thieves, assassins, etc.

ROLL	RESULT
1-3	Band is looking for adventure, approach the Characters for suggestions
4-7	Band is (1d20): 1-5 = looking for lost comrade; 6-10 = delivering a message (see Missions Appendix I); 16-18 = seeking wisdom; 19 = on a Quest (see Missions Appendix I).
8-10	Band is (1d20): 4-8 = looking for the thieves who stole their treasure; 9-10 = tracking murderer of their comrade; 14 = buying supplies; 15 = blowing off steam; 16-17 = just robbed; 1
11	Band will try to enlist Characters for Expedition (see Missions Appendix I);
12-13	13-15 = on their way to be questioned at Government Headquarters; 16-17 = minions of a Magi, accompanied by 1d10 guards; 18 = work gang; 19 = escape attempt disguised as 1-18 above; 20 = Characters witness raid on local shop.
14	5 Were-animal-roll on TABLE 21. ANIMALS. 16 Mage in animal form. 17-19 Undead, determine type as appropriate to your game. 20 Attack on city by (1d20): 1-10 = 1 or 2 dragons; 11-20 = Orc/goblin army.
15	Band is looking for a leader; they will approach any Character with a Charisma of (13+) and try to recruit them.
16-17	Band is just back from an adventure; they are (1d20): 1-10 = spreading wild stories (50% they are true). 11-20 = close-mouthed.
18	Member of band is a local smith/armorer is drunk and (1d20): 1-5 = gives real information about a treasure; 6-15 = gives false information about a treasure; 16-20 = he's not talking.
19	Drunken adventurers insult Characters.
20	Band recognizes Characters (1d20): 1-15 = mistakenly; 16-20 = correctly.

## 23. ANIMALS

Roll for animal involved on Subtable 21B. below, if indicated.

ROLL	RESULT
1-3	Escaped animals are running down the street toward Character--roll type on Sub-table 21B. Roll(1d20): 1-10 = it is avoiding people where it is able to; 11-14 = it is stampeding, going through obstacles and people in its path; 15-19 = it is being chased by 2d6 urchins; 20 = it is mad--people are screaming and running from it.
4-5	Guards have surrounded an angry animal and are trying to capture it--roll type on Sub-table 21B. Roll(1d20): 1-10 = they have cornered it against a wall; 11-15 = they are driving it toward an alley near the Characters; 16-17 = guards are recruiting townspeople to help capture the animal, and ask the Characters to help; 18-20 = the animal is about to attack a woman near the Characters.
6-9	Animals wandering down the street, loose--roll type on Sub-table 21B. Roll (1d20): 1-7 = people are looking, but not doing anything; 8-16 = a group of 2d6 urchins are following it; 17-20 = two blocks away, the owner is waving and shouting, running toward the animal.
10-11	Animal recognizes Character as its master (20% chance he was or is)--roll type on Sub-table 21B.
12-16	A small pack (1d6) of thin, scroungy dogs (1d20): 1-7 = are fighting over scraps in the Characters' path; 8-11 = They harass any animals in Characters' party; 12-17 = They trail the Character's party, begging for food; 18-19 = One dog runs up and wets on Character; 20 = They are starving and attack Character's party.
17	A swarm of bees (1d20): 1-8 = are driving nearby caravan animals and drivers crazy and blocking traffic; 9-15 = are swarming on the wall of a nearby shop; the shopkeeper is frantic; 16-20 = are passing Character's party, scaring any animals into stampeding, 20% chance per Character of stings.
18	The animal is actually a magician trapped in animal form and trying to get help.
19-20	Traveling gypsy/peddler tries to sell Character an unusual pet (1d20): 1-5 = trained giant rats; 6-7 = hawk/eagle; 8-11 = snake; 12-15 = monkey; 16-17 = trained ferret; 18-19 = parrot/exotic bird; 20 = something exotic (mini-dragon, spitting cobra, etc.) Subtable 21B.

Subtable 21B: TYPE OF ANIMAL

ROLL	RESULT
1-6	Horse (30% chance it is a war horse)
7-11	Bull/Ox
14-16	Donkey/Mule
15-17	Billy goat/ram
18-19	Boar
20	Unusual

Subtable 21C: UNUSUAL

ROLL	RESULT
1-6	Wolf
7-11	Tiger/Panther/Lion/Cougar
8-12	Bear
13	Giant Centipede
14-17	Griffon
18	Dragon
19	Dinosaur, roll 1d6: Triceratops, Allosaurus, Velociraptor, Iguanodon, Dimetron, Pteranodon
20	Dragon

## 24. PROTEST GROUP/STRIKE

3d20 Protestors

ROLL	RESULT
1-5	Characters see single a Merchant standing outside his shop arguing with striking workers; they (1d20): 1-10 = ignore Characters; 11-19 = ask Character's opinion on merits of each argument; 20 = strikers attack Characters, thinking they are working for Merchant.
6-10	Characters notice strike against a particular industry, guild, etc. Certain goods will be difficult to get and have inflated prices for the next two weeks. 11-13 Characters see guards breaking up a strike (1d20): 1-10 = peacefully; 11-19 = with force, people being beaten up and dragged off; 20 = guards attack Characters, mistaking them for strikers
14-17	Characters pass through a protest outside a Government Building/Temple (1d20): 1-10 = peaceful demonstration; 11-19 = agents are taking down everyone's will be rounded up later; 20 = riot descriptions, including Characters'; they erupts around Characters.
18-19	Agents of management and strikers attack Characters, each side thinking they are part of the other side.
20	Characters come upon guards besieging a house/business, where workers/slaves are holding their boss/master hostage (1d20): 1-10 = guards tell Characters to move on; 11- 19 = Characters are pressed into service for crowd control while guards storm building; 20 = guards hold back the crowd while Characters are ordered to go in after hostage(s).

## 25. DEITY IN THE CITY

ROLL	RESULT
1-6	Characters hear report of a deity being in the city or at the temple to see a VIP (1d20): 1-10 = it's an unsubstantiated rumor; 11-20 = report comes from a reputable eyewitness.
7-12	Characters witness a procession of honor, with a god in attendance. The procession is traveling down a major street, plaza, etc.
13-15	A god is "slumming" in a tavern/inn/bath/gambling house, etc. (1d20): 1-10 = no admittance allowed, Characters hear about it only; 11-19 = open attendance, but with guards, temple priests, etc. in attendance; 20 = it's a free-for-all, deity is trying to identify with the "little people".
16-18	A god is hearing petitions at the Temple for a limited time (1d20): 1-14 = Character can't get there in time, or isn't admitted; 15-20 = admitted to Presence, and (1d20): 1-12 = petition turned down; 13-19 = petition granted; 20 = God grants Character a Wish or kills him, depending on the nature of the petition.>
19-20	Characters encounter a God/Goddess who is incognito, disguised as a random encounter. He/She is looking for a good time without the hassle of being recognized. He/She may reward those Characters that show him/her a good time, but may be very hard on those he/she doesn't like.

# Appendix I: Missions

Each subsection is divided into two categories: roll in each if applicable. if not previously specified the mission involves (1d20):

1-8 = Goods;  
9-16 = People;  
17-20 = Places

## Subtables 1a. Missions for Goods

### What to Do (roll 1d8)

Roll Task  
1 Recover  
2 Steal  
3 Transport  
4 Smuggle  
5 Guard  
6 Raid for  
7 Destroy  
8 Locate

### What is the Item (roll 1d12)

Roll Result  
1 a map  
2 precious metals or gems  
3 jewelry  
4 religious artifacts  
5 magical items  
6 traditional items  
7 message  
8 an animal  
9 a body  
10 a ship  
11 books  
12 trade goods

## Subtables 1b. Missions for People

### Who is the target (d20) Roll Result

1 employer's mistress  
2 guild member (20% it's the Guildmaster)  
3 Secret Brotherhood member  
4 friend  
5 Employer's Rival or enemy  
6 Employer's Fellow plotter  
7 Employer's retainer/ master  
8 Noble  
9 Influential person  
10 employer's relative  
11 government official  
12 assassin  
13 thief  
14 merchant  
15 town guardsman  
16 warrior  
17 non-human  
18 magician  
19 priest  
20 Noted person / local character

### What to Do (roll d10)

Roll Task  
1 Free  
2 Capture  
3 Guard  
4 Assassinate  
5 Find  
6 Transport (see 1c for place)  
7 Lure  
8 Incriminate  
9 Seduce  
10 Terrorize

## Subtables 1c. Missions To Places

### What to Do (roll d8)

Roll Task  
1 find it  
2 capture it  
3 map it  
4 defend it  
5 destroy it  
6 hid it  
7 build it  
8 siege it

### What is the target (d20)

Roll Result  
1 a castle  
2 a town  
3 a swamp  
4 a river  
5 a pass/defile  
6 a mountain  
7 a valley  
8 a manor house  
9 a house  
10 a dock  
11 a guildhall  
12 a warehouse  
13 a dungeon  
14 a cave  
15 a palace  
16 a temple  
17 a stable  
18 a wall  
19 a forest  
20 a reef

# ATTACK REASONS

There will be many encounters where the players will be attacked, with obscure purpose. Unless an overriding reason has already developed (e.g. the players encounter guardsmen after setting fire to a tavern), then roll on the following table. Higher social level types will generally have 'companions' who will hasten to do their liege's bidding. Attacks that are starred (\*) will generally have the enemy attempting to subdue the player(s), while all others have a 30% PROB of being a subdual attempt. It is important to note that 'intelligent monsters' will not attempt an attack upon a superior party, being content to lob a cobblestone instead, perhaps.

### Reason for Attacking (1d20):

1 Mistaken identity  
2 Doesn't like PC's: looks\*  
3 Doesn't like PC's class\*  
4 Alignment hatred  
5 Race hatred  
6 Robbery/confiscation  
7 Lust\*  
8 Berserk  
9 Imagined slight  
10 Clan Hatred  
11 Doesn't like Player's NPC\*  
12 Doesn't like Player's clothes\*  
13 Thinks PC looks sneaky looking  
14 Interfering with plans  
15 In the way  
16 Drunk  
17 Religious hatred  
18 Revenge  
19 Jealousy  
20 Capture\* (see next table)

### CAPTURE REASON (1d6)

1 To sacrifice  
2 To use as decoy  
3 To sell as slave  
4 To ransom  
5 To use in prisoner exchange  
6 To impress into unit/work detail