

Random Urban Encounters



ASSASSIN GAMES

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Daytime Encounters

(roll 1d100)

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Night Encounters (roll 1d20)

- | | |
|----|---------------------------|
| 1 | Apprehended |
| 2 | Back Alley Beating |
| 3 | Burgled |
| 4 | City Guard Patrol |
| 5 | Clothing in Flight |
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Weather Generator

Every hour the PCs wander about the city, the weather has a 10% chance of changing. Roll a 1d10 to determine the weather.

1-4 *Clear Skies*

5-7 *Overcast* - clouds blow in, causing the area to darken and the wind to drop a few degrees.

8-9 *Rain* - the streets become wet, and visibility is reduced to half range. Most people seek shelter from the weather, or pull hoods over their head. Children play in the rain. Any encounters that sound unplausible in such weather should be rerolled.

10 *Downpour* - everything is lightly obscured and Perception checks suffer Disadvantage. Anyone caught in the weather for more than a few minutes must make a DC 10 Constitution saving throw or suffer one level of Exhaustion. Dirt streets quickly become muddy and are counted as Difficult Terrain. Any encounters that sound unplausible in such weather should be rerolled.

NPC Personality Traits (Roll 1d100)

1	Abrasive	41	Energetic	81	Reserved
2	Addle-minded	42	Fanatic	82	Resourceful
3	Alert	43	Foolish	83	Rude
4	Ambitious	44	Forgetful	84	Scholarly
5	Angry	45	Friendly	85	Secretive
6	Anxious	46	Gentle	86	Seductive
7	Apologetic	47	Gloomy	87	Selfish
8	Argumentative	48	Greedy	88	Sensual
9	Arrogant	49	Grouchy	89	Serious
10	Assertive	50	Gullible	90	Short-tempered
11	Benevolent	51	Honorable	91	Skeptical
12	Blunt	52	Humorous	92	Stingy
13	Cantankerous	53	Idealistic	93	Stoic
14	Careless	54	Ignorant	94	Stubborn
15	Caring	55	Impatient	95	Submissive
16	Cautious	56	Impolite	96	Tireless
17	Charming	57	Inattentive	97	Unkind
18	Cheerful	58	Incompetent	98	Vigilant
19	Clever	59	Indecisive	99	Witless
20	Commanding	60	Intimidating	100	Witty
21	Compulsive	61	Intolerant		
22	Condescending	62	Irrational		
23	Conniving	63	Irritable		
24	Conservative	64	Jealous		
25	Cowardly	65	Kind		
26	Cruel	66	Miserly		
27	Cunning	67	Modest		
28	Decadent	68	Morbid		
29	Deceptive	69	Naive		
30	Dependable	70	Narcissistic		
31	Depraved	71	Obnoxious		
32	Depressed	72	Obsessive		
33	Disgusting	73	Overconfident		
34	Dishonest	74	Paranoid		
35	Disrespectful	75	Patient		
36	Distracted	76	Perverse		
37	Doubtful	77	Rational		
38	Dull	78	Rebellious		
39	Emotional	79	Reflective		
40	Encouraging	80	Relaxed		

Tavern Name Generator (roll 1d100)

1	The Filthy Pig	41	The Dead Dragon	
2	The Overflowing Barrel	42	The Bubbling Cauldron	
3	The Black Horse	43	The Knight's Lament	
4	The Flaming Bull	44	Swan's Sorrow	
5	The Golden Goose	45	The Flaming Skull	
6	The Cranky Swan	46	The Lost Saddle	
7	The Roaring Lion	47	The Lucky Card	
8	Hammers and Cups	48	The Wooden Chest	
9	The Wilted Rose	49	The Mug and Pillow	
10	The Oaken Cask	50	The Monkey's Paw	
11	The Three Serpents	51	The Hook and Line	
12	The Four Winds	52	The Dirty Woman	
13	The Dancing Mule	53	The Kraken's Eye	
14	The Grinning Fool	54	The Hawk's Voice	
15	The Dirty End	55	The Sparrow's Nest	
16	The Donkey's Laugh	56	Lion's Roar	
17	The Royal Fish	57	Flying Rooster	
18	House of Swords	58	The Goose and Sparrow	
19	The Blessed Cup	59	The Laughing Dog	
20	The Spitting Horse	60	The Dropped Anchor	
21	The Broad Trough	61	The Goblin's Goblet	
22	The Flaming Cups	62	The Full Moon	
23	The Mangy Wolf	63	Three Shoes	
24	The Pipe and Flagon	64	The Sleeping Ox	
25	Raven's Luck	65	The Guzzling Giant	
26	Crow End	66	The Coin and Bucket	
27	The Red Rose	67	The Crying Toad	
28	The Black Lily	68	The Raven's Fate	
29	The Laughing Fish	69	Two Rivers	
30	The Regal Bear	70	The Laughing Hat	
31	The Painted Stag	71	The Broken Wheel	
32	Three Dancing Dogs	72	The Roaring Wench	
33	Skeleton's Brew	73	The Running Rabbit	
34	The Hog's Wife	74	The Coin and Bucket	
35	Roots and Ale	75	The Weeping Tree	
36	The Lost Beard	76	The Maul and Hatchet	
37	The Rolling Coin	77	The Angry Unicorn	
38	The Grinning Fool	78	Wyvern's Tale	
39	The Broken Boot	79	The Lamb's Coat	
40	The Three Fingers	80	The Cloak and Ale	
		81	Thundering Brew	
		82	The Merry Goat	
		83	The Dog's Cup	
		84	The Honking Goose	
		85	The Smirking Imp	
		86	The Broken Lute	
		87	The Drinking Pig	
		88	The Frozen Mug	
		89	The Pig's Milk	
		90	The Rising Sun	
		91	The Wasted Breath	
		92	The Crimson Fox	
		93	The Hunter's Bow	
		94	The Broken Shield	
		95	The Thistle and Clover	
		96	The Red Horse	
		97	The Mule's Laugh	
		98	The Upturned Cup	
		99	The Black Coin	
		100	The Brass Key	



Encounter Descriptions

Accusations

"You, yes, you there, stop! Thief!"

You turn to see a portly merchant pointing at you accusingly.

The merchant believes that the PC stole something from him, because the PC is currently wearing or carrying something similar to what the merchant sells. The town watch arrives shortly, pushing their way through the crowd.

If the PCs decide to flee, a pair of guards give chase, leading to a potential chase scene.

If the PCs decide to stand and refute the accusations, the merchant tells a compelling story, with a contested Charisma (Persuasion) skill check between the merchant (with a +3 bonus) and the PC.

Apprehended

The sound of a muffled cry reaches your ears, and looking down a nearby alley, you notice a man standing there with a club, while another man cowers on the ground.

The man on the ground is actually the culprit, having stolen from a merchant (who now stands over him with a club). The thief will try to lie to the PCs, saying that he is an innocent man, while the merchant will refute such claims.

Back Alley Beating

You hear the cries of pain before you see the men in the alley. Two thugs are busy kicking a man on the ground.

A vicious mugging has just occurred, and as the PCs watch, the thugs flee the area. If the PCs decide to chase the thugs, refer to the Chase Rules section.

Bees

The sound of buzzing fills the air around you, and you find that you are suddenly in the midst of a swarm of bees.

Treat the bees as a swarm, and they envelop the PCs for a minute. Each character needs to pass a Wisdom saving throw, or do something that angers the bees (such as swatting at them or running), which causes the bees to attack everyone. See the "Bee Swarm" entry in the Statistics section.

Beggar

A filthy man sits on the edge of the street, his hair stringy and tattered, and his feet are bare. He holds his cupped hands aloft. He occasionally croaks out a request for alms, although it sounds as if merely making the sound pains him.

Much like a number of others in the town, the beggar is a former sailor or farmer that ended up destitute because of his taste for alcohol. He now spends his day begging, hoping to make enough money to pay for a night indoors.

If the PCs are charitable, the beggar is willing to part with a rumor he heard, rolled randomly from the Rumors About Town section.

Blind Lars

You feel a tug at your shirt, and look to see a spindly old man, a dirty rag covering his eyes, and a wooden bowl in his outstretched hand. In a high pitched voice he speaks,

"Would you have a spare coin for Blind Lars?"

If given a coin, the beggar imparts an unusual piece of insight about the upcoming adventure the PCs are about to undertake. If asked, he shrugs and answers that the gods have seen fit to tell him things. The moment the PCs turn their heads, Blind Lars disappears, and cannot be located.

Bringing Out the Dead

The creak of wooden wheels accompanies the smell of heavy incense attempting to mask another odor. You look behind you to see a figure wrapped in bandages leading a wooden cart pulled by a donkey. The cart has a pair of iron censers from which incense smoke wafts out of, and a quick glance reveals that the cart contains several bodies hastily covered with a tarp.

The figure is a leper, working in service to the local temple that handles the collection and burial of the destitute throughout the city.

Burgled

The PCs should make a Wisdom (Perception) skill check, DC 15, they witness a pair of figures in an alley, as they open a window and begin to climb in. The character have just witnessed a pair of thieves begin to burglarize a house.

Caught Red Handed

"You will pay for your crimes!"

You turn at the sound of the shout and see two members of the City Guard holding a young man by the collar of his shirt.

If the PCs become involved, the Guards inform them that they caught the man stealing from a local bakery, and his punishment is a fine of 10 gold pieces, or a month imprisonment (unless the punishment is harsher in the current setting). Should the PCs elect to pay the fine, they now have a contact that works on the streets.

Chained

The sound of jeering and angry voices reaches your ears. Ahead you notice an orc, his hands bound behind him, and a chain around his neck, being led by a pair of the town watch. The crowd that follows is yelling insults and throwing things at the orc.

The town watch caught the orc on the outskirts of town, as he was stealing food. The orc was cast out from his tribe, and the guards are going to interrogate him about the local orc tribes.

Challenger

This happens to a single martial character.

A man wearing finery approaches you, pulls off a glove, and proceeds to slap you across the face with it.

"You have been challenged, sir. Tomorrow at noon, meet me at the crossroads."

The PC has just been challenged to a duel. If they refuse, word of their cowardice quickly spreads throughout town. If they accept, they will be faced with a local duelist.

Child Pickpockets

A gaggle of street urchins suddenly appear around you, almost as if by magic. Several of them are laughing and playing, tugging at you, asking you to show off your weapons or spare some coins.

If the PCs give money to the children, they leave after a few minutes, rushing off down the street to chase after a mangy dog, or to harass someone else. If the children are ignored or treated harshly, they will attempt to steal a random item from each PC. The children have a Dexterity (Sleight of Hand) bonus of +5 against the PCs Wisdom (Perception) skill check to see if they can snatch something small (such as a few coins) from the PC without them noticing.

If confronted, a child will begin to cry, kick and scream, and the others will scatter. There are 4d4 children, and a random one will possess the stolen goods. If the children are mistreated, the townsfolk call for the city guard, which show up in 1d4 minutes.

City Guard Patrol

A distressed looking man wearing tattered clothes stands in the center of a trio of city guards, sheepishly answering their questions while one of the guards has a hold of his arm.

The city guard has caught a thief, and they are busy interrogating him before taking him to the dungeon.

Clothing in Flight

You notice something come flying out of a second story window, a bright flash of fabric fluttering to the ground. A man, his arms filled with a bundle of cloth, rushes over to the fallen cloth and picks it up. He then turns his attention to the window and shouts,

"But my love, that is not how it is!"

From the window a woman's head emerges, and she begins berating him, while throwing pieces of clothing down at the street below.

Should the PCs investigate, they learn that the man was caught in a romantic tangle with another woman, and now his wife is throwing him out. He pleads with the PCs for their aid, but do they really wish to risk the wrath of a woman scorned?

Corpse Looting

The PCs should make Wisdom (Perception) skill roll, DC 10, and if they succeed, they notice three men in a nearby alley taking things off the body of a fallen man. If the PCs approach, the looters seek to flee. Investigating the body, the PCs find nothing of worth, however, the method of death can be determined randomly:

- 1 The man was strangled.
- 2 The man was beaten to death.
- 3 The body is covered in stab wounds.
- 4 He was probably a drunkard, as the smell of alcohol is evident, and it appears he choked to death on his own vomit.
- 5 No evidence of the man's death is apparent.
- 6 The man appears to have been attacked by some creature, as his body is covered in bite marks. This finding could lead to a hunt through the streets for the creature that killed the man.

Crow Thief

Read to a random PC that has something shiny, such as an amulet, out in the open that can be snatched by a bird.

A flurry of black wings, a raspy croak, and you see a large crow flying away from you after having momentarily alighted on your shoulder.

The PC should make a Wisdom (Perception) skill check, DC 10, to realize that the crow stole something shiny from them. A short chase after the bird, using a Wisdom (Perception) skill check, DC 10, allows the PCs to follow the bird to a tower, where the crow nests. Gaining access to the tower may be an adventure in itself.

Crude Puppets

The sound of laughter and clapping flows from a small crowd up ahead, and you notice a small stage where a few puppets are busy running about and reciting lines in high-pitched voices.

If the PCs spend any time watching, they may make an Intelligence (History) skill check to determine that the story being told is about the ancestors of a local noble. The story is a humorous version of the story, and makes considerable fun of the noble's ancestors.

Dead Dog

A dead dog laying on the side of the street, with crows picking at it. Everyone seems to be avoiding it and attempting to ignore the crows.

The animal was one of the mongrels that wander the city streets feeding off of garbage and vermin.

Dead Pigeons

A sound of a thump comes from behind you. When you turn to determine the source of the noise, you hear several other thumps, and you notice the source of the noise. Pigeons seem to be falling dead off of their perches, and have begun to litter the street.

What is causing the pigeons to die? Did they encounter some toxic fumes that rise into the air (and thus are not affecting the mortal populace), or have they been afflicted by a disease, or perhaps a mystical curse?

Dirty Guards

Up ahead you notice a pair of guards leaning in and talking in harsh tones while making threatening gestures against a street vendor. The merchant looks fearful, and takes out a small pouch and slides it across the table to the guards.

The guards are corrupt, and they're extorting the merchant for a share of his daily profits. If the PCs choose to interfere, they threaten to arrest the PCs, and then leave the scene. The guards will remember the PCs, and will likely make their lives difficult if given the chance at a later time.

Disgruntled Workers

Up ahead you see a small crowd gathered, and the sound of angry voices reaches your ears.

The group is 2d6+6 workers that are angry with their employer, a portly man dressed in fine clothing. The PCs quickly learn that the workers are clamoring to be paid, and the man insists that their pay was stolen by a group of thieves, and he has nothing to give them.

There is a 50% chance the man is telling the truth, and a group of thieves robbed the man earlier in the day. He can give them a description of the men. If he is lying, he has a Charisma (Deception) of +4 against the PCs Wisdom (Insight) skill check in order to weave his tale into a convincing story.

Doomspeaker

"...and the sky will turn as black as tar, and blood shall rain from the stars above! The dead shall rise and the infernal shall enter this world!"

The loud preaching immediately draws your attention to a man wearing light color robes standing on the street corner. A small crowd has gathered around him, and many people are listening intently at what he says.

The man continues ranting about an upcoming apocalypse that will consume the world soon unless people repent of their wicked ways. He is an overzealous member of a local religion, and other members of the religion may be embarrassed by his actions and seek to silence him.

Drinking Contest

"Chug! Chug! Chug!" comes the call of the crowd, as up ahead, seated on opposite sides of a table are two men upending large flagons of ale as quickly as possible.

The PCs have come across a drinking contest, held outside a local tavern. Entrance fee is 3 silver, and the winner receives 5 silver. All challengers are accepted.

Drunk and Disorderly

"Hey... yeah.. you... imma talking to you... come here..."

You turn to see a clearly over intoxicated man swaying on his feet and pointing a finger at you accusingly.

The drunk has obviously mistaken a random PC for someone that offended him or caused him grief. The drunk will continue to harass the PC until they either react or the drunk passes out in 1d10 minutes.

Drunkard

A man stumbles out of a darkened alley, reeking of alcohol. He stumbles into the PCs and proceeds to vomit, possibly spattering their boots. While the drunkard isn't a threat, the PCs may assume he was attempting to accost them. A sound beating won't raise suspicion, but if the PCs decide that the drunkard must pay with his life, several people about town will be upset, and may even close their doors to such scoundrels.



Drunken Brawl

You notice a crowd up ahead, and the sound of angry yelling and cursing seems to come from the center of the crowd's attention. As you draw close, you notice a pair of obviously drunken men rolling around and fighting in the street.

Unless the PCs decide to intervene, the drunks continue to attempt to beat one another, often flailing about harmlessly, until a pair of city guards show up to break up the fight.

Eviction

A family of four stands huddled together, looking at a pair of large men carting furniture out of a building and setting it in front of them.

The family is being evicted for failure to pay rent to a sleazy landlord. The landlord kept increasing the monthly rate until the family could no longer pay, and now they face homelessness. If the PCs decide to assist, they gain the friendship and loyalty of the family, at least until the next month's rent comes due.

Expedition Hiring

Your attention is drawn down the street, where a man is standing on the back of a wagon, and looking down at a bunch of rough looking individuals. He points to a man and has him come forward where he asks a series of questions.

The man on the wagon is hiring mercenaries for a small expedition to some nearby ruins. The expedition is being funded by a local noble.

The exact specifics of the expedition is left to the DM, however, it is a possible tie in to a larger adventure.

Eyes of the Rat

You briefly glimpse a pair of red glowing eyes staring at you from the darkness of a nearby alley...

Should the PCs investigate the alley, they find the remains of some poor townsfolk, covered in large rat bites. A nearby hole leads into the sewer, and the hole is large enough that all but the largest PC can squeeze their way in. Should the PCs venture down in the sewer, they will shortly come across a nest of rats, containing a large swarm.

False Priest

"Come to me, those that are ailing! For a mere contribution to the temple, your ailments will lessen over time!"

A man wearing the vestments of a priest stands on the street corner, offering aid to the sick and weary.

The priest shares the same faith as the party's divine caster. If the PC pays attention to the priest for any length of time, they realize that the man is a charlatan. If confronted, the PC should make a Charisma (Intimidation) or (Persuasion) skill check, DC 12, to convince the false priest to cease with his deception. Alternatively the PCs may attempt to persuade the crowd with an opposed Charisma (Persuasion) skill check against the false priest's Charisma (Deception) skill check of +4.

Flying Bottles

A bottle sails through the air and smashes at your feet. You quickly look over to see a group of children standing at the mouth of an alley. The children each has bottles in their hands, and they then begin hurling the bottles at people on the street.

The children hurl two bottles each and then run down the alley, squeezing through tight passages that only smaller folk could fit through. If any of the children are caught, they kick the shins of their captor, and explain they were doing it because it was fun.

The Fool

Gathered in the road ahead is a cluster of people, laughing, jeering and applauding. As you approach closer you notice the subject of their mirth. A spindly goblin is dressed in brightly colored clothing, and a hat covered in bells. The creature dances about, doing simple acrobatics, and often falling on his face. Around his neck is a collar and a leash, which is held by a tall man holding a wooden bowl with his other hand, in which people drop a few copper pieces now and then.

Foreign Coins

A merchant seems to be extremely frustrated, his face is a deep shade of red, he's flailing his hands about, and he keeps yelling about "Foreign coins" and "Fake money". Another man stands there, with his arms crossed, demanding that his coins be returned.

Upon investigation, the PCs find that a man attempted to pay for some goods with some odd coinage. An Intelligence (History) skill check, DC 10, reveals that the coins in question are not foreign or fake, but are instead from an older dynasty that minted coins.

A Charisma (Intimidation) or (Persuasion) skill roll, DC 12, convinces the man to show the PCs where he found the coins, in exchange for a share of what they find. He reveals a cave just outside of town, unexplored for ages, possibly leading on a dungeon adventure for the PCs.

Forsaken Cleric

"Why has the divine forsaken me?! For what purpose have I been cast out?!"

Those words reach your ears before you see the man, dressed in torn robes, his arms lifted to the sky, and tears streaming down his face.

The PCs come across a cleric who has lost access to their god, and been cast out of their temple for their transgressions against the faith. Should the PCs seek to aid the cleric, the individual will forever be favorable to them. While the cleric can no longer assist the PCs with healing magic, they are a font of wisdom on other matters, and they have a number of social contacts they built during their time with the faith.

Fortune Teller

A brightly colored wagon is perched on the side of the road, and a man wearing a top hat stands on the back step, proclaiming loudly that for only five silver a person may know their future.

Only one PC is able to enter the wagon at a time. Within the wagon is a dark haired woman wearing a black veil, staring intently into a crystal ball. She tells the PC that they are able to ask a single question about their future. After having paid, she tells the PC a cryptic answer to their question about the future.

Fugitive in Need

You completely overlook him in the crowd, but a man wearing a hooded cloak approaches you. He looks up at you with fear in his eyes and pleads,

"I need you to hide me. They're after me, and I'm innocent."

Looking up from his face, you notice a pair of city guards searching through the crowd.

If the PCs side with the man and assist him in hiding, they easily elude the guards with a DC 10 Dexterity (Stealth) skill check. The man is wanted for the murder of his wife. He insists that he was innocent and was out of town at the time of her demise. A Wisdom (Insight) skill check, DC 10, reveals that he is speaking the truth.

Was the man framed for the crime? Or did he commit the act and cannot remember? Or is there something more sinister at work?

Fun and Prophet

A man rushes up to you, and falls to his knees before you.

"It was you, you that I saw in my dreams! You were the one to bring back our most holy and sacred relic!"

The man claims to have had a dream of the PC, and tries to convince them of their sincerity, rolling a Charisma (Persuasion) of +4 against the PCs Wisdom (Insight) if necessary. However, it is a trick, and the "prophet" is merely bait.

The false prophet has one of two approaches. The first approach is that he leads the PCs outside of town and a fair distance away where a number of brigands are waiting in ambush. The second is that he takes them to some actual ruins that he found, and when they emerge with their plunder, a crew of brigands awaits to take what they retrieved.

Funeral Procession

A creaky wooden cart is pulled up the street by a skinny mule. The driver of the cart is a dour looking old man with long stringy hair. Over a dozen people follow behind the cart, all dressed in black.

As the cart draws closer, the characters notice that it contains a wooden coffin. The procession is on the way to the graveyard just outside of town.

Inquiring with any of those in the procession, the man in the coffin was a beloved merchant who aided the destitute of the city, and was beloved by many. He would have been far richer had he not given away much of his profits, and some believe he may have been poisoned because he was causing other local merchants to lose business.

Gambling – Rolling Bones

On the side of the street, a small crowd has gathered, and several people are crouched down, throwing dice.

The PCs have come across an improvised game of dice, where men take turns throwing a pair of dice carved from bone. There is a 50% chance that the game is rigged, and several weighted dice are being used. A PC can determine if the dice are weighted by handling them and making a DC 20 Wisdom (Perception) skill check.

Gambling – Three Car

A man has set up a small wooden table, and is busy shuffling three cards around. Several onlookers take turns betting on which card is a Queen.

The dealer has a 50% chance to be legitimate and simply making money off of his fast shuffling and probability. In that case, the PCs can successfully track the Queen with a Wisdom (Perception) skill check against the dealer's Dexterity (Sleight of Hand) of +4. If the dealer is not legit, the PCs may also notice the cheat if their Wisdom (Perception) check by a margin of 5 or higher. If the PCs become too adamant about the cheat, the dealer flips the table and flees the scene with his ill-gotten gains.

Ghouls (night only)

As you are walking along, you feel like you are being watched, and a pair of spindly looking figures emerge from hiding ahead of you...

There are a number of ghouls equal to the number of PCs in the party. The two ghouls in front of the PCs are just a distraction, as the rest of their number comes racing up from behind.

Giant Rat

A hissing ball of fur and mange runs across the street, and most of the townsfolk seem to ignore the creature.

The giant rat runs across the street and down an alley, where it begins feasting on some garbage. If confronted, it attempts to flee, but it will stand and fight if cornered.



Hold This

Choose a random PC to be the recipient.

A young man, dressed in finery underneath a simple hooded cloak, rushes up to you. He grabs your hand and places a ring in it.

"Hold this, I will return for it."

He then rushes off without explanation.

Who is this man? Is he in some sort of peril? Or is it some noble playing an elaborate joke? All the PCs know is that they now hold a signet ring of a local noble.

Horrid Beggar

A hunched figure approaches, concealed beneath a tattered cloak and leaning heavily upon a walking stick. One gnarled hand holds a wooden bowl out at those passing by, and you catch a glimpse of a face missing an eye and ravaged by horrid disease.

The beggar is simply afflicted with leprosy, and unable to say more than a few simple words due to the lack of a tongue.



Horse Thief

The thunder of hooves are the only warning you get as a horse goes thundering past, nearly knocking you over. The rider takes a brief glimpse back, and he's gone down the street. Moments later several men chase down the street after him, obviously out of breath.

The man on the horse is a thief, and the horse belongs to one of the men chasing after him. If the PCs catch up to the pursuing men, one of them offers half the price of the horse for it being returned.

Inferior Quality

"Ah, you are fortunate that I have found you today! You seem like the type that would appreciate a deal!"

The merchant leads the PCs a bit off the beaten path, and shows them some wares which he offers far below the normal market price (such as 50% below). What he fails to mention is that all of the items are of inferior quality, although that can be deduced from a few questions and a Wisdom (Insight) roll against the merchant's Charisma (Deception) of +4.

Should the PCs purchase the weapons from the merchant, a roll of a '1' on an attack roll causes the weapon to break. Purchasing armor from the merchant causes the armor to become useless the first time the PC suffers damage from an attack.

Information Broker

A thin man leans against a wall, stroking his mustache. Upon seeing you, he nods his head, and when you get close he speaks, "Hello friend, are you looking to hear something interesting?"

The man is named Chalmer Reeds, and he's an information broker. He has "friends" all over town, and he noticed that the PCs might just be the type of people that need to hear a few rumors, for a small price of course.

Interrogating a Sailor

Three members of the city guard are busy asking a bedraggled looking sailor a few harsh sounding questions.

The guards are interrogating the sailor because of recent events down at the river. They ask him if he knows anything about the missing shipments, and why he is wandering around the city. Of course, the sailor knows nothing of such events, and the guards begin roughing him up a little.

Irate Wife

You mistakenly hear the screeching of a harpy for a moment, and then realize that the sound comes from a woman demanding that her husband leave a tavern immediately. She stands in the middle of the street, screaming about how her husband is a "no good drunkard". Shortly after seeing you, she rushes over and demands that you drag him out of the tavern.

If the PCs follow her order, they find her husband inside, sitting at the bar and attempting to tone her out at the bottom of a flagon of ale. He puts up very little resistance, and once outside he looks rejected and accepting of his fate.

Lost Child

Standing in the middle of the street, amid the bustle of the day, is a figure that might come up to your belt. The figure turns to reveal a small child dressed in rags, eyes puffy and red, with tear streaks cutting through the dirt on their little face.

The child was traveling through the streets on the back of a wagon, but a rough bump caused them to fall out. The child's parents were unaware of the situation and kept rolling along. Should the PCs wish to reunite the child with their parents, it takes over an hour of searching before they overtake the parents at a nearby Inn, frantically looking for their lost offspring.

Lost Courier

A man riding a horse approaches you, his clothes in better shape than the townsfolk that meander about. He leans down in the saddle, and motions for you to come near.

"I must confess, I seem to be lost. I have arrived in town seeking to deliver a letter to a man named Gyles Renton, and I am afraid I do not know where to find him. I am willing to part with coin to learn of his whereabouts."

The man on horseback is a simple courier, and he is willing to pay up to a 10 gold pieces to learn of where Gyles is. Of course, if the PCs don't know, they can make a Charisma (Deception) skill check against the courier's Wisdom (Insight) of +2.

Lost Sailor

A young man approaches you, and tips his hat.

"Good day to you. I am unfamiliar with this town, and seem to have gotten myself turned around. If you would ever be so kind as to point me back to the river, I would be grateful, as my ship leaves soon."

For their assistance, the sailor gives the characters 1 gold piece.

Mangy Dog

A mangy looking dog comes trotting toward you, one of his ears missing, and his ribs sticking out from malnourishment. The dog seems friendly enough, and looks up at you, expectantly.

The dog was owned by a merchant who was passing through, and the dog happened to get left behind. Ever since, the animal has been living off of scraps and stray rats.

Mercenaries

The crowd of townsfolk part as a group of rough looking individuals walk down the street, their armor dented and their clothes torn. Several of them bear fresh wounds or spatters of blood as they trudge forward toward the nearest temple.

The group is comprised of a half-dozen mercenaries that recently returned from a disastrous campaign where they lost a few of their number to the horrors waiting in a nearby dungeon. The PCs might be able to figure out where the dungeon is through a Charisma (Deception) or (Persuasion) skill check, if they are inclined about beating the other party to the gold and glory.

Mistaken Identity

A few dozen feet ahead, a member of the town watch hammers a piece of parchment to a post. He then turns, and upon seeing you, he does a double-take, looking at you and the parchment. A few other people look at the parchment as well, before one of them points and yells "Guard, there he is!"

One of the PCs is caught with a case of mistaken identity. The member of the watch will pursue the PC, and shortly be joined by 1d4 other members of the watch.

If apprehended, the PC will be taken down to the local watch office, where they will be called by a name not their own. Apparently there is a thief in town that looks suspiciously similar to the PC.

Most Wanted Jongleur

The sound of clapping and the strum of a melody catches your attention. Up ahead a minstrel is standing on top of a wooden crate while strumming his lute.

The minstrel just finished a rowdy ballad, and is about to launch into another when a pair of armed guards break through the crowd. Apparently the minstrel is known for working with a pair of pickpockets that mingle among the crowd. Upon seeing the guards, the pickpockets flee the scene, with one of the guards attempting pursuit.

If the PCs assist the guards, they are given a reward of 5 gold pieces.

Noble Duel

The crowd parts in front of you, and you notice that two well dressed gentlemen stand in the clearing. Each man holds aloft a light sword, and a third man stands between them.

The PCs have come across a duel between two local nobles. The duel ends when one of the nobles manages to score a hit against the other and draw blood.



Old Crone

A stooped figure walks ahead, leaning heavily upon a gnarled staff. As you draw closer she looks back at you, and cackles.

The woman is an elderly druid, and if the PCs inquire as to her laughter, she tells them a cryptic line which is later unnervingly accurate about the character's future.

The Dungeon Master should take care to craft the line to be just obscure enough that the players don't immediately make any obvious conclusions, while being accurate enough to fit an upcoming adventure.

Paramour

This encounter targets a random male PC.

A young woman with golden hair approaches you, and looks at you seductively. She places her hands on your shoulders and proclaims "Oh, there you are my dearest beloved!"

She then leans in and whispers into your ear, "Just follow my lead." Your attention is distracted by a young man wearing armor pushing his way through the crowd, his face red with rage. He points and declares, "You! I challenge you to a duel over her love!"

The PC has been challenged to a duel by a young nobleman who has more money than sense. The fight will quickly reveal that the nobleman has no proficiency with a blade, although his entourage encourage him onward.

If the PC defeats the young nobleman (which they most likely will), they draw the ire of the nobleman, however, they also earn the respect of the woman and her noble family.

Passing Food Cart

A delightful smell fills your nostrils, as a small cart being wheeled around by a man in a greasy apron comes around the corner.

The food cart is one of several that travel around town. The cart has an assortment of fresh bread, roast mutton, turkey legs, cheese, and various pickled foods.

Pickpocket

A dirty looking man stumbles into you. His clothes are disheveled and filled with holes and his breath smells of garlic and spirits. He mutters something which may be an apology, and continues onward.

There is a 50% chance that the man actually attempted to steal something as he bumped into a random PC. The thief is a man named Clement, a former sailor who has been drifting around town for a few months. He has a Dexterity (Sleight of Hand) bonus of +5 against the PCs Wisdom (Perception) skill check to see if he can snatch something small (such as a few coins) from the PC without them noticing.

Pigeon Feeding

Standing in the middle of a clearing, a hunched old woman leans on a staff while she reaches into a bag and tosses breadcrumbs on the ground for the large flock of pigeons that have gathered.

If the PCs harm or disturb the pigeons, the old woman attempts to bludgeon them with her staff while cursing at them for disturbing "her lovelies"

Poet's Notes

A man wanders down the street, his clothes definitely out of place. He writes a few words with a stick of coal on a sheaf of parchment, and then stares into the sky for a few moments before continuing. A trio of large men stand around him, apparently awaiting him to continue his stroll.

The man is a poet, famous among elite social circles. Upon seeing the PCs, he starts asking them questions, so that he might create a sonnet detailing some of their exploits.

Pointed Questions

A trio of the city guard notice you and begin walking briskly in your direction. They shout for you to halt.

The guards wish to interrogate the PCs, and can either ask some very pointed questions about a crime the PCs recently committed, or the guards can be used to provide some information about a crime that took place and a possible plot hook.

Potholes

A simple wooden wagon being pulled by a pair of horses passes by you, and a few seconds later one of the wagon wheels hits a hole and shatters. The wagon tips to one side and the horses break free. The driver lays where he fell for a moment before sitting up and attempting to clear his head.

The merchant sits there for awhile, clearing his head, and then realizes his horses are missing. He asks the PCs to assist him with retrieving them, as they are his most valuable possessions. Bringing the horses back requires the PCs to track them through the city streets, which is a fairly easy task which requires no roll to determine. Once they reach the horses, they must make a Wisdom (Animal Handling) roll to calm the beasts and lead them back to the merchant.

Prison Cart

A creaky old wooden cart goes rumbling past, equipped with an iron cage holding several prisoners. One of the prisoners, a scruffy looking man with scars on his face, looks at you.

"Free me and I will make sure you are rewarded handsomely!"

Roll 1d6 to determine the origin of the prisoner:

- 1-2 The prisoner is actually a bandit captured by the city watch. He has nothing to reward the PCs with, which can be determined by a Wisdom (Insight) skill check against the prisoner's Charisma (Deception) skill check of +2.
- 3-4 The prisoner is a minor noble from a nearby town, he has been beaten repeatedly and his face scarred to hide his identity.
- 5-6 The prisoner is a bandit, and the only reason he has not been executed is because he knows the location of a small hoard of treasure that his band stole.

Regardless of the outcome, should the PCs free the man, they are then wanted by the authorities of the town for freeing the prisoner. There are only 4 guards protecting the prison cart.

Profane Peasants

The sound of angry voices and chanting can be heard up ahead, and you notice a large crowd gathered around the steps of a temple.

Recently a very much loved local celebrity died from misadventure, such as being thrown from a horse, choking on food, or falling out of a window. Peasants rallied at the local temple to try and have divine intervention to bring their beloved back, but to no avail.

Now the peasants have gathered outside the temple, and are assaulting priests and those seeking to worship at the temple. If the PCs don't intervene, the situation might turn really ugly with outright assault, or attempted arson.

Protection Racket

The sound of a scuffle reach your ears, and a glance down the alley reveals a pair of thugs roughing up some poor man.

If the PCs get involved, the thugs make a contested Charisma (Intimidation) skill roll against the PCs, with the intent to have the PCs leave the thugs to their manhandling.

The PCs will find out shortly that the thugs work for a local crime boss, and their victim is a merchant that hasn't been keeping up with protection payments. If they save the merchant from further beating, they learn that business hasn't been going well lately, and there's little chance that the merchant can catch up on protection payments.

Public Hanging

"For his crimes of murder and burglary, he is sentenced to hang by the neck until dead."

The voice carries over the jeering of the crowd ahead, and as you look you notice the gallows, where a hooded executioner is slipping the noose around a man's neck. The man appears to be downright filthy, his black hair hanging limply and his clothes are dirty and torn.

If the PCs do nothing, the criminal meets the end of the rope.

Rabid Dog

A growl is the only warning you get before a mangy looking mongrel comes running out of a nearby alley. The animal's mouth is covered in froth, and the dog lunges to bite...

The PCs have come across a rabid animal. See the "Statistics" section for more information.

Racism

Choose a PC that is not human as the target for this encounter.

"Haha, look at that poor sod over there..."

You turn to notice that a group of several intoxicated humans are pointing at you and jeering.

A group of 1d4+3 humans are making racist jokes about the character, regardless of them being an elf, orc, dwarf, etc. If the PCs try to ignore them, they continue following the characters, and after a few minutes, one of them throws a warm piece of horse droppings...

Raining Waste

"Watch out below!" is the only warning you get before a torrent of foul smelling waste rains down...

A random PC must make a Dexterity save or be splashed as someone empties a chamberpot from the second floor. While covered in such filth, the PC suffers a -4 penalty to all Charisma based checks to influence other people.

Rat Chase

A group of filthy children rush past you, chasing some diseased rat while attempting to strike it with sticks.

Ratcatcher

Emerging from the darkened alley is a ratcatcher carrying a basket of woven metal, and in one hand is a pair of slender poles with hooks at the end. He nods to you, and shows you a toothy grin before thumping the basket and telling the furry occupants to be quiet.

The ratcatcher has 3d6 rats in his basket, and will offer to sell them to the PCs for 2 copper a piece. Otherwise, he takes them to a local meat vendor.

Rats in the Darkness (Night Only)

"Ssssiirr, come over here..."

You turn to see a spindly looking figure at the mouth of an alley. In the poor light you notice that the figure is holding a large golden amulet in one gloved hand...

The figure is a wererat, setting up an ambush. The obvious ambush is for the PCs to follow the figure into the alley, which they should be smart enough not to do. While they are paying attention to the first wererat, a trio of wererats are approaching stealthily from the other side. The PCs should make Wisdom (Perception) skill checks against the wererat's Dexterity (Stealth) skill check of +4.

The wererats set up in advantageous positions, and begin the fight firing their hand crossbows, before rushing into melee.

Release the Innocent

"Justice for the innocent! We cannot allow this travesty to stand!"

The booming voice of the man standing atop a wagon has drawn a crowd, and you watch as a pair of guards attempt to push their way through the crowd to silence the man.

"Even as I stand here and speak the truth, they come to silence me! To silence the truth!"

The man is speaking out against the imprisonment of a local criminal, citing that the criminal was framed, even though he was caught in the middle of committing the crime.

Religious Pilgrims

A dozen robed figures walk down the road, their voices engaged in a monotonous chant. As they draw closer you notice that they all wear holy symbols...

The pilgrims are all members of a minor deity, or of a splinter faction of a larger religious group. They are currently en route to one of their holy sites.

While not terribly interesting by itself, the PCs might happen across the remains of the pilgrims outside of town, as a method of revealing that something dangerous lurks outside the town walls.

Revelers

Raucous laughter and shouting comes from up ahead, and rounding the corner is a group of people, each of them holding at least one bottle or wineskin. The group seems to be in great spirits, and shouting and laughing at one another's antics.

The revelers are slowly walking from tavern to tavern about town, and they invite the PCs to come with them and share in the merriment. If asked why they are in such good humors, they remark that one of their number recently won a large wager and is spending their gains on wine and ale.

Revolting Peasants

The sound of angry voices can be heard up ahead, and a crowd is gathered in front of the local constables.

A group of peasants have taken issue with a new law signed in by the local nobility, and after a few were arrested, many gathered to protest such injustice. If the PCs don't intervene, the situation might spark into a full fledged riot which will ripple throughout the town.

Robbery In Progress

The sound of hurried steps comes from behind you, and when you turn around, a short pudgy man stands there with a reddened face, obviously out of breath.

"You... men... robbing... my store..." He waves his hand in a general direction behind him, where a small shop stands with the door wide open.

The merchant is currently being robbed by a group of 1d4+2 thugs, who are busy turning over everything looking for valuables that don't seem to be present. They put up a fight when the PCs arrive, but would rather try to escape than fight to the death.

Apparently someone gave them information about the merchant concealing a treasure somewhere within his store...



Runaway Horse

The sound of rapidly approaching hooves suddenly startle you, as a horse comes running straight for you.

The PCs should make a Dexterity saving throw, DC 10, or suffer 2d4+4 damage as the horse slams into them.

The horse may be calmed down with a DC 15 Wisdom (Animal Handling) skill check. Shortly after the animal comes trampling through the area, the owner, a portly man that seems out of breath, will arrive. Once he catches his breath, he offers the PCs 5 gold to help him capture the animal, or if a PC has already calmed the beast, he offers that amount to them.

Shake Down by Fakes

"You, yes you! Stop this moment, we have questions."

You turn toward the speaker and see two men wearing city guard uniforms approaching.

The two men are actually impersonators, having stolen city guard uniforms. They claim that they witnessed the PCs stealing from some local merchants, but are willing to let it slide for a few gold pieces. The PCs that are locals to the area can make a Wisdom (Insight) skill check, DC 12, to determine that the men are not really members of the city guard.

Shark Bait

The sound of fists striking flesh reach your ears from around the corner. When you look down the alley, you notice a man laying on the ground, and two smiling thugs standing over him.

The man is a gambler that has gotten in over his head with a local loan shark. Because he hasn't paid, the loan shark sent two thugs to "remind" him of his outstanding debt.

Shrine on Fire

You smell the smoke before you see the fire, up ahead you notice a small wooden shrine on fire. Moments later you notice a young man slip through the crowd heading in the opposite direction as everyone else, as if he is trying to flee the scene.

If the PCs follow the young man, have them make Dexterity (Stealth) Group Skill Check against the young man's Wisdom (Perception) skill check of +2. If the PCs are successful, they are able to corner the young man. If they are not, the young man leads them on a chase through the city streets.

When they apprehend the young man, they learn the reason for his act of arson. Roll below to determine his motivation:

- 1 Someone paid him a few gold to set the shrine on fire. While he is unsure who the person is, the PCs may later learn that a dark cult is behind the arson.
- 2 The young man has an itch to set things on fire, as he enjoys the rush. He is also responsible for a few buildings set on fire in the past few months.
- 3 It was an accident, he knocked over a candle and now feels horrible for the destruction. He has no money to pay for repairs and was trying to avoid punishment.

Smoke Break

The heavy smell of tobacco reaches your nostrils, and you notice a trio of city guards standing in the mouth of an alley, smoking from pipes and holding a conversation.

The guards are having a short break, and will disregard anyone approaching them about nearly anything.

Snake Oil Salesman

A wagon passes you on the street, and standing on top of the wagon is a man wearing finer clothing and a top hat. He begins boasting to the crowd:

"Unctions and Potions, Good for What Ails You, Cures Most Maladies! Step right up, only five gold a bottle!"

The potions that he is selling is mostly just colored swamp water, however, there is a 10% chance that what he is selling has some alchemical properties.



Spilled Silver

Two muscular men struggle with a large wooden chest between them, offloading it from a wagon. You watch as the chest slips from their grasp and tumbles to the cobblestones, to break open, spilling hundreds of silver coins upon the street as the laborer's look on in horror. A crowd quickly gathers as people scuttle to snatch up the spilled coins, while the laborers make a futile attempt to both scoop up the coins and keep the crowd from stealing the spilled silver.

The PCs can snatch up a few coins, grabbing 4d6 silver, but they must make a Dexterity (Stealth) skill check, DC 12, or else the laborer's will recall their faces. The laborers work for a local noble of some influence, and will take offense to being stolen from.

If the PCs instead choose to assist the laborers, they gain their goodwill, and the goodwill of their employer.

Stocks

A small crowd of townsfolk jeer and throw rotten produce at a man imprisoned within the stocks. As you look on the man looks up, and he seems familiar. Upon seeing you, he calls out your name.

The man in the stocks is a NPC that the party was familiar with some time ago. Apparently he broke a minor local law and was imprisoned within the stocks for a few days. While in the stocks, he asks the PCs to look after his family.

Stolen Goods

"Ah, you fine fellows look like just the people to appreciate a great deal! It is fortunate that I happen to have such a great deal. Step this way, and see what I have to offer!"

The merchant leads the PCs a bit off the beaten path, and shows them some wares which he offers far below the normal market price (such as 50% below). What he fails to mention is that all of the items are stolen, although that can be deduced from a few questions and a Wisdom (Insight) roll against the merchant's Charisma (Deception) of +4.

If the PCs purchase the items, there is a fairly good chance that the original owners will end up tracking them down and accusing them of the theft.

Street Damsel in Distress

A young woman, her dress torn and her hair askew, comes running up to you. In between sobs and ragged breaths, she tries to tell you something important. Not far behind her are two large, rough looking men, their eyes focused upon her.

The woman is a prostitute, and she was caught withholding money from her employer. Her employer started to "teach her a lesson", and she fled. When she noticed the well armed PCs, she decided to try her luck with them.

Sweetest Honey

A curt smile and an enticing gaze draws you toward the scantily clad woman. As you draw closer, she speaks, "Are you looking to enjoy yourself?"

Not all the professionals in town work in an establishment, and some women seeking to engage in one of the world's oldest trades are not affiliated with a larger establishment.

The Lady offers her services for 2 gold, which she conducts in the darkness of a nearby alley. When the PC follows her into the alley, they are waylaid by a trio of thugs with clubs.

Test of Skill

A small ring of onlookers has gathered while two men wrestle in the muddy street. After a series of moves, one of the men is pinned by the other, and a man wearing bright and gaudy clothing steps out and says,

"We have a winner, give it up for Stebben the Savage!"

The man wearing bright clothing then goes on to declare that Stebben is unbeatable, and then asks for any challengers from the audience. A few men take bets from the crowd on who will win the next bout, and if none of the PCs step forward, a scrawny looking man gives it a try and is quickly trounced by the muscular Stebben.

Should one of the PCs wish to try their luck, the bout lasts until either Stebben or a PC has maintained a Grapple for 3 consecutive rounds. Stebben has an Strength (Athletics) of +5, and a Dexterity (Acrobatics) of +5 as well.

Thieves in the Night (Night Only)

Up ahead you notice a trio of cloaked figures cross the street with much haste, the last of the three carrying a wooden chest in his hands.

The PCs have just noticed a group of burglars in route back to their hideout, an old warehouse that is on the verge of falling apart. If the PCs pursue the thieves and make their presence known, the thieves drop the chest, which is filled with 2d10x10 silver coins. The thieves only fight if cornered.

Torchbearer

A young man, wearing clothes that have probably seen better days, runs up to you with a smile on his face and a plea in his eyes.

The young man has been living on the streets for a few months now, and has heard tales of adventurers much of his life. He approaches the PCs in hopes of being a torchbearer or hireling, and he is willing to follow a group anywhere, so long as they keep him fed.

Traffic Jam

A crowd is gathering up ahead as two individuals driving wagons are in a heated debate. As you draw closer you can discern that the wagons are both trying to occupy the same place on the busy street, and neither driver wishes to relent to the other.

The PCs may have a hard time pushing through the gathering crowd and the wagons to continue down the street. A Strength or Dexterity check, DC 10, is required for each character to push their way through and be clear of the crowd. Alternatively, the PCs may attempt to reason with the drivers, with a Charisma check, DC 12, convincing one of the drivers to move his wagon so that the other wagon may pass. Doing so earns goodwill from a local merchant sometime in the near future, and grants the party a slight discount.

Unfortunate Subject

As you pass a darkened alley, suddenly a naked man lunges forth, his voice little more than disjointed howls.

The man was an imprisoned subject of a sorcerer, who conducted many horrendous experiments on him. His flesh bears many scars, he is missing an eye and a few fingers have been amputated.

This encounter can lead to an adventure, should the characters decide to hunt down this nefarious individual.

Unusual Murder

The sound of a woman's scream causes you to turn your head and look as a woman in a torn dress stumbles out of a nearby alley. Her dress is covered in blood, and she holds a bloody knife in her hand. She takes a few steps out of the alley and faints.

All of the PCs should make a Wisdom (Perception) skill check, DC 10, to also notice a slumped body some ways down the alley. The body is of a man bearing several stab wounds.

When the woman rouses, she does not recall the events that transpired in the alley, and does not recognize the man. The town watch will arrive within 1d2 minutes if this event happens during the day, and there is only a 50% chance of the watch arriving in 1d6 minutes during the night.

Wandering Drunk

A man stumbles into you in the middle of the street, and immediately begins cursing at you and yelling about how you have offended him. The belligerent man starts attempting to push you, and then he pulls out a dagger.

The man is merely a drunkard who recently lost all of his money on gambling and drink, and is in a foul mood. The characters should be reminded that murder is still against the laws of the town.

Wandering Minstrel

Wearing bright colored clothing and strumming a lute, a man steps up on a wooden crate, and begins to play. Within moments, he bursts into song.

The minstrel plays a few songs, and people put coins (mostly copper, and a few silver) into a slot on top of his box. He then wanders to another part of town.

For those Dungeon Masters that are gifted with the ability to sing, perhaps belting out a ballad is in order. Alternatively, the Dungeon Master may even find a few choice folk songs to play while the players relax a little (or take a break to use the restroom or grab a bite to eat).

Wanted

As you're walking down the street, you notice something peculiar. There's a piece of parchment hanging on a post, with your face on it. Underneath there is a list of crimes attributed to you, and a reward listed.

The poster is not the only one about town, a few dozen others are about. This may either be a case of mistaken identity, with the perpetrator bearing a resemblance to the PC, or someone with a vendetta has convinced the local authorities that the PC was involved in such offenses.

Whipped

The crowd parts, and up ahead you see a portly middle aged man in finery, flanked by a pair of bodyguards. The noble holds a whip in one hand, and is shouting at a man cowering before him.

The noble is a very self-important individual, and his paid guards give him the muscle to do as he wishes. There are a number of reasons why he would be assaulting the man at his feet.

- 1 The victim was having an affair with the noble's wife, and was recently caught as the noble's wife exited his house.
- 2 The noble was recently the victim of a pickpocket, who is now cowering on the ground.
- 3 The man was simply in the way of the noble's chariot, and refused to move until the noble began beating him.
- 4 The victim owes a considerable sum of money to the noble, and is incapable of repayment.

Words of Dissent

"...furthermore, there is no justice when it comes to nobility! They should be forced to give up their wealth to assist the masses!"

Standing on a crate at the corner of two roads is a man wearing simple clothing, his short hair askew in all directions, and a gleam of fire in his eyes. Surrounding him is a collection of people, each of them listening intently.

The man is spouting defiance and attempting to incite the fires of insurgency and revolution amid his fellows. Each minute 1d6+1 people stop to listen to him. After 1d4 minutes of spouting rhetoric about inequality in the rich and the poor, a small cadre of city guards come to silence him and cart him off to prison, stating that his actions are causing unrest. The crowd mills about for a minute longer and then disperses.

Chase Rules

Several encounters within this supplement provide opportunities for a pursuit to begin through the streets. In order for a chase to begin, the target must be aware of the pursuit, and the PCs must be willing to pursue them through various hazards.

Everyone involved in the Chase rolls their Initiative as normal. However, the target of the pursuit gains a +10 bonus to their roll. Anyone succeeding in a Wisdom (Insight) against the target's Charisma (Deception) skill check gains an additional +4 bonus to their Initiative.

Each round consult the following list to determine the obstacle that both the target and PCs giving chase must overcome. A PC must continue making the attempt to overcome the obstacle each round or until they decide to break off pursuit.

Stack of Crates - a Dexterity (Acrobatics) skill check, DC 15, to bound over; or a Strength check, DC 20, to smash through. If the Strength check is successful, all remaining characters may continue pursuit without the need for a check.

Narrow Passage - a Dexterity skill check, DC 15, to squeeze through the opening.

Short Wall - a Strength (Athletics) skill check, DC 15, to rapidly ascend the wall, or a Dexterity (Acrobatics) skill check, DC 20, to bound over the wall.

Slick Mud - a Dexterity (Acrobatics) skill check, DC 15, to leap over the mud, or the character must make a Dexterity save, DC 10, or fall in the mud.

Narrow Gap - a Strength (Athletics) skill check, DC 15, to spring over the gap, or the character must make a Wisdom (Perception) skill check, DC 15, to locate a rope to swing across on, or a pole to vault over with.

Crowd - a Charisma (Intimidation) skill check, DC 15, to convince the people to scatter; or the character must make a Dexterity check, DC 15, to slip through the crowd.

Circumventing an Obstacle:

At any time a character may choose to make an Intelligence skill check, DC 15, to locate an alternative route around the obstacle. However, in doing so they suffer from Disadvantage on the check if they are unfamiliar with the territory. Additionally, they suffer a -5 penalty to their standing on the Initiative Roster as they try to catch up.

Catching the Target:

Any time the PCs go before the target on the Initiative Roster, they may use their action to engage in melee combat with the target, including attempting to Grapple the target.

Losing the Target:

The target eludes pursuit the moment that all the PCs fail to overcome or circumvent an obstacle.

Attacking the Target:

If the target goes before the PCs on the Initiative Roster, a PC may spend their action to cast a spell or use a ranged attack. This counts as a failure to overcome the obstacle. Local authorities may not be pleased with the PCs decision, and there is a cumulative 10% chance per round that city guards will arrive to investigate and deal with the offender.

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