

Weather chart	
SUMMER (Month 1 to 6)	WINTER (Month 7 to 12)
1 = Lunar Eclipse	1 = Lunar Eclipse
2 = Volcano Eruption	2 = Volcano Eruption
3 = Earthquake	3 = Earthquake
4 = Tornado	4 = Hurricane
5 = Mud Puddles	5 = Mud Puddles
6 = Full Moon	6 = Full Moon
7/8 = Strong Winds	7/8 = Strong Winds
9/10 = Fog	9/10 = Fog
11/12 = Clear and Windy	11/12 = Clear and Windy
13/14 = Drought	13/14 = Blizzard
15/16/17 = Heat	15/16/17 = Snow
18/19 = Clear Skies	18/19 = Ice
20/21 /22 = Sunny and Warm	20/21 /22 = Rain/Cloudy
23/24 = Clear Skies	23/24 = Clear Skies
25 = Sun	25 = Sun

*If it's 25 or less, use that # on the Weather chart

*If it's between 26-50, subtract 25

*If it's between 51-75, subtract 50

*If it's between 76-100, subtract 75

If you decided to stay in Towns/Village/Castles all the week, since Weather doesn't affect, just roll one to know how it would be.

1d100 Town Encounters			
1- You see the city guards raid a store. Guards preventing people from coming close say that it's a front for illegal activities. Rumors are that the owners ticked off the wrong person, forgot to pay protection money, and the guards are corrupt.	25-A high-class carriage rolls by the players and an elegant noble inside waves to them. The noble, a male named Barzir, is excited to see some strong looking adventurers.	38- A beggar is sprawled on the ground, surrounded by empty ale bottles.	51-A man is walking down the street with a cage full of birds. If players talk to him, he will try to sell them a bird.

1d100 Town Encounters (cont)			
24-A little girl with an owl on her head is begging for money. The next time you see her, she is carrying a party, you see a crowd of people playing tag.	27-A talkative bard is playing the lute. He is a noble and is a fighter.	39-Three guards are having an argument about who is the better sword fighter.	52-A merchant offers to buy an item from a PC. It's the item they need most. If they sell it, they will never get it back.



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1d100 Town Encounters (cont)				1d100 Town Encounters (cont)				1d100 Town Encounters (cont)			
3- A local alchemist shop has caught fire! There is panic in the streets! Water could make the chemical blaze worse. Someone help!	14-A man barges in to the tavern the party is staying at, shouting and accusing the owner of stealing his secret recipe.	27- A dog starts following you. When you think you've lost it, it appears and rubs against your leg. It follows you for 1d6 days, or until it gets bored.	40-A guard is standing in the middle of the road and pointing his sword down. He shouts, "Clear the road! Clear the road!"	53- A man dressed in mail armor stands before the players. He offers to pay for their help, while apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.	65- The central square is a public square. He offers to pay for their help, while apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.	79- A banner of the night is a friend's sword that he executioner told about a weeding. He offers to pay for their help, while apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.	90- A couple of night birds are standing in front of a dark rattle, sway. They are discussing what they will do if they catch the thief who lives there. wish will be granted	54- A group of beautiful women come up to the player's bag, take the bag, beg for a bowl, insult him. If the player begrudgingly stop. They all wear the symbol of a rather influential House.	67- A beautiful woman is standing on the balcony of her maiden with a band of troubadours. As he professes and proposes, the maiden takes a bard's lute and smacks him upside the head as she leaves.	80- A wealthy dwarf merchant is peculiar as he supports his outfitting and expedition, despite the ban on such things.	42- A ready soldier is selling jewelry and a cut of silver. He is exploring the gold and silver mines, but it's probably not. He says he can get the players a good deal if they buy now.



1d100 Town Encounters (cont)				1d100 Town Encounters (cont)				1d100 Town Encounters (cont)					
6- A	17-A	30-	43-A	56- A	69- A	82- A	93- A	87- A	19- A	32- A	45- A	94- A	95- A
Tiefling merchant selling potions out of a travelling wagon. When asked about the origin of the potions, only vague answers are given. Rouges with ties to the local Thieves Guild might know them.	group of bards posts a flyer for an upcoming theatrical production that is highly critical of the local political powers. You are able to grab one before you see local guards tearing down the flyers and burning them.	You see a man up a stand who is selling candles. They're very cheap, but he says they're made from a special recipe that will keep the candle from ever burning down, even if it's left in a hallway.	man has set up a stand selling candles. They're very cheap, but he says they're made from a special recipe that will keep the candle from ever burning down, even if it's left in a hallway.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who is biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who is biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who is biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who is biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who is biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who is biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who is biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who is biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who is biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who is biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.

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1d100 Town Encounters (cont)				1d100 Town Encounters (cont)				1d100 Town Encounters (cont)			
9-Two lovebirds with disapproving parents meet in secret. They could be separated by social class, different races, or feuding families.	20-Town crier calling out that 'Bite--Hunting' is now illegal. Upon further inquiry they are informed that there has been a growing trend in the city of people seeking out to be infected with Lycantrophy.	33- A group of 1d20 dwarf adventurers are laughing loudly outside a tavern. They are wearing very expensive looking clothing and jewelry. They are celebrating their last adventure and are very drunk.	46-A man is trying to sell a rare map. The map is of a dangerous area, but it's worth it. If the players try to buy the map, a rival group of thieves attack them.	159AA famous galleon was buried in a shallow bay. A group of adventurers are looking for it. A map of the bay is rumored to be in the possession of a local merchant. The map is said to lead to a treasure hoard.	21-72-A blacksmith was a freshly forged blade. The edge of the blade is sharp and deadly. His pack included a map of the area. The map is said to lead to a treasure hoard.	315-A merchant ship is docked at the pier. The merchant is a local noble. He is looking for a partner to help him expand his business. He is willing to pay a high price for the right partner.	496A You are a member of the local militia. You are looking for a partner to help you fight the local bandits. You are willing to pay a high price for the right partner.	601-An NPC is a local noble. He is looking for a partner to help him expand his business. He is willing to pay a high price for the right partner.	27-3A here is a local noble. He is looking for a partner to help him expand his business. He is willing to pay a high price for the right partner.	356A A wagon is being pulled by a team of oxen. The wagon is full of goods. The driver is looking for a partner to help him transport the goods to the next town. He is willing to pay a high price for the right partner.	48-87- a group of 2d6 soldiers are on their way to a nearby town. They are looking for a partner to help them transport their supplies. They are willing to pay a high price for the right partner.



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1d100 Town Encounters (cont)				1d100 Town Encounters (cont)				1d100 Town Encounters (copy)				
12-A	23-	36-An	49-A	62-A3-A	75-24-Three	88-37- Two	99-50-A	1- Y63-The	25-76- An	38- A89- A	51-A10	
small group of children within sight steal a small pet	Three guards hold a wanted poster. They carefully study the party as they pass by.	attractive maiden begins flirting with a random player. Her muscular husband takes notice.	drunk man is stumbling down the street and singing about a treasure he's looking for.	legionary drunks. Knight/lass renounce for in and something they lost many acolytes. hast gone their knight. seemingly having turned their back on the order. Can they be found again in a time of need?	drunken semi-attractive man trod in to begin recruiting. Food about whodrop. a waitress in the street. PC saying offer. pretty girl/he slept with maid. all three of them, creating a diversion for a pickpocket to snag the purse of the PC's while they are distracted by the ladies. Once the pickpocket is gone, they apologize and say that the PC looks like someone they know.	mercenary find woman in the city collector has been carrying on the adventure for the se. Curiously the few days ago. The emperor. Hewithsp. verthiegoldand farmer ale bottlesises cage full of blessingsbirds. I almost talk to certain him, he death. will try Wouldn't to sell that be them a glorious? bird.	mercenary find woman in the city collector has been carrying on the adventure for the se. Curiously the few days ago. The emperor. Hewithsp. verthiegoldand farmer ale bottlesises cage full of blessingsbirds. I almost talk to certain him, he death. will try Wouldn't to sell that be them a glorious? bird.	mercenary find woman in the city collector has been carrying on the adventure for the se. Curiously the few days ago. The emperor. Hewithsp. verthiegoldand farmer ale bottlesises cage full of blessingsbirds. I almost talk to certain him, he death. will try Wouldn't to sell that be them a glorious? bird.	mercenary find woman in the city collector has been carrying on the adventure for the se. Curiously the few days ago. The emperor. Hewithsp. verthiegoldand farmer ale bottlesises cage full of blessingsbirds. I almost talk to certain him, he death. will try Wouldn't to sell that be them a glorious? bird.	mercenary find woman in the city collector has been carrying on the adventure for the se. Curiously the few days ago. The emperor. Hewithsp. verthiegoldand farmer ale bottlesises cage full of blessingsbirds. I almost talk to certain him, he death. will try Wouldn't to sell that be them a glorious? bird.	mercenary find woman in the city collector has been carrying on the adventure for the se. Curiously the few days ago. The emperor. Hewithsp. verthiegoldand farmer ale bottlesises cage full of blessingsbirds. I almost talk to certain him, he death. will try Wouldn't to sell that be them a glorious? bird.	mercenary find woman in the city collector has been carrying on the adventure for the se. Curiously the few days ago. The emperor. Hewithsp. verthiegoldand farmer ale bottlesises cage full of blessingsbirds. I almost talk to certain him, he death. will try Wouldn't to sell that be them a glorious? bird.



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1d100 Town Encounters (copy) (cont)

2- A child with an obvious injury begging for money pleads to the party for money. Later that day the party sees the same kid running around playing tag.

26-A talkative bard asks the players for inspiration for a new song. The song becomes a smash hit in the next few days.

39-Three guards are having an argument about who is the better fighter.

52-A merchant offers to buy an item from a PC. It's the item they need most. If they sell it, they will never get it back.

1d100 Town Encounters (copy) (cont)

53-Ad local innkeeper has baked the MOST delicious pie. Nobody can stop eating it. They starve the chemical blaze worse. Someone help!

78-A raucous dog starts following you. When you think you've lost it, it appears and rubs against your leg. It follows you for 1d6 days, or until it gets bored.

79-A large dog follows you. When you think you've lost it, it appears and rubs against your leg. It follows you for 1d6 days, or until it gets bored.

1d100 Town Encounters (copy) (cont)

534-A nameless man dressed in full plate armor stands in the middle of the road and points his sword down. He shouts, "Clear the road!"

534-A nameless man dressed in full plate armor stands in the middle of the road and points his sword down. He shouts, "Clear the road!"

66-The central square is a public execution site. The abbot is a player official, deaf to the prayers of fight wife that he is innocent. He is outwitted yesterday bit of gold!

792-A barndorm is a public execution site. The abbot is a player official, deaf to the prayers of fight wife that he is innocent. He is outwitted yesterday bit of gold!

901-On the night of a full moon, a group of robbers stand in front of a bank. They hear a robbery. They discuss what they will do if they catch the thief. Well, lives you there. wish will be granted



1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)			
5-Three well dressed young men are bullying an old beggar sitting by an alleyway. They kicked his begging bowl over and insult him. If the players decide to step in, the three will begrud- gingly stop. They all wear the symbol of a rather influe- ntial House.	16- A small crowd gathers in the town square as a young man serenades a maiden with a band of trouba- dours. As he professes his love and proposes, the maiden takes a bard's lute and smacks him upside the head as she leaves.	29- A man dressed in a peculiar cloak is walking down the street. He has a staff and a small bag. His name is D, and he is selling healing potions. A good deal if they buy now.	42-A man is selling jewelry made out of silver and gold. He says it's real silver and gold, but it's probably not. He says he can get the players a good deal if they buy now.	55-6A guar- dian with the selling players and a basket of produce the en- gim of the form of potions, only play- ers the answers guard will give. Refu- ges with ties to the local Thieves Guild might know them.	68-17-A group of dispute between a posts the man He's a prince and the theatrical road production that is highly critical of the local political powers. You are that's able to what grab on that before drunken you seed warf local said guards tearing down the flyers and burning them.	81- 110- The man He's a prince and the theatrical road production that is highly critical of the local political powers. You are that's able to what grab on that before drunken you seed warf local said guards tearing down the flyers and burning them.	92-48-A a man He's a prince and the theatrical road production that is highly critical of the local political powers. You are that's able to what grab on that before drunken you seed warf local said guards tearing down the flyers and burning them.	56- 7-While small orphan is and shar- ers wild abola another child orphan who bit from a yearly shop. Upon further investiga- tion, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	69-18-A group of herb shop is paying for rare walk- ing ab- gath- ers and the street new woman telling stories about local monsters that were fighting each other long before the city was built. She says that one day one of those monsters will return, and the others will return with it to fight again. People should be prepared for this day, she says, because the monsters are much darker and more		

powerful
than the
ones
anyone
has seen
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It's a
little hard
to tell if
she's
pulling
people's
legs or
not
because
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are so
crazy,
but there
are other
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listening
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1d100 Town Encounters (copy) (cont)

8-A boy hoping to impress a girl begs you to pretend to harass her and then pretend to be driven off when he intervenes.

19-Two Bards are in the middle of a poetic battle on the street and are unknowingly riling a crowd and splitting them into factions ready to fight for their bard.

32-The town crier is crying out the daily news and happenings in the town. He is crying out about the recent bandit attacks on the outskirts of town.

45-The party sees a man being beaten by a group of thugs. If they help him, the thugs will turn on them.

1d100 Town Encounters (copy) (cont)

58-A Two overrights of the town with guards disappearing and heavy chase someone who could be separated by social class, different races, or feuding families.

71-00e tower guardling his father's son. He's found a bundle of parchment pieces in the river they are informed that there has been a growing trend in the city of people seeking out to be infected with Lycanthropy.

84- 832A group of knights trying to find a rare relic. The relic is of dangerous area, but horse's worth it. If the players try to buy the map, a rival group of thieves attack them.

95- A46-A man returning. The relic is of dangerous area, but horse's worth it. If the players try to buy the map, a rival group of thieves attack them.

1d100 Town Encounters (copy) (cont)

169A A group of knights trying to find a rare relic. The relic is of dangerous area, but horse's worth it. If the players try to buy the map, a rival group of thieves attack them.

21-72-A blacksmith with a friend forged a blade at the edge of town. His pack included a map of the area. He has heard rumors that has been rumored to pollute the nearby river. These rumors' however turn out to be false.

385A The merchant ships of Dunwall, didn't take the merchant women's hatred. "Come with me," she said. "You haven't paid for the food you've taken."

496A You are looking for a place to stay for a while, until they find work again. They will work for the party for a while, as long as they are paid.



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1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)			
11-An apple seller's cart has broken down in front of a tanner's shop. The tanner is not happy about it and has started crushing apples.	22- A rabid dog jumps from a nearby alleyway, attempting to bite a random player.	35- A wooden wagon has lost a wheel, causing barrels of fruit to roll into the street!	48-A group of 2d6 soldiers are on their way to the castle. They are looking for work, and they will stay as long as they find it.	61- For has small things under round club warehouse district. The small beepet tasked with finding it and shutting it down. But will they want to join instead?	72- An three gathered had a waved poster. to way are fully saying the vandal it pass by.	87- An attractive captain begins yostumbling to down the trait street with singing today out a treasure he's looking for.	98- A knight is asked is tumbling the street and singing today out a treasure he's looking for.	62- A leg Knight ren for in and trait ma ac has mis seem having turned their order. Can they be found again in a time of need?	75- A drunken guard is said and for lost their back jail them, creating a war. diversion for a pickpocket to snag the PC's while they are distracted by the ladies. Once the pickpocket is gone, they apologize and say that the PC looks like someone they know.	88- A mercenary troop recruiting. Food wages a piece found on the street. a life of creating a war. diversion for a pickpocket to snag the PC's while they are distracted by the ladies. Once the pickpocket is gone, they apologize and say that the PC looks like someone they know.	99- A vorn bags coin the street a Milda The part trave band minst She sings beau song the playe want hire they have pay well. is ve talen and v traine She has stron magi voice



No Shuffling needed Encounters Cards

After you finish an encounter, place the card on the bottom of the deck. When you need to check for a new encounter, Roll two d:20 (to get a random result anywhere between 2 and 40). Let's say the total of the two dice added together is 27. You will need to count out 26 cards and place them on the bottom of the deck. Then the top card would be your new encounter.

Party Limits (House rules)

Jimmy's House Rule that limits your party to a maximum of 7 (included your character). This maximum would include hired help, NPC Companions, random NPC's that want to join your party as well as NPC Comrades. The one exception, is that if you are lucky enough to entice 7+ NPC characters to become your NPC comrades, then you should allow it (but this is probably only a pipe dream that will never materialize). Also, if you eventually acquire the skills to lead troops, then they will not be affected in any way by this new House Rule.

1d100 Town Encounters (copy)

1- You see the city guards raid a store. Guards preventing people from coming close say that it's a front for illegal activities. Rumors are that the owners ticked off the wrong person, forgot to pay protection money, and the guards are corrupt.	25-A high-class carriage rolls by the players and an elegant noble inside waves to them. The noble, a male named Barzir, is excited to see some strong looking adventurers.	38- A beggar is sprawled on the ground, surrounded by empty ale bottles.	51-A man is walking down the street with a cage full of birds. If players talk to him, he will try to sell them a bird.
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1d100 Town Encounters (copy) (cont)

24-A little girl with an oval injury from begging. The next time you go to the party, you see a woman later that day the party sees the same kid running around playing tag.	27-A talkative bard who plays the lute. He is a minstrel for a night. The song was that comes from a smash hit and the band few days out.	39-Three guards are having an argument about who is the better sword fighter.	52-A merchant offers to buy an item from a PC. It's the item they need most. If they sell it, they will never get it back.
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1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				
3- A local alchemist shop has caught fire! There is panic in the streets! Water could make the chemical blaze worse. Someone help!	14-A man barges in to the tavern the party is staying at, shouting and accusing the owner of stealing his secret recipe.	27- A dog starts following you. When you think you've lost it, it appears and rubs against your leg. It follows you for 1d6 days, or until it gets bored.	40-A guard is standing in the middle of the road and pointing his sword down. He shouts, "Clear the road! Clear the road!"	53- A man dressed in mail armor stands before the players. He offers to pay for their help. While apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.	65- The central square is a public square. He executioner tells the players to fight for his wife. He is innocent. He offers to pay for their help. While apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.	79- A man dressed in mail armor stands before the players. He offers to pay for their help. While apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.	90- A man dressed in mail armor stands before the players. He offers to pay for their help. While apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.	91- A man dressed in mail armor stands before the players. He offers to pay for their help. While apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.	54- A group of beautiful women come out to play. They are taking a break from their work. They are taking a break from their work. They are taking a break from their work.	67- A man dressed in mail armor stands before the players. He offers to pay for their help. While apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.	80- A man dressed in mail armor stands before the players. He offers to pay for their help. While apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.	42- A man dressed in mail armor stands before the players. He offers to pay for their help. While apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.



1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)					
6- A	17-A	30-	43-A	56- A	69- A	82- A	93- A	87- A	19- A	32- A	45- A	94- A	95- A
Tiefling merchant selling potions out of a travelling wagon. When asked about the origin of the potions, only vague answers are given. Rouges with ties to the local Thieves Guild might know them.	group of bards posts a flyer for an upcoming theatrical production that is highly critical of the local political powers. You are able to grab one before you see local guards tearing down the flyers and burning them.	You see a man up a stand is selling candles. They're very cheap, but he says they're made from a special recipe that will keep the candle from ever burning down, even if it's left in a hallway.	man has set up a stand selling candles. They're very cheap, but he says they're made from a special recipe that will keep the candle from ever burning down, even if it's left in a hallway.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	While walking through the town, a small orph is tested and advertised as a wild scary aboul trash child orph who biting every shop. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.

powerful
than the
ones
anyone
has seen
before.
It's a
little hard
to tell if
she's
pulling
people's
legs or
not
because
her
stories
are so
crazy,
but there
are other
people
listening
to her
stories
as well
and they
don't
seem to
be
laughing.



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1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)			
9-Two lovebirds with disapproving parents meet in secret. They could be separated by social class, different races, or feuding families.	20-Town crier calling out that 'Bite--Hunting' is now illegal. Upon further inquiry they are informed that there has been a growing trend in the city of people seeking out to be infected with Lycantrophy.	33- A group of 1d20 dwarf adventurers are laughing loudly outside a tavern. They are wearing very expensive looking clothing and jewelry. They are celebrating their last adventure and are very drunk.	46-A man is trying to sell a rare map. The map is of a dangerous area, but it's worth it. If the players try to buy the map, a rival group of thieves attack them.	159AA famous galleon was buried in a shallow bay. A group of adventurers is looking for it. The galleon is a treasure trove of gold and silver. A group of thieves is also looking for it. The galleon is a treasure trove of gold and silver. A group of thieves is also looking for it.	21-72-A blacksmith with a freshly forged blade is on the edge of town. His pack included a map of the area. A group of thieves is also looking for it. The galleon is a treasure trove of gold and silver. A group of thieves is also looking for it.	315-A merchant ship is docked at the wharf. A group of thieves is also looking for it. The galleon is a treasure trove of gold and silver. A group of thieves is also looking for it.	496A group of 20 of the most famous artists in the world are in the city. They have been traveling for a long time, and they are looking for a place to stay for a while, until they find work again. They will work for the party for a while, as long as they are paid.	601-An NPC is a rare bird dog. A group of thieves is also looking for it. The galleon is a treasure trove of gold and silver. A group of thieves is also looking for it.	27-3A group of thieves is also looking for it. The galleon is a treasure trove of gold and silver. A group of thieves is also looking for it.	356A group of thieves is also looking for it. The galleon is a treasure trove of gold and silver. A group of thieves is also looking for it.	48-87- a group of thieves is also looking for it. The galleon is a treasure trove of gold and silver. A group of thieves is also looking for it.



1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				Terrain House Rule					
12-A	23-	36-An	49-A	62-A3-A	75-24-	88-37-	99-50-A	If the	66-76-	76-A	89-A	one	10
small	Three	attractive	drunk	legionary	drunken	semi-attractive	merchants	sex, sword	has	desert	outgoing	knights	NF
group	guards	maiden	man is	Knight/l	ass guard	troops	begin to	bagging	is	colle	stone	that	the
of	hold a	begins	stumbling	ren	Squire	is said	advis	re	coin	the	60%	oper	op
children	wanted	flirting	down the	for	violently	ancient	boldly	Food	about	whodrop	quests.	The	se
within	poster.	with a	street	in	blat	ing for	crow	a	was	in	the	where	If
sight	They	random	and	and	something	gour	PC	saying	offer	keep	a	street	He
steal a	carefully	player.	singing	train	they	lost	pretty	his	he	but	the	piece	with
small	study	Her	about a	man	my	their	thief	is	with	ma	found	on	10
pet	the	muscular	treasure	acolyte	back	jail	all	three	of	the	street.	part	of
	party as	husband	he's	has	gone	their	them,	a	life	of		traveling	take
	they	takes	looking	mis	king	ht.	creating	a	war.			band	of
	pass by.	notice.	for.	seemingly	having		diversion	for	a			minstrel	if
				turned	their	back	to	snag				the	you
				on the	order.		of	the				PC's	while
				Can they	be found	again in a	time of	need?				they	are
												distracted	by
												the	ladies.
												Once	the
												pickpocket	is
												gone,	they
												apologize	and
												say	that
												the	PC
												looks	like
												someone	they
												know.	

War House Rule

Roll 1d20 to see how many days the rumors persist. If the die roll is between 1-7= 7 days. Otherwise, the number of days will be whatever the dice decides. No new Event cards will be drawn until the duration of the War threat has been fulfilled. If you and your party reach your home town within the prescribed time limit for this Event, you will need to spend another full week actually registering (if you have not done it previously within that calendar year).

Jimmy's War House rule
She also has a strong magical voice.