

The Nocturnal Table

city adventure game aid



E. M. D. T.
First Hungarian
D20 Society



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by Gabor Lux

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This supplement was conceived in 2010 as the nighttime companion to Matt Finch's now classic **City Encounters**. Its original scope was a Knockspell article, which eventually grew into the idea of a larger joint product, and – as it happens with over-ambitious projects – fell through the cracks. Meanwhile, the table had seen a lot of playtesting, and a Hungarian edition with expanded content was released in 2011. The present booklet integrates the two editions, as well as supplementary tables both old and new.

The supplement's purpose is to provide thought-provoking material for an ongoing city campaign. It can be used to generate “connective tissue” between scenarios of your own devising, or to strike a spark of inspiration if the characters go off carousing or looking for easy money in unfamiliar territory. Ideas are deliberately left vague and open-ended for adaptability, customisation and – if needed – further development. However, **The Nocturnal Table** can also be used as a basis for developing more complex situations: a few such uses are suggested in this booklet, but the possibilities are no doubt even broader. Trust your imagination, see what the dice come up with, and keep things rolling. The rest will follow naturally.

Gabor Lux

Pécs, 20 october 2019

CITY ENCOUNTER SYSTEM

Encounter type	Hight.	Bazaar	Port	Thvs.
citizens	01-60	01-50	01-40	01-40
travellers	61-90	51-90	41-80	41-70
special	91-00	91-00	81-00	71-00

NPC level by type	Avg.	Elite
green (1)	01-35	01-10
experienced (2)	36-60	11-25
veteran (3)	61-80	26-55
elite (4)	81-90	56-70
medium (1d4+4)	91-97	71-90
high (1d4+8)	98-00	91-00

Citizens	Nr.	Class	LVL	Hightown		Bazaar		Port		Thieves Q.	
				Day	Night	Day	Night	Day	Night	Day	Night
Aristocrat	1+50%	Ftr/Thf	elite	01-11	01-08	01-05	01-03	01-02	01-03	01-02	01-03
Beggar	1d10	-/Thf	avg.	12-13	09-11	06-12	04-11	03-08	04-11	03-13	04-11
Commoner	1d10	-	avg.	14-18	12-14	13-20	12-16	09-16	12-17	14-29	12-22
Craftsman	2d4	-	avg.	19-21	15-16	21-31	17-20	17-19	18-20	30-33	23-24
Crier	1	-	avg.	22-24	-	32-36	-	20-24	-	34-36	-
Drunk	1d4	any	avg.	25	17-21	37-39	21-28	25-28	21-28	37-43	25-36
Entertainer	3d6	-	avg.	26-28	-	40-43	29-31	29-32	29-34	44-46	37-39
Merchant	1d3	Ftr/Thf	elite	29-39	22-29	44-54	32-38	33-39	35-39	47-51	40-43
Official	1+10%	Ftr/Thf	avg.	40-50	30-37	55-57	39-41	40-44	40-42	52-53	44-46
Officer	1+25%	Ftr	elite	51-54	38-43	58-59	42-43	45-47	43-45	54	47-49
Patrol	1d4*5	Ftr	avg.	55-65	44-64	60-64	44-54	48-52	46-54	55-57	50
Patrol, reinf.	2d4*5	Ftr	avg.	66-70	65-75	65-67	55-60	53-56	55-58	58-60	51-54
Peddler	1d12	-	avg.	71-75	76	68-75	61-66	57-64	59-65	61-66	55-59
Priest	1d6	Ftr/Clr	elite	76-80	77-78	76-77	67-68	65-66	66-67	67-70	60-64
Prostitute	1d6	Thf	avg.	81-82	79-84	78-81	69-75	67-72	68-78	71-78	65-75
Ruler	1+90%	any	elite	83-84	85-86	82	76	73-74	79	79	76-77
Slave	1d6	-	avg.	85-90	87-91	83-87	77-81	75-80	80-84	80-84	78-82
Swindler	1d3	Thf	avg.	91-92	92-93	88-89	82-86	81-83	85-88	85-88	83-87
Thief	1	Thf	elite	93-95	94-97	90-96	87-95	84-90	89-95	89-95	88-97
Workman	2d6	-	avg.	96-00	98-00	97-00	96-00	91-00	96-00	96-00	98-00

+n%: probability of entourage (01-75 patrol, 76-95 reinforced patrol, 96-00 other)

Travellers	Nr.	Class	LVL	Hightown		Bazaar		Port		Thieves Q.	
				Day	Night	Day	Night	Day	Night	Day	Night
Amazon	1d6	Amz	elite	01-02	01-04	01-03	01-05	01-04	01-05	01-04	01-05
Archer	1d6	Ftr	elite	03-05	05-08	04-06	06-10	05-07	06-09	05-07	06-09
Barbarian	1d6	Ftr	elite	06-08	09-14	07-09	11-14	08-11	10-14	08-11	10-14
Caravan	spec	spec	spec	09-16	-	10-19	-	12-16	-	12-15	-
Cleric	1	Clr	elite	17-21	15-20	20-22	15-17	17-20	15-17	16-20	15-19
Dervish	2d6+2	Ftr	2	22-24	21	23-25	18-19	21-23	18-19	21-24	20-22
Envoys	1d3*10	any/Ftr	elite	25-29	22-26	26-27	20	24-26	20	25-26	23
Fighter	1d6	Ftr	elite	30-35	27-38	28-34	21-28	27-34	21-30	27-37	24-33
Illusionist	1	Ill	elite	36-37	39-41	35	29-30	35	31-32	38-39	34-36
Magic-User	1	M-U	elite	38-41	42-45	36-39	31-36	36-39	33-38	40-43	37-41
Mercenary	1d6	Ftr	elite	42-52	46-60	40-44	37-46	40-46	39-48	44-53	42-51
Merchant	1d3	Ftr/Thf	elite	53-57	61-67	45-55	47-61	47-54	49-58	54-58	52-56
Nomad	2d8	Ftr	elite	58-60	68-69	56-59	62-65	55-56	59-60	59-61	57-59
Pilgrim	d10*10	leaders	avg.	61-70	-	60-64	-	57-61	-	62-66	-
Sailor/pirate	1d20	Ftr	avg.	71-75	70-71	65-75	66-80	62-76	61-70	67-77	60-69
Thief	1	Thf	elite	76-80	72-79	76-80	81-90	77-84	71-80	78-88	70-84
Traveller	1d12	leaders	avg.	81-00	80-00	81-00	91-00	85-00	81-00	89-00	85-00

Special				Hightown		Bazaar		Port		Thieves Q.	
	Nr.	Class	LVL	Day	Night	Day	Night	Day	Night	Day	Night
Animal, loose	1	-	varied	01-12	01-05	01-20	01-04	01-05	01-02	01-05	01-02
Assassin	1	Asn	elite	13-18	06-15	21-25	05-12	06-11	03-10	06-13	03-10
Breathstealer	1d4	-	4	-	-	-	-	-	11	-	11-12
Cultist	2d6+2	Ftr	2	-	16-17	-	13-17	-	12-27	14-15	13-20
Demon, shd.	1	-	8	-	-	-	18	-	28	-	21-22
Demon, succ.	1	-	7	-	18	-	19	-	29	-	23-24
Dog	4d6	-	1	19	19-20	26-28	20-25	12-14	30-34	16-20	25-32
Doppelganger	1	-	5	-	21-22	-	26-27	-	35-36	-	33-35
Gargoyle	2d4	-	4	-	-	-	-	-	-	-	35-37
Ghost	1	-	11	-	23-24	-	28	-	37	-	38-39
Ghoul	2d8	-	3	-	-	-	29	-	38-39	-	40-42
Invis. stalker	1	-	8	-	25	-	30	-	40	-	43-44
Jackalwere	1d6+1	-	4	20-21	26-30	29-31	31-35	15-19	41-45	21-25	45-49
Living statue	1d10	-	4	-	-	-	36	-	-	-	50-51
Messenger	1	-	avg.	22-50	31-56	32-51	-	20-40	46-47	26-27	-
Mob	4d10	-	1	51-54	57-58	52-66	37-44	41-55	48-53	28-42	52-56
Prophet/F.teller	1	varied	elite	55-84	59-69	67-77	45-50	56-66	54-55	43-48	57-60
Rat, giant	2d4*5	-	1	-	-	-	51-54	-	56-61	49-51	61-66
Robber	3d8	Ftr	2	85-89	70-75	78-82	55-65	67-72	62-67	52-68	-
Shadow	1d12	-	4	-	76	-	66-68	-	68-70	-	67-69
Slaver	2d6	Ftr/Thf	elite	90-94	77-82	83-89	69-79	73-78	71-74	69-76	-
Spectre	1	-	8	-	83	-	80	-	75	-	70
Swarm, rat	1d4	-	4	-	84-85	-	81-83	-	76-80	77-80	71-73
Thug	2d8	Ftr	2	95-98	86-92	90-97	84-91	79-95	81-87	81-95	74-82
Vampire	1	-	9	-	93	-	92-93	-	88-89	-	83-85
Wererat	1d4	-	3	99-00	94-99	98-00	94-99	96-00	90-96	96-00	86-90
Wight	2d6	-	5	-	-	-	-	-	97	-	91-92
Wraith	1d6	-	7	-	00	-	00	-	98	-	93-94
Zombie	3d8	-	2	-	-	-	-	-	99-00	-	95-00

Encounter purpose (optional)

1d10	1-2 Confrontation	3-4 Proposition	5-6 Subterfuge
1-2	attacks	offers favour/object	observes
3	accuses	asks/gives advice	kidnaps
4	bullies	asks/gives information	lures
5	challenges	asks/provides help	lurks around
6	curses	commands	misleads
7	insults	offers work/mission	slanders
8	shoves	questions	steals from
9	stops	requests	trails
10	threatens	seduces	tricks



BAZAAR OF THE BIZARRE

“[Nature] [Persona] is selling [Wares], [with Complications]”

Roll	Nature (1d2)	Persona	Selling	Complication (1d2)
1	agile	academic	advice	all exquisitely made
2	amorous	acolyte	antiques	apologises, returns money
3	arrogant	aesthete	armour	as a form of penitence
4	audacious	agent	armour	as bait
5	avaricious	apprentice	armour	as collateral
6	backstabbing	assassin	baskets	as distraction for thieves
7	beaming	auctioneer	baths	as insurance scam
8	benevolent	barbarian	blown glass	as last-ditch gambit
9	bereaved	bureaucrat	camels	as political protest
10	bloated	captain	cards	as side job
11	blunt	castrato	ceramics	at reduced prices
12	brutal	child	crystals	at wit's end
13	complaining	craftsman	dancing girls	awaiting certain doom
14	corrupt	cripple	documents	bearing secret identifying signs
15	cowardly	crone	doubts	but gets prices wrong
16	craven	crusader	dreams	but it is all a mirage
17	credible	dancing beast	drinks	but it is all a nightmare
18	dangerous	dancing girl	drugs	but it is not even his stand
19	deformed	dervish	dusts	but there is a higher bid
20	deranged	drunk	essences	but they are adulterated
21	devious	eunuch	eye-spoons	but they are already sold
22	devoted	exile	feathers	but they are cursed
23	dim-witted	explorer	fetters	but they are fakes
24	direct	factor	fine wines	but they are stolen
25	discreet	fakir	geometric	but they have just been stolen
26	disgusted	farmer	glass panes	but things don't add up
27	dishonest	fisherman	gourds	buy two, get three
28	distant	fool	guidance	carrying plague
29	distracted	freebooter	hair	change of heart imminent
30	domineering	gentleman	haircut	claiming false benefits
31	double-dealing	gladiator	heresies	closing up shop
32	downtrodden	god(dess)	him/herself	concealing real persona
33	dreamy	guard	horses	concealing real temperament
34	driven	haggler	houris	containing illicit additives
35	dull	hedonist	impressions	drawing small crowd
36	duplicitous	horse lord	incense	escaped slave
37	effete	horseman	indulgences	everything must go
38	elegiac	housemaid	instruments	free product samples
39	enigmatic	judge	intoxicants	from city property
40	envious	justiciar	jewelry	from demon dimension
41	feeble	khan	kingdom title	from foreign dimension
42	fidgety	lad	law books	from impounded property
43	flamboyant	lady	lizards	from pile of pillows
44	foul-mannered	lictor	manuscripts	from silk tend
45	frowning	lord	maps	from treasury
46	gaunt	lotus-eater	mascara	from Underworld
47	gossipy	lout	measures	in exchange for something
48	greasy	maid	metals	in generous supply
49	harried	matron	mirrors	in sting operation
50	heavy-set	merchant	mother of pearl	instead of true wares

51	helpful	merchant prince	mould	makes secret sign
52	hot-headed	monastic	noble title	member of secret police
53	humble	money-changer	objects of art	member of spy network
54	hungry	monster	oils	member of tax authorities
55	hypnotised	mother	opium	miscalculates price
56	indifferent	nomad	paintings	misgenders character
57	influential	northerner	paints	mourning misfortune
58	intoxicated	official	pendulums	now on sale
59	jovial	outcast	philtres	of cats
60	kindly	overman	pillows	of flowers
61	lecherous	palace-slave	privileges	of snakes
62	licentious	patrician	prophecy	offering a deal
63	lice-ridden	pauper	protection	on a condition
64	lithe	peddler	rare metals	on brink of insolvency
65	lordly	penitent	reflections	on the run
66	loud	pilgrim	rights	out of looted store
67	malleable	pirate	rugs	out of stock
68	miserable	poet	salts	pursued by bear
69	miserly	porter	secrets	pursued by cats
70	muscular	priest	seeds	pursued by lynch mob
71	obese	priestess	shave	pursued by mummy
72	offended	prophet	slaves	pursued by rival
73	oleaginous	prostitute	slaves (1d3 types)	pursued by undead
74	orderly	provocator	slaves (1d3 types)	sealed and packed
75	paranoid	sailor	slaves (1d3 types)	sighing in disgust
76	penitent	savant	slaves (1d3 types)	to attract new customers
77	perverted	scavenger	slaves (1d3 types)	to be rid of curse
78	philosophical	scribe	smoke	to blackmail clients
79	poetic	sell-sword	snacks	to corner the market
80	polite	servant	snakes	to enact devious scheme
81	prestigious	slave	soul	to facilitate arrest
82	professional	slum-lord	spectacle	to fulfil prophecy
83	proud	snake-charmer	stimulants	to hide them
84	prudent	spirit	stocks & deriv.	to plant wares on target
85	pushy	stranger	sugar water	to ruin competitor
86	reliable	strongman	sugared fruits	to shame rival
87	rueful	subordinate	sundials	to sponsor vice
88	severe	swordswoman	tea	wanted by enemies
89	shifty	taskmaster	teachings	where thieves wait
90	sincere	thane	textiles	while moonlighting
91	slovenly	thrall	art of the deal	while recruiting for cult
92	smiling	town crier	torture impl.ts	while spouting propaganda
93	stupid	trained beast	turbans	with a condition
94	sybaritic	tribal	veils	with bonus tea
95	testy	urchin	warning	with certain side effects
96	unassuming	vagrant	weapons	with certification
97	unctuous	virgin	weapons	with extra offer
98	untidy	workman	weapons	with generous discount
99	venerable	yogi	winning tips	with ulterior motives
100	wise	youth	worms	without licence

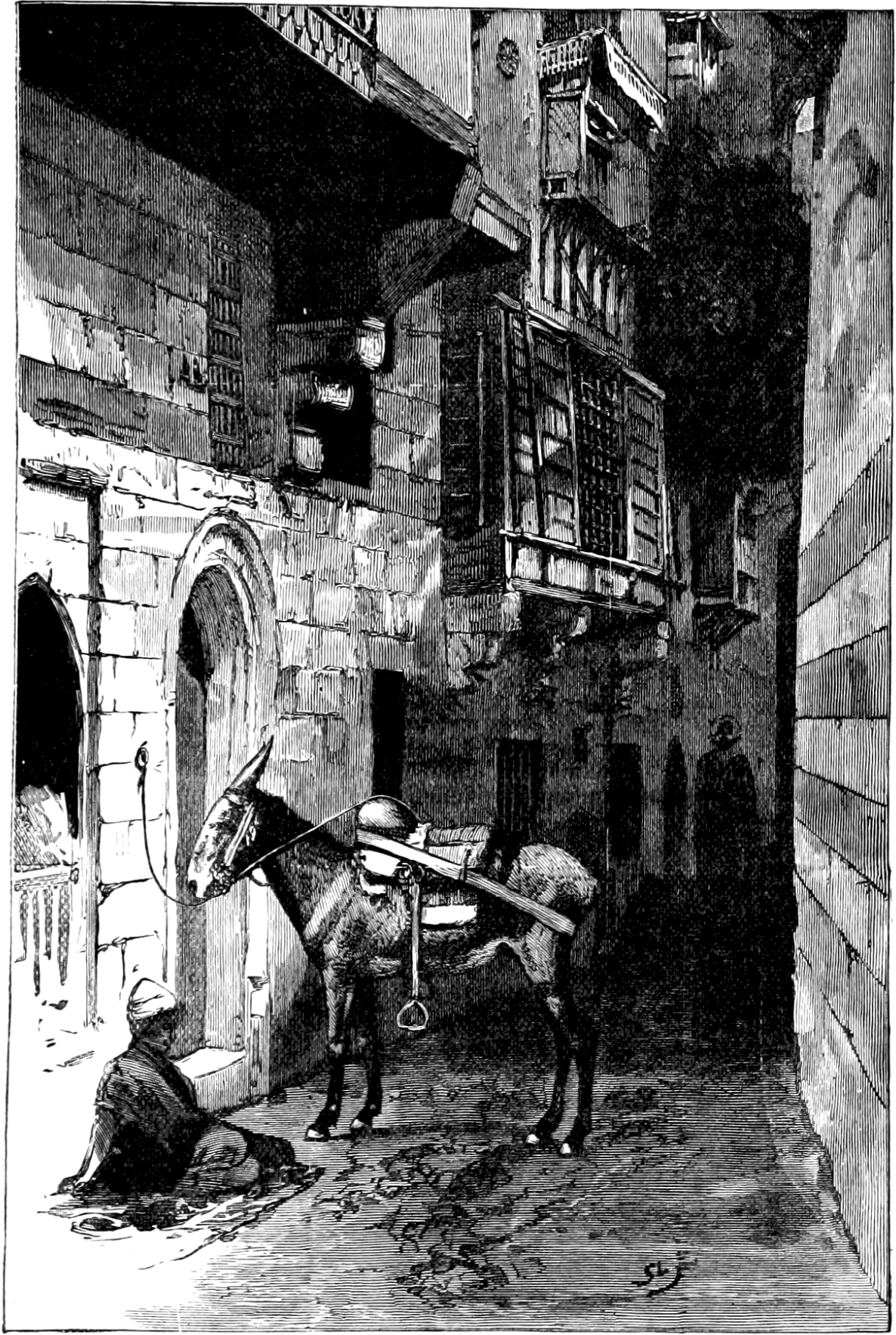


WHAT'S IN THEIR POCKET?

Class	Silver	Electrum	Gold	Platinum	Gems	Jewelry	Magical
Outlander / Plebeian	1d6*5 50%	3d6 50%	3d6 30%	-	-	-	-
Merchant / Craftsman	2d4*10 50%	1d6*5 50%	1d6*5 30%	-	-	-	-
Patrician	1d6*5 50%	1d6*10 50%	2d4*5 25%	3d6 10%	1 15%	1 10%	-
Aristocrat / Magnate	-	2d4*50 50%	1d6*50 50%	1d6*5 20%	1d4 20%	1d2 20%	1 20%

01	amber disk	35	illicit message	69	scales
02	animal mask	36	incense (1d6)	70	sealed message
03	ankh symbol	37	iron spikes (1d6)	71	seeds
04	bath salts	38	knife	72	serpent on a stick
05	beeswax	39	knot puzzle	73	severed hand
06	bird amulet	40	lizard jerky	74	shipment voucher
07	box of ashes	41	loaded dice	75	signet ring
08	bracelet	42	lockpicks	76	silk noose
09	brass bell	43	manumission writ	77	silv. arrowheads (1d12)
10	chalkboard	44	marbles (1d12)	78	silver box
11	charcoal stick	45	measuring cups (1d6)	79	silver seed
12	copper tube	46	mirror, silver	80	skull lock
13	crocodile necklace	47	moon ring	81	small pendulum
14	dowsing stick	48	mouth-harp	82	snakeskin
15	lotus pods (1d4)	49	mummified toad	83	sparkling powder
16	essential oil	50	new age crystal	84	spicy unguent
17	eyeshadow	51	octagram amulet	85	spinner
18	fake beard	52	oil flask	86	spiral ring
19	finger on a string	53	opium (1d6)	87	sponge
20	fish sauce	54	ornate key	88	stuffed lizard
21	flask	55	painted sticks	89	tarnished ring
22	flint & steel	56	pangolin amulet	90	tenement map
23	funereal coins	57	perfume (1d3)	91	tiny key
24	gate pass	58	petrified eyeball	92	trident charm
25	giant tooth	59	pigments	93	underworld map
26	glass scarab	60	poison (1d3)	94	vial of mercury
27	hardtack	61	poisoned fruit	95	vinegar
28	heart locket	62	poisoned hairpin	96	water license
29	herbal mixture	63	priapic amulet	97	weird diagram
30	holy symbol	64	refreshing tonic	98	wig
31	holy water	65	root	99	wolfsbane (1d2)
32	hood	66	rouge	100	wooden hand
33	house key	67	runestone		
34	human wax figure	68	SATOR tablet		





THE NOCTURNAL TABLE

This is a table to generate night-time encounters for a large, sinful and vaguely oriental city – a place of golden minarets, crumbling tenements and sinister aspirations. The following considerations apply:

- Several entries call for additional percentile rolls to introduce complications and variety. These possibilities are usually mutually exclusive.
- Common NPC types can be found in Appendix A for fast reference. Only NPCs with notably different capabilities are detailed in the table entries, and only exceptional ability scores and items of particular interest are noted.
- Used in conjunction with the general tables in the previous section, it is probably most sensible to give a 1:3 probability for each random encounter at night to come from this table.
- Sometimes, a random roll may be used as a quick method to provoke the players and start the action, or to complicate things a bit if everything is all too obvious (although this should always be done with forethought).
- Random entries are also useful to quickly establish the feel and contents of a neighbourhood, as a compendium of people to find in the city, or a handful of rolls can be used to generate a mini-scenario (a more complex use is outlined in Appendix B). Encounter numbers can be jotted down (keyed) directly on the GM's map for later reference.

In the end, many of the encounters here are similar to threads: they may start on this table, but where they lead someone who takes them up and starts to follow – you and your players tell us!



100 Academic Lucius (Fighter 2, cane sword, poison) and 1d10 assistant guards (Fighter 2) making a survey of nocturnal street illumination for detailed annual report. 01-80 flies into uncontrollable rage if diverted in any manner.

101 Academic Melchiades of Pentastadion (Fighter 1) and merchant Ratoglek Gorp (Thief 4), returning from bacchanalian feast with 1d6 veteran guards (Fighter 3), and discussing the merits of candied jellyfish. 01-10 one falls dead from exotic but poisonous treat.

102 Academic Ninax the Geographer, mortified that the world outside his study doesn't conform to his theories, requests escort home for 1d6*5 gp reward and bonus treasure map. 01-80 pure conjecture.

103 Adventurers Hasim Bey (Fighter 4), Ivrahim Wooth (Fighter 5) and Theldon the Grave (Thief 3), wounded and pursued by 11 veteran guards (Fighter 3). 01-40 mistaken identity, 41-60 Ivrahim tosses pearl to lead PC to gain favour in fighting them off.

Hasim Bey: Fighter 4; AC 4 (chain, shield); Atk scimitar 1d8 or javelin 1d6; ML 8; AL CE.
Hp 27/30

Ivrahim Wooth: Fighter 5; AC 4 (chain, shield); Atk battleaxe 1d8; ML 7; AL CN; 300 gp, the pearls of Wasnoth (180 gp, 240 gp, 330 gp), platinum gorgon medal (170 gp).
Hp 12/44

Theldon the Grave: Thief 3; AC 7 (leather, Dex); Atk shortsword 1d6; Spec backstab*2, PP 40%, OL 33%, FT 30%, MS 27%, HS 20%, HN 15%, CW 87%; ML 6; AL N; 9*snake heads.
Hp 9/15

104 Adventurers N'Ogthog (caveman Fighter 1 Str 18), Naviolus Yarg (Illusionist 3), Silmoran (Fighter 3), Avim Hasim (Thief 2), Tharog the Nomad (Fighter 3) and two porters, returning from expedition to weird mountain enclave; altar piece of the Battling God bearing radioactive curse.

N'Ogthog: caveman Fighter 1; AC 7 (furs); Atk two-handed axe 1d10+3; Spec +1 to saves, keeps fighting until -5 Hp; Str 18/10; ML 9; AL N.
Hp 10

Naviolus Yarg: Illusionist 3; AC 10; Atk trident (can't use in combat); Spec *hypnotism* 1/day; ML 7; AL NE; moss opal (35 gp), jade dust (70 gp).
Spells: 2/1; 1: audible glamor, dancing lights, hypnotism, ph. force; 2: mirror image, magic mouth.
Hp 11

Silmoran: Fighter 3; AC 6 (ring mail, shield, Dex); Atk flail 1d6+1 or javelin 1d6; Con 17; ML 8; AL LE; holy scriptures of the Battling God.
Hp 31

Avim Hasim: Thief 2; AC 6 (leather, Dex); Atk scimitar 1d8 + poison or 2*shortbow; Spec backstab*2, PP 35%, OL 34%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; Dex 16; ML 4; AL LE; 400 electrum, 2*jasper necklaces (100 gp, 150 gp), 3*poison.
Hp 10

Tharog the Nomad: Fighter 3; AC 6 (chain shirt); Atk 2*longbow 1d6 or shortsword 1d6; Spec tracking; ML 8; AL LG; 20 gp.
Hp 17

105 Adventurers Oxantes (Fighter 3) and Zoraidus the Elephant-killer (Fighter 6) triumphantly leading Rumil Yerp (Thief 2) to... 01-50 his doom, 51-80 their doom, 81-00 equal opportunity destruction.

Oxantes: Fighter 3; AC 6 (chain shirt); Atk 2**longbow* +1 1d6 or cutlass 1d8; ML 8; AL CN; golden bird amulet (220 gp).

Hp 21

Zoraidus the Elephant-killer: Fighter 6; AC 4 (banded mail); Atk glaive-guisarme 2d4 or javelin 1d6; ML 10; AL CE; ceremonial shortsword 100 gp, 40 gp, legionary's badge.

Hp 37

Rumil Yerp: Thief 2; AC 10; Atk -; Spec backstab*2, PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; ML 5; AL LE.

Hp 4/6

106 Adventurers Thamra of Narlenk (Fighter 4, *circlet of hypnosis*), the brothers Abu Kaz and Yildiz Kaz (both Thief 3, *circlet of hypnosis*), Sangra, She-Devil of Polysyne (Thief 4, *circlet of hypnosis*) and Darius the Osmotic (Thief 7, *circlet of hypnosis*, effect subverted by ring of inversion and enjoying the control being granted over rest of group) on a *geas* spell. 01-10 they have been sent to assassinate player characters and are extremely surprised when they accidentally meet them.

Thamra of Narmlenk: Fighter 4; AC 6 (ring mail, shield); Atk longsword 1d8+1; Str 16; ML 12; AL CN; *circlet of hypnosis*.

Hp 24

Abu Kaz and Yildiz Kaz: Thief 3; AC 8 (leather); Atk scimitar 1d8 or 2*dagger 1d4; Spec backstab*2, PP 40%, OL 33%, FT 30%, MS 27%, HS 20%, HN 15%, CW 87%; ML 12; AL LN; *circlet of hypnosis*, Abu Kaz has a *potion of heroism*.

Hp 14 13

Sangra, She-Devil of Polysyne: Amazon Thief 4; AC 4 (Dex, *cloak* +2, Amazon); Atk longsword 1d8 or 2*dagger 1d4; Spec backstab*2, PP 45%, OL 42%, FT 35%, MS 33%, HS 25%, HN 15%, CW 88%; Dex 16; ML 12; AL LN; *circlet of hypnosis*, gossamer *cloak* +2, ruby *ring of feather fall* (540 gp), 140 gp, 5 pt.

Hp 15

Darius the Osmotic: Thief 7; AC 4 (*elven chain* +1); Atk shortsword 1d6 or 2*dagger 1d4; Spec backstab*3, PP 60%, OL 52%, FT 50%, MS 55%, HS 43%, HN 25%, CW 94%, RL 35%; ML 8; AL NE; *circlet of hypnosis* (unaffected), *ring of inversion*, 100 sp, 250 electrum, 200 gp.

Hp 24

107 Adventurers Valhor the Fine (Fighter 2), Irene the Tea-Drinker (Amazon 3), Nal-long the Wild Man (Fighter 3), Ali Bek (Thief 3) and Sonora (Thief 4), all dressed in black. 01-30 break-in, 31-60 mourning, 61-80 cult members, 81-00 new fashion.

Valhor the Fine: Fighter 2; AC 5 (chain shirt, shield); Atk longsword 1d8; ML 9; AL LE; scarab amulet (35 gp).

Hp 15

Irene the Tea-Drinker: Amazon 3; AC 3 (chainmail, shield, Amazon); Atk spear 1d6 or net; ML 8; AL LN; 30 gp, old key worn as a necklace.

Hp 18

Nallong the Wild Man: Fighter 3; AC 5 (scale mail, shield); Atk 2*two-handed axe 1d10; Spec fights to death once wounded; ML 11; AL NG; 2*healing balm (1d3+1 Hp).
Hp 19

Ali Bek: Thief 3; AC 10; Atk shortsword; Spec backstab*2, PP 40%, OL 33%, FT 30%, MS 27%, HS 20%, HN 15%, CW 87%; ML 5; AL N; prayer book, *potion of healing*.
Hp 10

Sonora: Thief 5; AC 8 (leather); Atk 2*shortbow 1d6 or 2*dagger 1d4; Spec backstab*3, PP 50%, OL 42%, FT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%; ML 9; AL CN; black maske, map, 100 electrum, 20 gp.
Hp 20

108 Adventurers Yggbleid the Horse-Eater (Fighter 2, composite bow), Yesukai the Half-Nomad, nomad (Magic-User 3), Yakka, nomad (Assassin 4) and Yarhilda, amazon (Cleric 2) leading two war dogs, setting out on expedition to haunted manor.

Yggbleid the Horse-Eater: Fighter 2; AC 4 (chain, shield); Atk longsword 1d8 or 2*composite longbow 1d6+2; Spec +2 damage with bows, silver or +1 to hit; ML 8; AL NE; brass diadem, wolf medallion (*medallion of lycanthropy*), silver pin (30 gp).
Hp 19

Yesukai the Half-Nomad: Magic-User 3; AC 10; Atk 2*dagger 1d4+spider venom (save vs. paralysis); ML 9; AL NE; red raven wine (as *potion of heroism*, but save vs. magic or rage uncontrollably 2d10 r), 3*spider venom, 90 gp.
Spells: 2/1; 1: detect magic, magic missile, read magic, shield; 2: ESP, knock.
Hp 12

Yakka: Assassin 4; AC 5 (chain shirt, shield); Atk longsword 1d8 or 2*shortbow 1d6; Spec surprise, backstab *2, assassination 0-1 65%, 2-3 60%, 4-5 50%, 6-7 40%, 8-9 25%, PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; ML 8; AL LE; wolftap, colourful symbol, tiger mask, anti-venom, 20 gp.

Yarhilda: Amazon Cleric 2; AC 4 (chain, shield); Atk warhammer 1d6+1; ML 6; AL NG; holy symbol, 3*anti-venom, 16 gp.
Spells: 2; 1: detect evil, cure light wounds.
Hp 8

War dogs (2): HD 2+2; AC 6; Atk bite 2d4; ML 7; AL N.
Hp 8 8

109 Advocate Kalltrom, knows the Art of the Deal, and ready to take up any cause at court for 50 gp per diem. 5% cumulative per day of reaching important dignitary, 1% of Overlord. 01-30 a sting operation by secret police.

110 Alchemist Multiphage of Lam (Illusionist 6) selling 1d6+1 potions from *beaker of potions* (01-40 *delusion*); also provides horoscopes (all ambiguous).

Multiphage of Lam: Illusionist 6; AC 7 (Dex); Atk —; Dex 17; ML 6; AL CE; 2*pouchful of "Mummy's Breath" (save vs. poison or 4d6 Hp and mummy rot), 60 gp, *beaker of potions*.
Spells: 4/3/1; 1: change self, dancing lights, detect invisibility, hypnotism, ph. force, light; 2: improved ph. force, mirror image, misdirection; 3: paralysation, spectr. force.
Hp 13

111 Alchemist Unctuous Malévol, peddling dark philtres from a small stand; all made of flavoured water and pig's fat. 01-20 irate customer demands money back.

112 Amazon Antiope (Amazon 9) contemplating rank of stone statues depicting other amazons. 01-25 steps on empty pedestal and turns into lifeless marble.

Antiope: Amazon 9; AC -2 (chain shirt, shield, Amazon, *cloak* +3); Atk *footman's mace* +3 1d6+4; ML 10; AL N.

Hp 56

113 Amazons Velmilis Mil (Amazon 8), Yana the Fair (Amazon 5) and Yillis of the Lowmarks (Amazon 9) on urgent mission of revenge against spider-cult. 01-60 immediate attack by 3d10 cultists (Fighter 2) and 2d6 trained giant spiders.

Velmilis Mil: Amazon 8; AC -1 (chain shirt, *shield* +2, Amazon); Atk bastard sword 2d4 or 2*dagger +1, +2 vs. *smaller* 1d4+1; ML 9; AL LG; 6*600 gp gems, *potion of polymorph self*.

Hp 44

Yana the Fair: Amazon 5; AC 5 (leather, shield, Amazon); Atk spetum 1d6+1; Spec psionic ESP 3/day, mind waves 1/day (save vs. paralysis, 1d6+1 r); ML 8; AL NG; 350 gp, 600 gp fake spider idol filled with explosives (6d8 Hp when exposed to fire), *flask of curses* (4x).

Hp 29

Yillis of the Lowlands: Amazon 9; AC 0 (chain shirt, *shield* +1, Amazon); Atk *longsword* +2 1d8+4; Str 18; ML 10; AL LG; *oil of etherealness*, *rope of climbing*, *stone of ctr. earth elementals*.

Hp 56

Giant spiders (2d6): HD 4+4; AC 4; Atk bite 2d4+poison; Spec poison; ML 7; AL CE.

Hp	24	28	23	24	20	24
	27	19	23	28	30	15

114 Aristocrat Bandar Begh (Fighter 2, 330 gp, 25 pt), the distant kin of a nomad lord – hamster-faced, spoiled brat with 1d10 slaves. He demands to see the city market NOW and only NOW to buy a few exotic products. Quarrelsome, slaves listen patiently.

115 Aristocrat Bilam of Un (Fighter 1) lying in a gutter in his rich finery (jewels 1d6*100 gp). 01-50 drunk, 51-90 dead, 91-00 undead.

116 Aristocrat Guwak Khan (Fighter 8) walking pet tiger in search of prey, will only settle for the best (16+ Cha, wealthy-looking).

Guwak Khan: Fighter 8; AC 5 (breastplate); Atk *scimitar* +1 1d8+1; ML 9; AL CE; 1600 gp jewelry, The Mask of Dispassionate Contemplation (750 gp, donned while tiger is feeding) *potion of diminution*, *barrier ring* (-4 AC force shield, 10 r/day).

Hp 38

Tiger: HD 5+5; AC 6; Atk 2*claws 1d4+1 and bite 1d10; Spec 2*rear claws 2d4, surprised only 1:6; ML 10; AL N.

Hp 25

117 Aristocrat Theodisio of Ganth (Fighter 3), lost in street-maze while taking a walk. 01-40 gratefully offers gold-headed walking stick (2d6*40 gp) for escort back home, but 50% reconsiders promise once at home gate.

118 Aristocrat, Lady Elisae of the Pearly Isles (Assassin 5, poisoned sword) taking a leisurely walk. 01-60 she might be mistaken for a prostitute.

119 Aristocrats Lady Alkione and Lady Eudoxia with 2d10 guards (Fighter 2), stalking the streets in pursuit of man who had slighted them. 01-20 PC identified as culprit, 21-40 NPC is identified and executed on the spot.

120 Assassin Mulbar (Assassin 5) looking for the healing power of love after an especially harrowing kill. He will not be finding it.

121 Barber Kitalam (Assassin 3) prowls streets in search of victims with sharpened razor; seeing party, runs away sobbing and screaming "Unclean! All unclean!"

Kitalam: Assassin 3; AC 7 (Dex); Atk razor 1d6; Spec surprise, backstab *2, assassination 0-1 60%, 2-3 55%, 4-5 45%, 6-7 35%, 8-9 20%, PP 30%, OL 25%, FT 20%, MS 15%, HS 10%, HN 10%, CW 85%; Dex 17; ML 7; AL CE.
Hp 7

122 Barber Robosius Verm selling huge sack of human hair to shady type.

123 Bath-man Godai the Stooped (Thief 2) morosely counting day's profits. 01-25 1d3 rings/jewellery.

124 Bath-man Uglai the Bow-legged, heating up large tub for night customers. 01-30 group of 1d6 guests arrives, casually discarding valuable clothes.

125 Beggar Kallikrates, former poet and ladies' man, clutching golden lyre (450 gp) and stumbling in his ragged kaftan of golden thread towards hovel. 01-70 still has Overlord's protection in form of 1d6 5th level Assassins following every step.

126 Beggar Unceps (Fighter 2), former ship captain ruined by thieves guild. 01-30 knows secret back entrance to hideout.

127 Beggar Valmous the Flim, infamous thug (Fighter 2), using trained great ape to rob passersby. 01-15 ape goes ape and attacks Valmous instead.

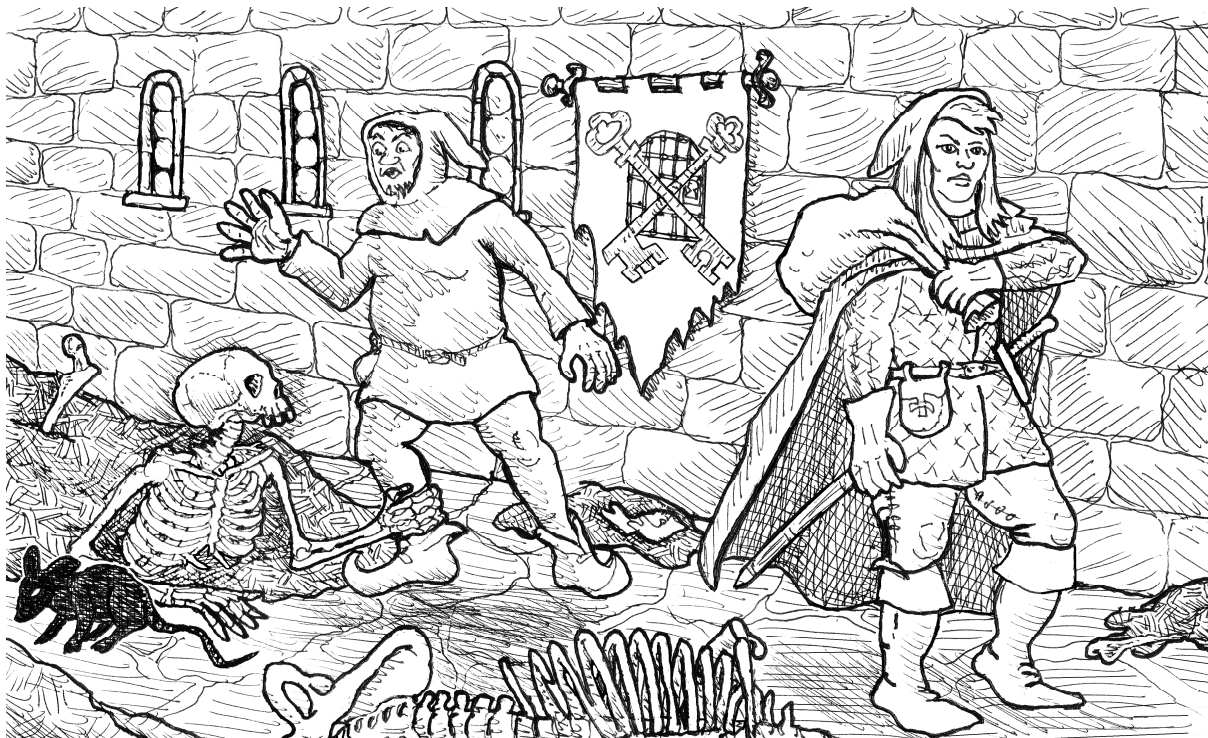
Carnivorous ape: HD 5; AC 6; Atk 2*claws 1d4 and bite 1d8; Spec rending 1d8 Hp on two claw hits; ML 8; AL N.
Hp 23

128 Beggar-catcher Oaak Buffo (Fighter 3, *flail* +1) looking for non-guilded almsmen. Frog amulet around neck and unctuous disposition. 01-40 solicits party help in apprehending an unruly group.

129 Beggars (1d10) hanging an interloper on their turf. 01-25 thieves guild operative, scarily grateful if rescued.

130 Beggars (1d10) wailing over sick comrade.

131 Beggars (1d100) dancing to discordant tunes of robed piper, 01-15 hostile. 60% unveiled piper's face is a mass of tubular protrusions.



132 Beggars (2d10) huddled around small kettle of dog stew. 01-80 head plainly visible.

133 Beggars (2d10), swilling sour wine. 01-20 invite characters, 21-40 "What are you looking at, you are no better than us!", 41-60 shakedown attempt, 61-80 one keels over and writhes in terrible contortions.

134 Beggars (3d10) sleeping in huddled group. 01-60 watched by 1d6 guard dogs, 61-75 light shines on fat idol behind group.

135 Bodyguard Bron the Elder (Fighter 3, *trident* +2), fired for indecency before employer Sabra of Gwane, looks for companions to exact his due payment from villa treasury.

136 Bones piled up by the walls, wind-blown garbage and rags. Confused man wandering around claims this had been the place for an evening revelry of the Gatekeepers' Synod just half an hour ago, and yes, he is sure this is the right place. 01-40 bones animate as 3d10 skeletons.

Skeletons (3d10): HD 1; AC 7; Atk claws 1d6; Spec ½ from sharp/edged, immune to sleep, charm, hold, etc.; ML 8; AL N; handful of rusted keys.

Hp	6	2	2	6	3	2
	1	1	1	6	8	6
	2	2	1	8	4	4
	4	4	2	8	4	6
	8	4	7	5	4	2

137 Bricks fallen from a nearby wall are all stamped with the mark of a cat's eye. 01-30 reveal dark plaster wall decorated with golden sigils, 31-40 entrance to forgotten part of house sealed up long ago.

138 Candles lit before roadside shrine to forgotten hero (2d6 gp worth of offerings).

139 Cat merchant Yood Gwullim (Magic-User 3) passing the night by levitating hapless merchandise. 3d10 cats in wicker cages, 5 sp to 1d4*50 gp, topaz ring 200 gp.

Yood Gwullim: Magic-User 3; AC 10; Atk staff 1d6; ML 4; AL CN; topaz ring 400 gp.
Spells: 2/1; 1: cantrip, detect magic, light, sleep, Tensor's floating disk; 2: levitation.
Hp 9

140 Cat swarm stripping corpse of meat.

Cat swarm: HD 4; AC 6; Atk swarm 2d6; Spec ½ from piercing/slashing; ML 5; AL N.
Hp 22

141 Cats, feeling a strange attraction towards characters, are joined by more and more of their kind until company is surrounded by meowing mass. 01-20 attack after single bad move, 21-50 lead company to interesting place, 51-60 lead company into dream alley.

Cat swarms (1d4+1): HD 4; AC 6; Atk swarm 2d6; Spec ½ from piercing/slashing; ML 5; AL N.
Hp 10 16 24 17 23

142 Child Buram, did not get his dinner and got sent out into the street as punishment, will show way into parents' jewellery store for half the loot. 01-20 trap, 21-30 fakes, 31-40 1d6 corpses, 41-50 parents' corpses.

143 City guards (Fighter 2) in contingent of 1d4*5, and lead by Lieutenant Sinar Saam (Ftr 3, horn), watching show put on by three dancing girls. 01-30 take characters for inspectors.

144 City guards Orlat Branna (Amazon 3) and 1d4*5 veterans (Fighter 3), looking for a band of thieves. If the company enjoys a good reputation, 01-60 hiring attempt; if they are considered sketchy, 01-50 interrogated, 51-70 arrested.

Orlat Branna: Amazon 3; AC 4 (chain shirt, shield, Amazon); Atk longsword 1d8; ML 9; AL LE.
Hp 17

145 City guards, 2d4*5 militias (Fighter 1), led by Strategos Gonnex (Fighter 4), and walling off cellar entrance with 1d10 slaves. 01-15 undead, 16-30 lepers, 31-45 beggars of Shakkur, 46-60 debtors, 61-75 poisonous vapours, 76-90 mini-dungeon, 91-00 crypt.

146 City guards, 5 veterans (Fighter 5), 5 bowmen (Fighter 2) and tax collector Mazarlon, have erected makeshift barricade in the street to stop passersby and demand a toll. Collection box with 45 sp, 130 gp, two gold earrings (80 gp), fake ivory hand (50 gp).

147 City guards: 1d10+3 off-duty guards (Fighter 2) looking for easy marks to shake down for some cash. 60% of approaching party if they outnumber them at least 3:1; 40% if 2:1, 20% otherwise.

148 City guards: 1d2*5 guards (Fighter 2) carrying slain comrades after altercation. 01-25 in extremely foul mood, react violently to any comment.

149 City guards: 1d4*5 archers (Fighter 2) occupying this sector's walls and rooftops. 01-30 sting operation, 31-50 military exercise, 51-70 general razzia, 71-85 assassination attempt, 86-98 false alarm, 99-00 rumours of imminent coup d'état.

150 City guards: 1d4*5 guards (Fighter 2) and Strategos Mirafax (Ftr 4, wolf's paw amulet), carrying confiscated cloth bales. 01-20 sale offer to party, 21-40 bales actually hide valuable contraband.

151 City guards: 1d4*5 militias (Fighter 1) battering down tenement door. 01-40 suspected insurrectionists, 41-60 suspected tax-dodgers, 61-80 suspected draft-dodgers, 81-90 personal revenge, 91-00 undead infestation.

152 City guards: 1d4*5 militias (Fighter 1) bowing before Thumai, Prince Radiant (Ftr 4, burning golden eyes, radioactive gaze and touch) and asking arrivals in hushed tones to do same.

Thumai, Prince Radiant: Fighter 4; AC 2 (Dex, natural); Atk scimitar 1d8+3 or radioactive touch 2d4 + radiation poisoning or eye rays 2d6 + radiation poisoning; Spec hovers above ground, radiation, immune to magical projectiles; Str 18, Int 18, Wis 18, Dex 18, Con 18, Cha 18; ML 10; AL CN; 1600 gp kaftan (irradiated).
Hp 25

153 City guards: 1d4*5 militias (Fighter 1) digging up street under watchful eyes of high-ranking advisor Iskandar Yeg. 30% 3d10 reservists (Fighter 2) lurk nearby. 01-30 heavy leaden coffers are unearthed, 31-60 break-through into old cistern, 61-90 point-less punitive exercise, 91-00 mock exercise to nab a few "spies".

154 City guards: 1d4*5 veterans (Fighter 3) and corporal Ezid Arack (Fighter 3, plate), escorting 1d6 leashed captives. 01-30 previously encountered NPC, 31-50 cry for help, 51-70 hidden message, 71-90 slavers disguised as guards.

155 City guards: 1d6+2 veterans (Fighter 3) stalking carefully towards snoring adventurer Salmando (Fighter 10) who has seduced Overlord's daughters.

Salmando: Fighter 10; AC 9 (shield); Atk warhammer 1d6+1; ML 8; AL LG; 110 gp, gourd.
Hp 39

156 City guards: 2d4*5 militias (Fighter 1) escorting condemned man, loudly begging for forgiveness of his crimes. Executioner Aglar the Hack (Fighter 4) follows close behind, beating him with snake-headed staff. 01-30 condemned is an old acquaintance.

157 Coal merchant Kaison of Imbash (Thief 2) selling sacks of charcoal from beat-up cart, warms members by brazier. 01-10 the fire speaks in ominous tones, a malice from unknown agency.

158 Collapse: house front and beams fall, save vs. petrification or 3d6 Hp. 01-60 immediate encounter follows.

159 Colour out of space (as will-o-wisp), conjured by certain geometric correlations in environment. Departs within 1d6 rounds if attacked, but returns nightly while system of correlations persists.

Colour out of space: HD 9; AC -8; Atk drain 2d4 Strength; Spec drain, +2 or better to hit, blank out 2d4 r; ML 12; AL N.
Hp 40

160 **Copper tank** in closed plaza slithers with mass of 4d6 dark snakes.

Snakes, poisonous (4d6): HD 1+3; AC 6; Atk bite 1d6 + poison (1d4+1 r, 0/15 Hp); ML 6; AL N.

Hp	4	4	4	5	5	10
	7	11	5	8	7	8
	11	5	5	10	9	10
	5	5	10	10	11	8

161 **Corpses**, 2d6 in neat pile of coffins and veiled bundles. 01-30 1d3 guards (Fighter 2), 31-60 treasure in one of the coffins, 61-80 zombies, 81-00 2d6 looters already on site.

162 **Corpses**, 3d4 torsos wrapped up in bloody black felt packages next to the wall, with limbs placed neatly nearby. Pieces don't match.

163 **Corpses**, two robed and hooded figures, still locked in a strangling grip. Yellow spots on face and in throat are yellow mould.

164 **Courtier** Barani Sinnan (Thief 4, *clerical scroll*: cure light wounds, sanctuary, protection from fire, slow poison) with 1d3 Northman berserker guards (Fighter 2), hurrying to secret meeting. If characters look like foreigners, 01-40 she tries to hire them to restrain pursuers (?) on her trail, 41-80 believes them to be assassins, and orders guards to attack.

165 **Craftsmen:** Murad Goldenhand and Zulay Goldenhand, goldsmiths, quarreling about the only one to deserve the Goldenhand moniker, and which of the two should return to his original name. 01-60 they ask a distinguished-looking character in the company to settle their case. Gift of 1d2 random jewelry.

166 **Crier** Baltho, horn and pennant. 01-25 raising the alarm over a robbery, 26-50 call to arms, 51-75 announcing passage of the Overlord through the streets with retinue of 2d100, 76-00 heralding burial procession of 1d100.

167 **Crone**, staggers around while wailing in pain from sickness. 01-15 expires on the spot.

168 **Cultists (2d6+2)** of the God of Peace (Fighter 2, chain, flail & white cloak with insignia of olive branches) monitoring passers-by with *detect evil* spell. They stalk and kill those who detect as such, and are outnumbered at least 2:1.

169 **Cultists (2d6+2)** of the Grand Cognate (Fighter 2, flail & green robes) asking groups they outnumber at least 2:1 about religious affiliation; attack anyone but the non-religious.

170 **Cultists**, (2d6+2 thugs, Fighter 2), followers of the doctrine of Optimised Objectivism, distributing free nooses among poor-looking passersby. 01-30 to take the workings of the free market into own hands if they spot lone target.

171 **Cultists**, 2d6+2 hooded figures (Fighter 2), placing lit candles in niches and ledges. 01-30 enchantment to keep away shadows, 31-60 sacrificial rite, 61-80 developments observed by Overlord's spies.

172 **Cultists**, 2d6+2 robbers (Fighter 2), distributing leather masks for upcoming "Festival of Exalted Glory", where the maskless will be devoured by the Crawler from Beneath. 01-30 they attack if someone refuses or does not don mask, and they outnumber the infidels.



173 Dancers of Yabbath (1d100) waltzing through streets to inaudible music, and woe to those who would block their path.

174 Dancing girl Retha performing before captive audience to drums and flutes. 01-20 thieves operating in crowd, 21-40 kidnapped from stage by demonic force, 41-60 lovestruck rake throws pouch of gemstones 3d6*100 gp, 61-70 commits suicide at height of act.

175 Dancing girls Thella, Danae and Polyxene putting on exotic show on makeshift stage. 01-50 dancers and 1d10 attendants are doppelgangers; 51-80 2d10 on-lookers are also doppelgangers; 81-00 everyone present is a doppelganger, including a few PCs. Dun-DUN.

Doppelgangers (1d10+): HD 4; AC 4; Atk strangulation 1d12; Spec surprise 1-4, ESP, imitate 90% accuracy, immune to sleep and charm, save as 10th level; ML 6; AL NE.

Hp	16	15	9	14	21	20
	22	24	19	12	14	12

176 Degenerate Quoodt Avourmis sniffing lotus in foul recess. Low-ranking member of Overlord's spy network. 01-50 has 1d6*40 gp worth of the stuff.

177 Demon in pursuit of true love, bound to this task by perverted magic-user from dream-palace.

178 Demon, shadow, formless shape gliding across walls and disappearing into niches. 01-60 *magic jar* attempt on random PC to utter abstract philosophical proclamation, fall silent when finished but linger in host with a 25% probability.

Shadow demon: HD 7; AC 10/5/0 (depending on illumination); Atk 2*claws 1d6; Spec *magic jar, darkness, fear* 1/day, immune to mind-affecting, cold, electricity, ½ from fire, +1 or better to hit; ML 9; AL CE.

Hp 27

179 Dimensional portal resembling silvery door opens from back alley or shadowed niche, intrusion of 3d10 agents (Assassin 3) from foreign reality in progress. 01-30 closes behind characters if they step through, 31-60 closes in 1d6 rounds, 61-70 returning expedition.

Agents (3d10): Assassin 3; AC 8 (leather); Atk shortsword 1d6 + poison (0/15 Hp) or 2*dagger 1d4; Spec surprise, backstab *2, assassination 0-1 60%, 2-3 55%, 4-5 45%, 6-7 35%, 8-9 20%, PP 30%, OL 25%, FT 20%, MS 15%, HS 10%, HN 10%, CW 85%; Dex 17; ML 9; AL LE.

Hp	12	14	9	13	14	9
	11	5	14	12	12	11
	12	11	10	13	9	11
	9	4	9	11	8	8
	6	10	7	8	15	9

180 Dog merchant Dabul Mok. 1d3 mangy curs, 1d6 average dogs, 1d3-1 war hounds (25 gp), and 1d3-1 decorative dogs (30 gp), 10 gp in pouch.

181 Dogs (3d6) in wooden cages by store of dog oil merchant Bebum Mool (Thief 3), also selling skins for 1d6 sp each. 01-15 1d3 dogs break free and attack shopkeeper, 16-30 1d6 thugs (Fighter 2) show up with orders to smash up the joint.

182 Dogs (4d6) cornering stray drunk. 01-15 drunk is Ugai Khan, nomad warlord and level 8 Fighter (-2 to rolls due to drunkenness).

Ugai Khan: Fighter 8; AC 6 (studded leather, shield); Atk 2*composite longbow 1d6 or *serpent's tongue sword* +1 1d6+1 (automatic hit on natural 1); ML 9; AL LN; 75 gp, inn key.

Hp 50

183 Dogs (4d6) fighting over bones and scraps. 01-10 golden ring spotted.

184 Dogs (4d6), sleeping in a pack and blocking the way. 01-30 they become hostile unless bypassed very carefully.

185 Dogs (4d6), whining and fleeing from a proud, fat cat walking down the street.

186 Drums, dull rhythmic sounds from abandoned cistern.

187 Drunk Kuthabond, tries to smash every object in his way with a staff.

188 Dung seller Oillo Offin (Thief 3) checking his fermentation vats and inviting passersby to inspect his merchandise.

189 Elephant, dead, blocking street. 3d10 confused slaves and 1d10 guards (Fighter 2, halberds) running in panic around howdah, master Bullit Singh (Fighter 3, *mace* +2) in vicious temper.

190 Emissaries from distant lands marvelling at city sights. Leader Rutham Mirza (Fighter 4, gemstone pin in turban 150 gp) and 6 veteran guards (Fighter 3).

191 Executioner Decius Varo (Fighter 3) fixing rope up 30' between two houses for tomorrow's trial by ordeal – those who remain hanging are guilty, those who fall are innocent.

192 Exile: Tyrant Gurcianus (Fighter 6) living up the last gains from his former empire among 2d10 faithful reformist adherents. 01-80 try to sell claim to throne for outrageously low price.

Gurcianus: Fighter 6; AC 1 (*breastplate* +1, *cloak* +3); Atk two-handed sword 1d10; ML 7; AL CN; 400 gp, regal purple *cloak* +3 (2500 gp, also magical), lute with golden strings (900 gp), *bottomless sack*.
Hp 33

193 Exile: Tyrant Orglan the Barbarian (Fighter 6), deposed at home and now seeking forgetfulness in his cups. Iron *staff* +1 is mark of power. 01-25 mistakes party for assassins, 26-35 for capable ruffians to retake his throne, 36-45 for disloyal subjects.

Orglan the Barbarian: Fighter 6; AC 4 (banded mail); Atk *iron staff* +1 1d6+1 + *hold person* 5/day; Spec returns from the dead unless chopped into really small pieces; ML 10; AL CE.
Hp 44

194 Factor Mercand the Off-shore (Thief 4, *dust of disappearance* 1d4+1) offers deal to have specific past or future crimes annulled by Overlord. An officially approved endeavour, although watched by secret police.

195 Fire-eater Nab-Sagh (Fighter 4) enthraling captive audience of 3d10 with hypnotic flames while chanting drummer implants subliminal suggestions. 01-30 seeks to turn PCs into unwitting agents, 31-60 orders pawns to attack.

196 Fishmonger Abalus Gwooth returning from evening foray with his catch. 01-25 old brass statuette on cart and – look, isn't that eye a gemstone!?

197 Food vendor Gutamor, selling cold, oily scraps which have remained from the day. 01-50 food poisoning, 51-75 beggars arrive to buy it up for a few coppers.

198 Food vendor Gutho selling songbirds on a stick. Cage of live birds next to knives & boiling pot of oil (4d6); cockatrice in covered basket.

Cockatrice: HD 5; AC 6; Atk beak 1d3+stone; Spec petrification; ML 7; AL N.
Hp 16

199 Food vendor Salman Sankar, knows gossip about 1d3 random encounters (roll). 01-25 roast hedgehog on a stick, 26-50 roots in vinegar, 51-75 blink dg chips, 76-00 hot spicy porridge with dates.

200 Fortune-teller Suhar Haquim, peers at the future (or what he thinks as such) through holes drilled into a ram's skull. His predictions are unsettling, paranoid phantasms. 16 gp, set of drills. Also practices blood-letting "to balance the humours", 5 gp and 1d3 Hp.

201 Garbage collector Migular, collects most of it in his pushcart, and the valuable bits in his sack. 01-30 inquires about promising garbage digs, 31-60 blood-curdling rumour, 61-90 has something interesting for sale.

202 Garbage collector Mortho Tass, pushing hand cart full of rags and lamenting the loss of the regal purple robe that was snatched from him.

203 Girl Sinna, hurrying to rendezvous. Pursued by... 01-20 jealous lover, 21-40 enraged father, 41-60 slavers, 61-80 goldsmith from whom she had stolen her jewels.

204 Gladiator Mortag Tullius Severus (Fighter 4) living it up with 1d4+1 scantily clad beauties. 1d10 admirers look on in admiration, whatever the Great Man does. 01-20 takes company for hecklers, 21-40 invites them to join the fun.

205 Goodwife Salmandra rushing to deliver baby. 01-25 beseeches company to escort her through dangerous street, 26-45 beseeches NPCs to save them from "frightening" PCs.

206 Grammarician Archaimetros expounding on obscure conjugation rules to captive audience of 1d6*10. 01-40 violent academic debate develops as provocateur asks leading questions; melee ensues.

207 Grave robber Morthevole selling ossified remains, popular good luck charms among thieves. 01-20 charm inhabited by wraith, 21-40 pursued by 2d8 ghouls, 41-45 has drawn attention of lich.

208 Green hag Markinda, fermenting killer frogs in vats in a backyard, ghoulish familiar. 01-30 has poison to sell, 31-60 has 1d2 potions to sell.

Markinda, green hag: HD 9; AC -2; Atk 2*claws 1d2+6; Spec imitate voices, spells 1/r: *audible glamer, dancing lights, invisibility, pass without trace, change self, speak with monsters, water breathing, weakness*, surprise 5:6; Str 18/00; ML 7; AL CE.
Hp 44

Ghoul: HD 2; AC 6; Atk 2*claws 1d3 + paralysis and bite 1d6 + paralysis; Spec immune to sleep and charm; ML 5; AL CE.
Hp 10

209 Grey ooze, glistening pile on bare skeleton; stands up and attacks. Glowing nuclei in eye sockets are 2*250 gp gemstones.

Grey ooze skeleton: HD 3+3; AC 5; Atk ooze 2d8; Spec corrosion, immune to spells, heat, cold; ML 12; AL N; 2*250 gp gems.
Hp 20

210 Hagglers Ventho and Samid bargaining hysterically for their souls and internal organs with hunchbacked form under ragged clothing. 01-30 full of eyes, 31-60 full of mouth-suckers, 61-80 entirely devoid of features, 81-00 oddly attractive for some reason. Moves with frightful hopping jumps.

The Stealer of Organs: HD 6 MAX; AC 0; Atk extract and devour organs on successful attack roll; Spec immune to mind-affecting, returns from death in 1d6 turns and pursues vanquishers; ML 12; AL LE.
Hp 48

211 Hermit Ayrabar, filthy ascetic, and his teenage disciple Tammur, sleeping next to enormous stone. 01-40 surrounded by sacrificial gifts (500 electrum, 22*arrows +1, *potion of truth*).

212 Hermit, an animalistic, nameless wreck, digging in street garbage. 01-30 meaningless babbling, 31-50 deadly disease, 51-70 disillusioned aristocrat, 71-80 cursed priest, 81-90 aesthete of peculiar views.

213 Horse-headed men (2d10), approaching in neighing, galloping, jumping mob; hostile. 01-60 to turn back into regular men once slain.

Horse-heads (2d10): HD 2; AC 6; Atk kick 1d6 or bite 1d6; Spec charge with two kicks and one bite; ML 7; AL CE.

Hp	9	10	8	7	11	3
	8	11	8	10		

214 Hypnotist Kakuo the Munificent (Thief 3, *hypnosis* 3/day) offering confidence-enhancing hypnosis treatment for 1d10 gp. +1 to all rolls for a day, but reckless.

215 Idolator Suthum and 1d3 apprentices offer to perform tiresome and time-consuming religious rites in stead of character for 1d6 gp. 01-10 something goes horribly wrong, 11-15 idolators are blessed with wealth and bounty by mistaken deity.

216 Immured man, crouching in a small, barred wall niche (50% curtains on the outside), muttering inarticulately. 01-30 watched by one guard (Fighter 2), 31-60 owner Ramollah Singh stands next to bars with small collection plate.

217 Insane artist Hosai Mirza (Fighter 2) carefully covering latest posed victim in plaster, is influential member of secret police.

218 Insane artist Salvador (Illusionist 8, *ring of invisibility*) walking pet anteater in search of prey, will only settle for the best. 01-10 attack by 3d10 giant ants.

Salvador: Illusionist 8; AC 8 (*cloak* +2, Dex); Atk cane dagger 1d4 + poison (1 r, 0/35 Hp); ML 7; AL CN.

Spells: 4/3/2/1; 1: audible glamor, colour spray, detect illusion, hypnotism*2, ph. force; 2: fog cloud, improved ph. force, invisibility, mirror image, ventriloquism; 3: hallucinatory terrain, sp. force, suggestion; 4: confusion, phantasmal killer.

Hp 22

Anteater: HD 3; AC 4; Atk tongue –; Spec kills ants dead, CW 80%; ML 8; AL N.

Hp 10

Giant ants (3d10): HD 2; AC 3; Atk bite 1d6; ML 12; AL N.

Hp	8	13	12	9	8	9
	3	13	13	5	10	8
	11	11	6	9	15	7
	14	9	8	11	9	9
	13	8	11	8	2	8

219 Invisible person passes by. 01-15 invisible stalker.

Invisible stalker: HD 8; AC 3; Atk claws 4d4; Spec invisible, surprise 5:6; ML 10; AL N.

Hp 33

220 Junkman Koornay, removing brass ornaments from old house with assistant Ali Kuuth. If spoken to, 01-60 to become nervous, swearing up and down he has a permit, and showing it openly (fake).

221 Leper Kasim Mirza dying in the gutters, whispers for light in his final hour. 01-20 bestows jewelled belt on helping character, 21-40 mutters dark secret.

222 Lepers (1d10), sitting in group and wailing mournfully. 01-20 to offer audience with the Leper Lord, keeper of many secrets, for one gold per leper.

223 Living statues (1d10), seeking victims to crush and kill. 01-50 all have identical faces, and speak as they attack: "Let Kitham Arham's will be done!"

Living statues(1d10): HD 4; AC 2; Atk 2*hits 1d8; Spec immune to cold, fire, mind-affecting, +1 or better to hit; ML 12; AL N.

Hp	20	21	13	23	10	16
	11	12	16	30		

224 Lovers Rodion of Almoor and Helena the Fire-bird embracing in silence; surprised Rodion looks exactly like PC (both are doppelgangers).

Doppelgangers (2): HD 4; AC 4; Atk strangulation 1d12; Spec surprise 1-4, ESP, imitate 90% accuracy, immune to sleep and charm, save as 10th level; ML 6; AL NE.

Hp	24	23
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225 Madman Kutargi-Bhati "the Noose Man" (Assassin 7), catches victims with nooses dropped from rooftop or outcropping, flees through thieves' highway and attics once deed is done.

Kutargi-Bhati: Assassin 7; AC 6 (studded leather, Dex); Atk noose 1d6 or 2*shortbow 1d6; Spec surprise, backstab*3, assassination 0-1 80%, 2-3 75%, 4-5 65%, 6-7 55%, 8-9 40%; PP 50%, OL 42%, FT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%; ML 7; AL CE

Hp	23
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226 Madman Mehtab Shaan (Magic-User 5, dirty rags are *cloak* +2 reduced to +1 effectiveness) begging for blood and bones; using spells to supply 2d8 ghouls in cellar and keep them away from himself.

Mehtab Shaan: Magic-User 5; AC 9 (*cloak* +1); Atk –; ML 6; AL CN.

Spells: 4/2/1; 1: cantrip, detect magic, burning hands, spider climb, sleep; 2: forget, hypnotic pattern, web; 3: hold person, slow.

Hp	14
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227 Madman Rantran the Sackman (Fighter 1), dragging away a struggling child who had not eaten his vegetables.

228 Madman Yassir Yarouk, walks through streets naked as the moon, obviously proud of himself.

229 Magic mouth - fresco of mouth on wall, with barred opening below, speaks 30%: "Who would call on the Prophet of Khitab? Who would give his riches to the deeps, so that it might repay his generosity?" Scheme by crafty illusionist, who regularly empties pit below bars through secret door. Current spoils are 10 sp, 40 gp, gold ring (130 gp), and torn, useless magic scroll amidst all the other garbage.

230 Magic-User Orvas Baddu-Barani Sinnan (Magic-User 7), walking the streets in halo of undying *fire shield*, with a gaze of smouldering fire. Maniacal laughter, looking for test subjects.

Orvas Baddu-Barani Sinnan: Magic-User 7; AC 10; Atk —; Spec immune to fire, reflects 2x physical damage; ML 9; AL LE; 6*gemstone teeth 220 gp ea, *potion of speed*, *crown of hubris* (1200 gp, turns wearer into ruthless megalomaniac).

Spells: 4/3/2/1; 1: burning hands*2, charm person, detect magic, identify, light, magic missile*2; 2: ESP, invisibility, magic mouth, pyrotechnics*2, ray of enfeeblement; 3: hold person, multiplied missiles, protection from normal missiles; 4: [fire shield].

Hp 22

231 Magic-user Thaggak the Malevent (Magic-User 5) riding primordial demon through street. 01-25 not actually in control and shrieking for help.

Thaggak the Malevent: Magic-User 5; AC 10; Atk staff 1d6; ML 6; AL CE; *wand of lightning* (30 charges), pentacle ring 900 gp, yellow ceramic skull, saffron dust 350 gp.

Spells: 4/2/1; 1: cause fear, detect magic, jump, magic missile*2, prot. good; 2: ray of enfeeblement, scare, Tahssa's ltr; 3: gust of wind, fireball.

Hp 13

Primordial demon: HD 7; AC 2; Atk 2*claws 1d10; Spec fire breath 3/day 14 Hp (save ½); immune to mind-affecting and electricity, ½ from fire, acid, MR 40%, +1 or better to hit; ML 9; AL CE.

Hp 31

232 Masked men (2d10), thug equivalent (Fighter 2), standing before back alley entrance and refusing anyone to pass.

233 Masseur Umvum Hakhim offering treatment of steam, leeches and ointments (heals 1d6+1 Hp but 01-05 leech is rot grub).

234 Mercenaries (1d6), veterans (Fighter 3) just off a ship and looking for work. They only speak one known language, money. 01-15 actually foreign spies, 16-30 will waylay and kill employer at opportune moment.

235 Merchant Gnastak Overades (Thief 3, 450 gp bird amulet by neck) seeking certain manuscripts from the Avian Tower, old archives sealed by a previous Overlord. Offers generous payment.

236 Merchant Onesimos Zotikos beckoning passersby to tent to try on his fabulous kaftans and turbans. 01-40 one kaftan contains *scroll of 3 M-U spells* in pocket.

237 Messenger Sanghar desperately seeking men to recover stolen letter, reward of 1d3*50 gp and "owes you one".

238 Metrician Orastes shaving small bits off weights and measures, too distracted by highly illegal task to notice anyone around.

239 Mob (2d4*10) men looting neighbourhood. 01-30 city guards intervene, 31-50 city guards intervene on looters' side.

240 Mob (3d10) seeking kidnappers of child. 01-30 attack PCs, 31-60 attack random NPC.

241 Mob (4d6) lynching thief. 01-25 innocent.

242 Mould: bulbous globules hanging under awning or arch. 01-60 contain valuable airborne poisons or hallucinogenics but burst unless handled expertly.

243 Mourning family (3d10) and city guards (1d4*5, Fighter 2) following litter of aristocrat Kasoxis Verm, forbidden by Overlord to be given a public burial. 01-20 eldest daughter to be buried with him alive.

244 Mummy merchant Yakub Zahoob (Thief 2) transporting his cargo. 01-15 undead mummy rises from slumber.

Mummy: HD 6+3; AC 3; Atk hit 1d12 + rot; Spec fear, mummy rot, +1 to hit, ½ damage from weapons, susceptible to fire; ML 12; AL CE.
Hp 38

245 Nomad chief Gwazir Khan (Fighter 3), drunk on koumiss, stumbles through streets, insulting random strangers. 01-60 followed from discrete distance by 2d10 nomads (Fighter 2), 61-75 of assassination attempt from roof.

Gwazir Khan: Fighter 3; AC (studded leather, Dex); Atk 2*composite longbow 1d6 or shortsword 1d6; ML 9; AL NG, 99 gold tassels on cloak.
Hp 21

246 Nomads (2d10, Fighter 2) and chief Talumek Khan (Fighter 2) returning from bride-taking; Lady Shanzee Didias (Thief 1), 01-40 jubilant to be rid of family, 41-70 struggling in vain, 71-00 too afraid to even make a sign.

247 Officer and retired strategos Lannark Sulm (Fighter 7) beating up street urchins who have disturbed his evening rest. 01-20 wears gladius worth 600 gp, 21-30 opportunistic thief sneaks into unguarded apartment.

Lannark Sulm: Fighter 7; AC 4 (breastplate, shield); Atk gladius 1d6; Con 15; ML 9; AL LN.
Hp 55

248 Official Barbatos (Magic-User 4) and 2d10 slaves inspecting merchandise from public procurement for faults and defects. 01-95 foul play discovered, 96-00 treason as well.

Barbatos: Magic-User 4; AC 8 (*ring* +2); Atk commander's staff 1d6; ML 7; AL N.
Spells: 3/2; 1: detect magic, light, identify, invisible servant, Tensor's fl. disk; 2: continual light, strength.
Hp 13

249 Official Elvialis Wennh, escorted by 1d6 militias (Fighter 1), counting the corners of a building for tax assessment. 01-40 impresses party into task, 41-50 finds secret entrance.

250 Official Tittho Buwes carrying cases of documents to austere home. 01-30 loses random case.

251 Official Wenreith and 1d3 bodyguards (Fighter 3), inquires about PCs' well-being and how they like it in the city. Takes down notes and leaves satisfied.

252 Officials Bonolius Varo and Barbaz Menar, stumbling in drunken haze while discussing reform ideas. 01-30 tax increase, 31-50 deregulation, 51-70 regulation, 71-90 tax cuts, 91-00 state of emergency. They are so smashed they'll listen to any suggestion, 30% probability suggestion will be proclaimed as law of the land within 1d3 days.

253 Oil merchant Kibak Mer, civilised barbarian (Fighter 4), peddling wares in suggestive way, greatly exaggerating amorous effects.

254 Overseer Philon instructing 2d10 slaves and 1d6+2 militias (Fighter 1) in setting up festive lamps and other decorations for aristocratic street extravaganza. 01-40 trays of exotic treats – flamingo tongues, lotus soufflé, etc. – left unattended.

255 Panderer Alrais Astell (Magic-User 2) using *wand of charm* to entice guests into exclusive love den in her ownership.

Alrais Astell: Magic-user 2; AC 10; Atk –; ML 4; AL N; *wand of charm* (x23).

Spells: 2; 1: charm person, enlarge, sleep.

Hp 5

256 Peddler Algron Merth offering range of cosmetics and perfumes from under cloth canopy, 3d6*10 gp total value, *potion of levitation*.

257 Peddler Jamil Qukar (Thief 2), selling uppers, downers, and all the rest, cabinet of drugs to total value of 2d4*100 gp. "Blue-22" (220 gp, 2 doses), acquired from an exclusive source, with unknown effects.



258 Philosopher and noted epicurean Almag the Gastronome (Magic-User 5) followed by 2d10 slaves carrying valuable ingredients from night market. 01-15 tentacles emerge from amphora and begin to choke random slave.

Almag the Gastronome: Magic-User 5; AC 10; Atk staff 1d6; Spec fat and slow; ML 6; AL LN; 400 electrum, 150 gp, scroll of recipes.

Spells: has not used them in a long time, only a single *sleep* left.

Hp 14

Tentacles: HD 4; AC 4 (amphora); Atk tentacle 1d6 plus grab; Spec strangle 2d6/r; ML 9; AL N.

Hp 12

259 Philosopher Garmand the Elder, discussing his abstract teachings with 1d3 students in the calm of the night. 01-00 immediate encounter follows.

260 Phrenologist Sembai Locus (Cleric 3) offering to read character's declinations from cranial shape for 1d10 gp. 01-40 quackery, 41-80 *divination* equivalent (personal fate only), 81-00 character is considered worthy sacrifice to brain-sucker and hypnotised during process.

Sembai Locus: Cleric 3; AC 10; Atk 2*dagger 1d4; ML 7; AL NE; 250 gp, hypnotic perfume*2, acid*3, drills, hooks and saws.

Spells: 2/1; 1: command, detect good; 2: silence 15'.

Hp 5

Brain-sucker: HD 8+4; AC 5; Atk 4*tentacles 2; Spec suck brain 1d4 r, mind blast, mental powers, MR 90%; ML 4; AL LE.

Hp 42

261 Pigs (2d4) gorging themselves on garbage, and the swill of a brewery. Kashuk the Pigherd Boy, 01-30 "speaking with" his late brother Kashmish, eaten by his pigs.

262 Pilgrim Tertius Sevillius reciting words on prayer scroll next to sleeping pack mule. 01-20 – 21-40 calls out to the gods to bless or curse random PC.

263 Poet Erastos (Fighter 1) laying flowers before statue of succubus who has enthralled him. 01-10 statue animates to draw blood and embrace victim, jewellery 2d4*100 gp.

Succubus: HD 6; AC 0; Atk 2*claws 1d3; Spec draining kiss, at will: *ethereal*, *charm person*, *ESP*, *clairaudience*, *suggestion*, *shape change*, *gate* (01-70 type IV, 71-95 type VI, 96-00 lord/prince), +1 or better to hit; ML 8; AL CE.

Hp 36

264 Poison-merchant Mulficar the Venefice (Assassin 5), also acting as agent of secret police, selling his products to appropriately sinister-looking customers. 01-40 poison is ineffective junk if character doesn't look like he knows his stuff.

265 Porters (1d10) carrying foodstuffs for morning market. 01-25 arguing with night watchmen over passage through street.

266 Porters (1d10) carrying fowl being followed by hungry dogs. 01-20 pack grows to 4d6 and attacks in frenzy.

267 Porters (2d10) carrying vats of brined eels, one to four. 01-20 one slips, 21-40 pelted from above by hired thugs.

268 Potters Galzoun and Musbekh firing their kilns for the next day. 01-25 1d4+1 old books among the kindling, 26-00 live goat is burned as good luck sacrifice.

269 Priest Agroth (Cleric 4) inviting passers-by for night prayers, asks for donations. 01-15 participating nets high-ranking contact.

270 Priest Fragord (Cleric 2, currently weak as a child), smokes a hookah in a filthy den, his vestments (350 gp) and holy symbol next to him in the dirt.

271 Priest Parghani (Cleric 8), with flower wreaths around his neck, is preparing before 1d100 awed observers to perform a few final miracles, and then return to the earth like his teachers of old. *Periapt of foul rotting*, successor is the radiantly beautiful Djaliit Irlum (Cleric 2).

Parghani: Cleric 8; AC 10; Atk staff 1d6+1; ML 10; NG; *periapt of foul rotting*.

Spells: 3/3/3/2; 1: bless*2, cure light wounds; 2: augury*2, slow poison; 3: cure blindness, cure disease, remove curse; 4: divination, exorcise.

Hp 24

Djaliit Irlum: Cleric 2; AC 7 (*ring* +3); Atk *staff of temples* 1d6+3; ML 8; AL N; holy symbol 160 gp, the golden mirror of exaltation (530 gp), jade figurine (180 gp), *staff of temples* (27x, can cast augury at 1x, wyvern watch at 2x and protection from evil 10' at 2x).

Spells: 2; 1: command, protection from evil. Single-use: cause disease*2, wind wall, gate, finger of death.

Hp 11

272 Priest Velmulis Thang (Cleric 3) murmurs below ornamental copper lantern hanging from house niche, 2d12 bystanders looking in awe at rainbow light. 01-15 1d12 discorporate, inciting panic.

Velmulis Thang: Cleric 3; AC 5 (chain); Atk heavy iron staff 1d6+1; ML 7; AL N.

Spells: 2/1; 1: protection from evil, sanctuary; 2: chant.

Hp 18

273 Priest Yog the Elder (Cleric 6, walks with a limp), carrying sacrificial lamb towards corner shrine. 01-15 golden wool 1d6*100 gp.

Yog the Elder: Cleric 6; AC 4 (*bracers* AC 4); Atk dagger 1d4; ML 6; CG.

Spells: 3/3/2; 1: bless, cure light wounds, purify food and drink; 2: augury, reversion [keeps foe at bay], spiritual hammer; 3: cure disease, speak with dead.

Hp 29

274 Priest Zotallan Zhubbortan (Cleric 4) and 2d6+2 cultists, looking for flawless human skin (Cha 17+) for their master's altar.

Zhotallan Zhubbortan: Cleric 4; AC 2 (plate, shield); Atk warhammer 1d6+1; ML 7; AL CE.

Spells: 3/2; 1: cause light wounds*2, command; 2: hold person, reversion [keeps foe at bay].

Hp 16

Cultists (2d6+2): HD 2; AC 10; Atk club 1d6 or lasso; ML 10; AL CE.

Hp	5	16	15	13	10	13
	7	9	9	14	10	2
	11	7				

275 Priestess Yliam Radi (Illusionist 2) escorted through streets by 2d8 armed men (thugs, Fighter 2) in black dress and red cowls. To... 01-20 hidden palace, 21-50 temple garden, 51-70 place of subaqueation, 71-90 clandestine lover, 91-00 departing sky-sphere. Taste of bitter metal while group is nearby.

Yliam Radi: Illusionist 2; AC 10; Atk —; ML 5; AL NE; 10 pt, emerald necklace 700 gp.
Spells: 2; 1: audible glamor, hypnosis, ph. force.

276 Priests: Fravarti, wealthy merchant, proclaims the sublime miracle of the resurrection. From behind, 6 clerics (Cleric 3) of Fedafuce follow with collection box, praising the virtues of advance payments for those days when you really need that *raise dead* spell.

Clerics of Fedafuce (6): Cleric 3; AC 8; Atk mace 1d6+1; ML 7; AL N; no spells ready.
Hp 14 11 9 18 17 18

277 Procession of 1d100 ecstatic worshippers of the Kaxian Mysteries led by vestal Eupraxia (Magic-User 7) and 1d10 lictors (Fighter 4), proceeding to open the Mausoleum of the 11th Mystery. Great wooden chest on litter has 300 electrum, 1500 gp, *chainmail* +1, *bracers of defencelessness*. The imminence of a major change hangs in the air.

Eupraxia: Magic-User 7; AC 4 (*bracers* AC 6, *ring* +2); Atk asclepian staff 1d6 + deadly poison; ML 11; AL N; *potion of clairvoyance**2.
Spells: 4/3/2/1; 1: detect magic, magic missile, read magic*2, shield, unseen servant; 2: continual light, detect evil, knock, levitation, pyrotechnics; 3: dispel magic, fireball, prot. evil 10' r, prot. norm. missiles; 4: dig.
Hp 23

278 Procession of 1d100 with torches, in the memory of their benefactor, the great humanist Severus Tarquinius. Whores, gangsters, 2d4*5 city guards, a few artists and officials. 01-30 his surviving debtors celebrate their lessened burden, 31-60 group changes direction and heads over to put beggars' quarter to the torch.

279 Procession of 1d100, 01-20 protest against the mule-cart act, 21-40 for the general public good, 41-60 for urgent whip reform, 61-80 for the freedom of the unjustly persecuted chariot racer Ameer ben Livius, 81-00 just for fun. 2d4*5 guards (Fighter 2) follow, 60% to initiate the usual atrocities.

280 Procession of the goat-cult, 3d10 drunken men in accoutrements of fur and hoof. 01-50 carrying 1d6 giggling prostitutes.

281 Procession of the peacock-worshippers: 6d10 hooded figures and cowled priest Jaggath Wlorm (Cleric 4) on way to pleasure garden; litter bearing peacock idol 1d3*1000 gp, 3*turquoises (300 gp each) on golden offering plate (500 gp).

Jaggath Wlorm: Cleric 4; AC 0 (golden halo); Atk staff 1d6; ML 10; AL LN; mask of the peacock (350 gp), emerald necklace of the peacock (4000 gp).
Spells: 3/2; 1: bless, command, purify food & drink; 2: chant, hold person.
Hp 22

282 Prophet Zaidan Mulx (Illusionist 2), disenchanting with his own teachings and disclaiming them on street corner. 01-20 rushed by own disciples to silence him, 21-40 2d10 onlookers wail and tear own clothes.

Zaidan Mulx: Illusionist 2; AC 10; Atk staff 1d6; ML 6; AL NE.
Spells: 2; 1: dancing lights, detect illusion, detect invisibility, ph. force, wall of fog.
Hp 8



283 **Prophet** Zetho Fum wailing from dry cistern where he was left by urchin band; can heal wounds and remove/bestow curses.

284 **Prostitute** Dulcinea stalked by jealous merchant client Vonith Dohr (Fighter 7), will attack anyone soliciting her. 01-25 demonic possession shows through hysterical demeanour.

Vonith Dohr: Fighter 7; AC 3 (banded mail, shield); Atk military pick 1d6+1; ML 9; AL CN.
Hp 42

285 **Prostitute** Licienna, in company of 1d12 fawning admirers. 01-30 mocks PC's masculinity.

286 **Prostitute** Lupacula, formerly virginal amazon princess with sad life story, 01-100 made up.

287 **Prostitute** Shrit (Thief 4), pretending to be wealthy thrill-seeker, and robbing clients at the right moment. 3d6*10 gp jewelry, perfumes.

288 **Prostitute** Syntyche sipping a slender cup of spirits off the job. 01-25 flicks forked tongue or scaly skin on shoulder is spotted.

289 **Quarrel** from second-story window. 01-20 wife, 21-40 husband, 41-60 clay pot, 61-80 random valuable, 81-90 cat, 91-00 naked lover is thrown out of window.

290 **Rat catcher** Udo's modest shack, with today's haul, a rat king (swarm of several rats stuck together by tangled tails and dried sewage) hanging from a nail. 01-50 swarm speaks in sibilant tones, promising wealth and power for slaying Udo and setting it free.

Rat king: HD 4; AC 7; Atk bites 2d4; Spec *hypnotism* 3/day; ML 5; AL CE.
Hp 16

291 **Rats**, fleeing from the cellar of a house, to collapse within 1d12 hours.

292 **Rats**: 2d4*5 giant rats climbing up wall and disappearing through dark window. 01-40 muffled screams from within.

293 **Rats**: 2d4*5 giant rats eagerly licking milk from smashed up dairy store while owner Caius Secundus Maro watches helplessly from between two hired thugs (Fighter 2) who were ordered to do the job.

294 **Rats**: rat swarm from canal opening to sounds of wild piping.

295 **Rats**: 2d4 rat swarms besieging residence of magician Rufil Mirza (Magic-User 5), will soon break through glass windows unless stopped. 01-40 failed conjuration, 41-80 rival's weird, 81-00 Overlord's assassination order.

Rufil Mirza: Magic-User 5; AC 10; Atk 2*dagger 1d4+1; Str 16; ML 6; AL LG; *potion of longevity*. Spells: 4/2/1; 1: detect magic, light, magic missile, read magic, sleep, ventriloquism; 2: forget, knock, mirror image; 3: clairvoyance, feign death.
Hp 15

296 **Revellers**, 3d6 young men and women in an inebriated state. 01-20 hurl insults at party, 21-40 ask PCs to join, 41-50 dragging unwilling participants.

297 **Robber**: Oltremor the Barbarian (Fighter 8), robs his victims all on his own, and the six slaves are only there to cart off the swag. 120 gp, a cartload of cloth, decorative sword (*scimitar* +1).

Oltremor the Barbarian: Fighter 8; AC 6 (chain shirt); Atk two-handed sword 1d10+3; Spec +1 to all saves; Str 18/43, Con 15; ML 9; AL N; *ring of healing* (23 charges, 1d6 Hp/charge).
Hp 56

298 **Robbers (2d6+2)**, swarthy, bearded fellows (mob, Fighter 1) with 1d3+1 guard dogs. These uncouth fellows are 50% to let loose their dogs even if they are paid.

299 **Robbers** Hablon (Fighter 3) and 2d8 followers (mob, Fighter 1), have had ill luck for a long time, ready to give up the business if they can't pull a job tonight.

300 **Robbers** Quintulus the Gladiator (Fighter 2) and Losos the Charioteer (Fighter 2), long fallen out of favour, discussing best ways to rob their victims. 01-30 Losos is visited by 1d6 old fans to pay their respects to their unjustly neglected hero.

301 **Robbers** Sigurd Vlex (bowman, Fighter 2) and 2d10 robbers (Fighter 2), spoils 300 gp and 240 gp drinking horn. Half are heavily wounded, binding wounds or deadening the pain with alcohol, but still in high spirits. 01-70 pick quarrel with company.

302 **Robbers** Talum Khan (Thief 2) and 2d6 followers (Fighter 1), relieving tied captives of their valuables. 01-50 cry for help.

303 **Robbers** Vaikonnis (Fighter 4) and 2d8 robbers, escorting cart of stolen alcohol. 01-20 already drunk, 21-40 sale attempt, 41-80 fence approaches, 81-00 barrel rolls off cart and breaks – surely, the characters are to blame!

304 Robbers: Sigurd the Stave (Fighter 2) and 2d6 Northman berserkers (Fighter 2), their ship in port, trying to earn a little extra on shore leave. They don't know the city, and multiple local gangs would like to see them gone. 5 electrum ingots (50 gp each), decorative drum (10 gp).

305 Robbers: Alexandros (Fighter 2) and 1d10 companions, former city guards (Fighter 2) still on good terms with their former comrades – 70% to get away with anything “for old times’ sake”.

306 Robbers: Elsyon the urchin (Fighter 1) and 2d8 companions (1 HD), all armed with clubs. They are collecting money for real weapons so they can grow up and become real criminals!

307 Robbers: Granto Gygas (Fighter 6), greying mercenary, and 1d6+1 veteran companions (Fighter 3), supplementing their pension with a little extra. They own a small villa outside the city, and have currently looted 480 gp of valuables.

Granto Gygas: Fighter 6; AC 4 (chain, shield); Atk bastard sword 2d4 or javelins 1d6 (x6); ML 9; AL N; alarm horn, bottle of drink (he knows his stuff!).
Hp 31

Grognards (1d6+1): Fighter 3; AC 5 (chain); Atk glaive-guisarme 2d4 or shortsword 1d6; ML 8; AL N.
Hp 13 18 22 13 14 19

308 Robbers: Quanzar the Minstrel (Fighter 2, bowman) and 2d8 desert nomads (Fighter 2). Quanzar plays his lute in a side alley, and his men block the way when they spot a victim. Temporary lair in commandeered pottery store, loot is 150 sp, 85 gp, stuffed crocodile with amber eyes, six vials of perfume, pair of gaudy slippers (110 gp).

309 Robbers: Shamur the King of the Streets (thug, Fighter 2) and 1d10 more thugs disciplining watermelon merchant who did not pay the protection money. Seeing the characters, 01-60 greet them jovially, 61-90 cry out "The watch!", and run for it.

310 Robbers: Talborthan the Nomad (Fighter 3), former watch officer, and 3d6 riff-raff (Fighter 1), hanging kicking and screaming beggar who would not report to them. They are so preoccupied by the fun that nobody watches the sack of valuables (180 sp, 80 gp, 2d6*100 gp objects).

311 Robbers: Telquanar the Pirate (Fighter 4, balm against skin disease) and 8 pirates (Fighter 2); four throw a weighted net from above, the rest grab the goods and run.

312 Robbers: Yusuf Muraad Khusi (Illusionist 4) and 2d6 robbers (Fighter 2); the hunchbacked Yusuf, hiding in a curtained hiding place, creates the illusion of several more companions surrounding locale; if needed, covers companions' escape with spell scroll.

Yusuf Muraad Khusi: Illusionist 4; AC 12 (hunchback); Atk 2*dagger 1d4-1 + poison (0/15 Hp); ML 5; AL NE; *scroll (hallucinatory terrain*2, sp. force*2)*.
Spells: 3/2; 1: audible glamor, ph. force, wall of fog; 2: hypnotic pattern, ventriloquism*2.
Hp 8

313 **Rug merchant** Tarquis looking nervously from half-closed store. Waiting for... 01-20 extortionists, 21-40 stolen goods, 41-60 exquisite rug from dream-world.

314 **Sacks (1d6)** in random nook, message: *"I have brought your advance, and the next installment will arrive in due time"*. Sacks contain heavy chains.

315 **Sacks (1d6)** in shadowy corner contain neatly severed cat heads sorted by size and type.

316 **Secret agent** Aristo (Thief 4) depositing scroll in wall niche with list of names for proscription. 01-30 location is watched by 1d10 city guards (Fighter 2).

317 **Sedan chair** with grotesque carvings litter lies abandoned and overturned in the street; signs of recent struggle.

318 **Senator** Grastus (Fighter 3) with escort of 1d10 lictors (Fighter 4), carrying scrolls with state secrets, concerning... 01-25 proscription list, 26-50 military manoeuvres, 51-75 pretender to throne, 76-85 doppelganger infiltration, 86-95 false-flag attack, 96-00 vampire conspiracy. Extremely paranoid.

319 **Servant** Alkhoun selling master's gold jewelry from vacant merchant's stall. 01-15 distinct marks, 16-00 fake.

320 **Servant** Idamar (Fighter 3, chainmail) dragging body of drunk master Eilon. 01-20 mugging attempt, 21-40 mistaken for mugger.

321 **Servants** Omarthane, Omnikrates and Wenth swapping vile rumours about employers.

322 **Shadow** form of Princess Yisia walking alleys to explore the city with this magical spell; one hit dissipates and wounds real princess. 01-25 1d6 undead shadows.

323 **Shadows (1d12)** dancing around broken stump of a statue. 01-60 necromancer Yallith Thoon (Illusionist 4), looks on from safe distance to learn their purpose; 40% mesmerises weak-looking group to see how they react to an attack.

Yallith Thoon: Illusionist 4; AC 10; Atk 2*daggers 1d4 + poison (0/15 Hp); ML 7; AL LE; bag of rat skulls, unholy water*2, poison (hallucinative).

Spells: 3/2; 1: detect illusion, hypnosis*2, light, ph. force; 2: fog cloud (used to disperse poison!), invisibility.

Hp 9

324 **Shadows (1d12)** in procession through streets. 01-50 leader casts *hypnosis* on random PC to join their company.

325 **Shoe merchant** Wolthinia selling decorative slippers for 2d10 gp each. Son Ag-nax, Fighter 3 (Str 18/00) always nearby to make sure the customers don't diss either Wolthinia or her handmade merchandise.

326 **Sick man** Olam Gan, wandering in fever, oblivious to his physical surroundings – *"all burns like coals", "the metals... the metals! the hue!"* – suffers from synesthesia, feels sounds as heat.

327 **Slanderer** Radulus (Thief 3), offers to spread slander about selected person or group, 1d6*10 gp. 01-60 starts to spread slander about company whether hired or not.



328 Slave hunchbacks Gosso and Oongla (Fighter 3, warhamers) transporting crates of pressed giant rat pulp to oil brewery. These brutes are very cowardly despite tough demeanour.

329 Slaves (1d10) in simple tunics, trying to drag improbably large amphora to their master's dwelling. 01-40 they dare not talk to anyone.

330 Slaves (1d10), sleeping in the open entrance of their master's house, having been ordered outside while a secret meeting takes place within. 01-40 to ignore anyone entering, 41-80 to offer a fair warning.

331 Slaves (1d6+1) plotting escape while returning from night market. 01-60 realise characters are aware of their conversation.

332 Slaves (2d10) and 1d6 militias (Fighter 1) working on clearing rubble from collapsed house; official Thydon compiling tally of the dead and damages.

333 Slaves (2d10) and 6 guards (Fighter 3), carrying Lord Dak on a sedan chair for his daily sightseeing. The lord has been dead for a while, but since he has not given any orders to the contrary, they keep with his daily routine. 3d6*100 gp in jewelry.

334 Slaves (2d10) escorted to barracks on a leash by 5 guards (Fighter 2). 01-20 one cries out, accusing PC of being an escapee.

335 Slaves (2d10) removing plague victims from nearby house, overseer Bendo the Bent. 01-60 2d3*100 gp worth of looted valuables recovered.

336 Slaves (3d6), robber equivalent (Fighter 2), looking for strangers to waylay for cannibalistic feast. 01-20 under magical hypnosis, acting strangely.

337 Slaves, 1d6+1 miserable, chained men in loinclothes, tied here for the night for doing shoddy work. Terrified of the consequences of escaping, but not too happy of returning to their master either – beg passersby to purchase them. 01-80 they are indeed lazy scoundrels.

338 **Smoke** flows down from chimney pots and gathers in the street, strong smell of coal.

339 **Snake-headed woman:** Rufelza, veiled dancing girl, carrying water from well to exclusive love nest frequented by degenerates who are into the dangerous stuff. Sisters Tharza, Rhen and Liannar, 2d4*200 gp worth of carpets and decorative items, *chain* +2.

Snake-headed women (4): HD 3; AC 4; Atk bite 1d6 + poison (1 r, 0/35 Hp); Spec *charm person* 1/days, immune to same; ML 7; AL CE.

Hp 11 10 11 16

340 **Snake-worshipper** Salundus invites party to brotherhood meeting. 01-30 trap, 31-60 work offer, 61-80 recruitment attempt, 81-00 good, harmless fun at snake orgy.

341 **Spectre** Taulan the Dream-bringer, 2d4 giant moths fluttering around him, spreading dream dust. He is looking for one of his lost dreams in the city streets, and nothing else will occupy his attention for long.

Taulan the Dream-Bringer, Spectre: HD 6; AC 2; Atk touch 1d8+drain; Spec energy drain, +1 or better to hit, immune to mind-affecting & cold; ML 8; AL LE.

Hp 27

Giant moths (2d4): HD 2; AC 8; Atk tongue 1d4 + poison (1d4+1 r, 0/15 Hp); Spec narcoleptic pollen 3/day (save or sleep), immune to mind-affecting; ML 6; AL N.

Hp 8 11 5 5 8 3
9 7

342 **Spilled oil** in great pools next to... 01-40 wrecked store, 41-80 defiled shrine, 81-00 upturned cart. 20% of spark and flame.

343 **Spirit** speaking from old statue calling for uncovering of secret mass grave created by old sin; will lead to undead invasion.

344 **Spy** and secret police member Salbum Mirza (*Assassin 7, dagger of venom*) preparing long list of infringements in secluded spot. Unruly PCs have 80% of getting on it for high treason; courteous have 20% of offer to include selected persons with price based on social standing.

Salbum Mirza: Assassin 7; AC 6 (leather, Dex); Atk 2*dagger of venom hidden in turban 1d4 + poison; Spec surprise, backstab*3, assassination 0-1 80%, 2-3 75%, 4-5 65%, 6-7 55%, 8-9 40%; PP 50%, OL 42%, FT 40%, MS 40%, HS 31%, HN 20%, CW 90%, RL 25%; Dex 16; ML 9; AL LE; 250 electrum, *diamond ring* (600 gp, *N's magical aura*).

Hp 23

345 **Spy** Ummil tal Apsis (Thief 4) discussing state secrets with palace official Lekh Singh (Magic-User 5). 01-50 suspect characters of eavesdropping.

Ummil tal Apsis: Thief 4; AC 6 (leather); Atk scimitar 1d8; Spec Spec backstab*2, PP 45%, OL 42%, FT 35%, MS 33%, HS 25%, HN 15%, CW 88%; Dex 16; ML 6; AL LN; 150 gp, 30 pt.

Hp 10

Lekh Singh: Magic-User 5; AC 6; Atk 2*dagger 1d4; Dex 18; ML 7; AL NG; splendid turban (200 gp), palace entry permit (blank), arrest order (blank), signet ring 100 gp.

Spells: 4/2/1; 1: dancing lights, detect magic, enlarge, shield, unseen servant; 2: invisibility, knock, strength, wizard lock; 3: dispel magic, lightning bolt.

Hp 14

346 Statue: antique falls from top of house, save vs. petrification or take 3d8 points. 01-50 failed assassination attempt, 51-80 malicious prank, 81-00 statue emits shrieking laugh and flies away as gargoyle. Gemstone eyes 2*150 gp.

Gargoyle: HD 4+4; AC 5; Atk 2*claws 1d3 and gore 1d6 and bite 1d4; Spec +1 or better to hit; ML 6; AL CE.
Hp 19

347 Statues left under an overhang in various stages of completion; all horribly disfigured.

348 Stonecarver Yehelleth Gloor working feverishly to restore failed masterpiece already installed. 01-30 arrested for vandalism, 31-60 cries '*Unclean! Unclean!*' as he flees into darkened streets.

349 Strongman Bubbuth Gol (Fighter 3, Str 18/10) challenges passersby to contest of strength; pays 2:1 in fake coins. Also sells strength-developing tonics and toning ointments, 5 gp per dose. 01-25 character catches glimpse of scorpion amulet around neck.

Bubbuth Gol: Fighter 3; AC 7 (studded leather); Atk wrassling 1d6+3 or hand axe 1d6+3; Str 18/10; ML 7; AL CE.
Hp 18

350 Swindler Markession (Fighter 6) and 2d8 pirates (Fighter 2) in stolen guard uniform collecting tithes for passage through street gate. Prior garrison clubbed or drugged. 01-20 those who pay tithe will be charged with financing crime a few days later by angered authorities.

Markession: Fighter 6; AC 4 (chain, shield); Atk scimitar 1d8+1 or 2*daggers 1d4+1; ML 7; AL N; skeleton key (1:3 to fit any common lock), mouth-harp, pipe, opium*5.
Hp 24

351 Tax collector Hirudo Officinalis in company of 3d10 city guards (Fighter 2) halting random passersby for surprise audit. 01-80 singles out player character, 101% to find something dire.

352 Thief Ali Hennari (Thief 2), sitting cross-legged on stolen silk bales, waiting for his partner who will never come. If approached, 01-20 weeps hysterically, 21-40 cries out in defence of "his property", 41-60 attacks in blind rage.

353 Thief Khosatra Dhevi (Thief 4, 2*pearl chains 240 gp, golden candlestick 150 gp, gem box 450 gp), fleeing swiftly from pursuers. 01-30 pretends to be innocent victim, 31-60 throws purse to company to distract or hold back pursuers (1d10 gp + 1d6*10 cp).

354 Thief Kusai Khan (Thief 7) mistakenly descends from rooftop in front of party with stuffed bag of swag. 01-30 offers bribe for silence, 31-00 runs like hell.

Kusai Khan: Thief 7; AC 8 (leather); Atk shortsword 1d6 or crossbow 1d8; Spec backstab*3, PP 60%, OL 52%, FT 50%, MS 55%, HS 43%, HN 25%, CW 94%, RL 35%; ML 7; AL CN; 180 gp, *potion of speed*.
Hp 28

355 Thief Shamir the Tiger (Thief 3) dragging clubbed victim into back alley. 50 gp and gem bracers 500 gp.

Shamir the Tiger: Thief 3; AC 6 (leather, Dex); Atk club 1d6; Spec backstab*2, PP 40%, OL 38%, FT 30%, MS 27%, HS 20%, HN 15%, CW 87%; Dex 16; ML 7; AL LE; climbing hooks.
Hp 9

356 **Thief** Smardis (Thief 4, deep blue turban, 4*opium), smoking a hookah and offering empty tower apartment for sale at 140 gp. 01-40 not his, 41-60 obstinate tenants, 61-70 dark secret, 71-80 monsters inhabit the two stories below.

357 **Thief:** torches illuminate hanging cage of Melzak the Mouth (Thief 4, Hp 2), repentant thief returned to guild by corrupt guards, and now close to death. 01-40 knows way to guildmaster's secret love-den.

358 **Thieves** Babbu Ketha (Fighter 3) and Ugguth Bisma (Thief 3) casing wealthy home when party disturbs them. 01-40 patrol arrives and 20% of mistaken identity.

Babbu Ketha: Fighter 3; AC 7 (leather, shield); Atk longsword 1d8 or 2*shortbow 1d6; ML 8; AL N; *potion of levitation*.

Hp 21

Ugguth Bisma: Thief 3; AC 9 (Dex); Atk longsword 1d8; Spec backstab*2, PP 40%, OL 33%, FT 30%, MS 27%, HS 20%, HN 15%, CW 87%; ML 7; AL NG; coil of cat's hair rope, oil*5.

Hp 12

359 **Thieves** Kathuris Khan (Thief 1), Mandai the Nose (Assassin 4) and Isam Thag (Assassin 2) dividing stolen bejewelled goblet (300 gp) with hammer and chisel in niche apartment; everything audible through copper grille window.

Kathuris Khan: Thief 1; AC 10; Atk shortsword 1d6; Spec backstab*2, PP 30%, OL 25%, FT 20%, MS 15%, HS 10%, HN 10%, CW 85%; ML 6; AL CE.

Hp 3

Mandai the Nose: Assassin 4; AC 4 (leather, Dex); Atk shortsword 1d6 or noose 1d6; Spec surprise, backstab *2, assassination 0-1 65%, 2-3 60%, 4-5 50%, 6-7 40%, 8-9 25%, PP 45%, OL 43%, FT 30%, MS 31%, HS 25%, HN 10%, CW 86%; Dex 18; ML 9; AL CN; cat key.

Hp 14

Isam Thag: Assassin 2; AC 8 (leather); Atk shortsword 1d6; Spec surprise, backstab *2, assassination 0-1 55%, 2-3 50%, 4-5 40%, 6-7 35%, 8-9 15%; ML 7; AL CE; *potion of speed*.

Hp 8



360 Thugs (1d6, Fighter 2) in unconscious pile, left here on a dung heap by rival gang after a thorough beating.

361 Thugs (2d8) hanging by the neck in a neat row in side street. 01-40 proclamation of crimes affixed, 41-80 purse of 30 sp stuffed into each mouth, 81-00 lewd game gone bad.

362 Thugs (2d8, Fighter 2) beating old woman. 01-20 offer characters 3d6*10 gp for silence.

363 Thugs (2d8, Fighter 2) in brawl with 2d10 city guards (Fighter 2) over right of passage through narrow gate. 01-60 brawl turns violent and weapons are drawn.

364 Thugs (2d8, Fighter 2) looking for a shakedown. 01-80 avoid powerful-looking groups.

365 Thugs (2d8, Fighter 2) roughing up 1d10 urchins for infringing on their territory.

366 Thugs (2d8, Fighter 2) swapping sordid tales by firelight. 01-60 invite tough-looking group, may know of odd jobs.

367 Thugs, 1d8 muscled fellows (Ftr 2) in leather pants and naked from the waist up, makeshift wrestling match between two gangs. 4d10 sightseers, 1d3 pickpockets, flute players. The grand prize is... 01-40 a beautiful golden jug (360 gp), 41-80 a beautiful dancing girl, 81-00 the leadership of the now united gang.

368 Traveller Quabral the Firm (Fighter 3) and his horse, has been looking for safe lodgings for half a day, but has only found suspicious places so far. 01-50 asks for directions, 51-70 warns characters not to approach, 71-90 heavily wounded (25% Hp).

Quabral the Firm: Fighter 3; AC 5 (scale mail, shield); Atk *scimitar* +1 1d8+2 or 2*longbow 1d6; Str 17; 15 gp, gilded shield (110 gp), 9*arrows+2.
Hp 22

369 Undertaker Aberan and his apprentice Mug the Muted loading bags full of bones and dry skin on their cart. 01-20 sibilant piping from bag.

370 Urchins (2d8) beating up ragged old man Murad the Catch (Thief 3), who had previously employed them as pickpockets and petty robbers.

Murad the Catch: Thief 3; AC 12 (crutches); Atk crutch 1d4; ML 5; AL CN.
Hp 10

371 Urchins (2d8) carrying bones and gristle in cart for soap-maker.

372 Urchins (2d8), throwing stones at window shutters of... 01-40 old man, 41-80 young maiden, 81-00 petty bureaucrat. 50% acting on a commission.

373 Urchins (2d8), tormenting tied donkey.

374 Vampire alchemist Abu Kasim stalks through street. 1d6 potions. 01-25 carries limp body of maiden, 26-50 offers party's life if he can suck some blood from random PC. Disturbingly influential at Overlord's court.

Abu Kasim: HD 8+3; AC 2; Atk claws 1d6+4 + drain; Spec drain, regenerate 3 Hp/r, *gaseous form* or change into bat at will, *charm* gaze, summon 10d10 rats or bats, +1 or better to hit, immune to sleep, charm, hold; Str 18/76; ML 10; AL CE; 4000 gp ruby locket.

Hp 35

375 Victim Parvus, robbed and beaten, staggers in confusion.

393 Warrior woman Algordis (Fighter 3) discussing heist with comrades Ollandra (Fighter 1) and Lady Ilwaz (Fighter 3). 01-50 already undertaken, 51-75 this is the night!, 76-00 still in a planning phase.

Algordis: Fighter 3; AC 9 (Dex); Atk club 1d6; Dex 15; ML 8; AL N; pearl necklace (60 gp).

Hp 21

Ollandra: Fighter 1; AC 10; Atk 4*dagger 1d4; ML 8; AL CE; perfumes*3.

Hp 8

Lady Ilwaz: Fighter 3; AC 10; Atk *longsword* +2; ML 9; AL LN; *potion of giant strength*.

Hp 24

376 Watchman Amax (Fighter 2, banded mail), his armour worn and old, stands watch with guard dog. He is guarding a curio store, but he is a talkative sort, and always happy to spin wild tales of the wonders he is protecting. 01-60 he would join a break-in.

377 Watchman Fladus Fum (Fighter 1), young lad, standing proudly before grimy smugglers' depot, gold medal (4 gp) on his breast. Still believes in what he's doing, cheerfully calls out everyone not to dare try a break-in.

378 Watchman Morthanac (Fighter 1) by a back entrance, "debating" with a carved ornament in his boredom. Happy to speak to anyone else, knows a thing or two, and has good wine.

379 Watchman Palidor the Nomad (Fighter 3), once an infamous barbarian, now an aging opportunist with a beer gut and a bad back. 01-40 he has never seen anyone leave through the door he is guarding.

Palidor the Nomad: Fighter 3; AC 6 (studded leather, shield); Atk spear 1d6; ML 7; AL N; *ram's head amulet* (offers 4**augury*).

Hp 22

380 Watchmen Ali Madoor (Fighter 2) and Borlag Northorg (Fighter 3), sitting on top of a pile of barrels, and berating security system of the storehouse they are guarding.

381 Watchmen Torris Wer and Yusuf Wer (desert nomad Fighter 2), identical clothing and weapons – they are half-brothers, guarding a thick grille sunk into the ground. Call characters' attention to 1d2 nearby encounters. No idea what lies below grille.

382 Water-seller Feldon leading donkey cart with jugs through dark street, doggedly avoids conversation. 01-60 coming from cult gathering with two jugs filled with bloody clothing, 61-00 going to cult gathering with one jug filled with opium wine.

383 Water-seller Licinius dragging dead mule into rival's source in closed-off courtyard. Offers an impressive bribe (1d3*100 gp) for party's silence over this heinous crime if interrupted and questioned.

384 Wererats (2d4), carrying diseased rags in enormous bundles, and scattering them everywhere.

Wererats (2d4): HD 3+1; AC 6; Atk longsword 1d8; Spec surprise 4:6, lycanthropy, summon 2d6 giant rats, silver or +1 to hit; ML 5; AL LE.

Hp	9	11	10	21	17	9
	16	19				

385 Widow Illistran asking party Cleric (or well-dressed PC) to bless dead husband for 1d10 gp. 01-10 will actually offer 1d100 electrum (her former dowry) in gratitude.

386 Widower Skakarzek Mons, suffering the dementia of old age, stumbles door to door, beating each with staff and begging for admittance in desperate search for his home.

387 Wight Kathurios in burial shroud and 600 gp crown, wielding *cursed sword* +3 leading army of 6d10 skeletons to sealed ossuary to raise the dead and overthrow the Overlord. Cites failure to protect mausoleum from looters as cause of haunting.

Kathurios: HD 4+3; AC 0 (chainmail); Atk *cursed sword* +3 1d10+3 or claws 1d6 + drain; Spec drain, silver or magic to hit; ML 9; AL LE.

Hp 20

Skeletons (6d10): HD 1; AC 7; Atk spears 1d6; Spec ½ from sharp/edged; ML 8; AL N.

Hp	2	5	4	3	5	6
	6	3	1	2	3	3
	3	2	3	6	1	2
	3	3	4	6	6	4
	1	4	6	8	2	2
	8	5	4	6	3	5
	1	5	7	5	8	8
	5	8	7	1	8	7
	5	1	1	3	6	8
	1	5	3	7	8	1

388 Wight, hooded figure on long chain. It has crawled forth from an underground recess to drag back a victim... will pursue while chain allows.

Wight: HD 4+3; AC 5; Atk claws 1d6 + drain; Spec drain, silver or +1 to hit; ML 7; AL LE.

Hp 22

389 Wights (2d6) stalking through streets towards their sinister goal. 01-20 willing to make a small detour for PCs or other victims.

Wights (2d6): HD 4+3; AC 5; Atk claws 1d6 + drain; Spec drain, silver or +1 to hit; ML 7; AL LE.

Hp	23	16	22	24	24	19
	19	24	23	19	19	21

390 Wine seller Agramenes watering up a vat of his finest in half-closed shop; actually an improvement.

391 Wine seller Toghral selling hyacinth-flavoured drink for 5 gp a cup, a crowd favourite (heals 1d3 Hp but save vs. magic or become addicted).

392 Witch Tethys the Sea-maiden (Magic-User 3, Cha 4) pushes cart with jars of dead man's fat; insults bring forth 3d10 killer frog followers.

Tethys the Sea-Maiden: Magic-User 3; AC 10; Atk *staff of many warts* 1d6+1 (slimed on max damage, 19x); Cha 4; ML 7; AL CE.

Spells: 2/1; 1: cause fear, dancing lights, detect magic, spider climb; 2: stinking cloud.

Hp 12

Killer frogs (3d10): HD 1+4; AC 8; Atk 2*claws 1d2 and bite 1d4+1; Spec hop-attack +2; ML 5; AL N.

Hp	11	9	5	12	10	11
	5	5	6	12	11	8
	11	8	10	12	12	7
	10	10	9	7	10	11
	8	11	9	6	5	10

394 Workman Ormak and 1d10 apprentices returning from aqueduct repairs, discussing the next day's tasks. 01-25 one mentions walled-up entrance in guarded terminus.

395 Workmen (2d10) sleeping rough on construction project, overseer Nabzan discussing tomorrow's tasks with hooded man. 01-30 topic drifts to sabotage, 31-50 to protection money.

396 Workmen (2d10), placing torches and brands by street to prepare for procession. 01-20 1d4*5 city guards follow, 21-40 2d6+2 robbers, 41-60 gawkers start to gather.

397 Workmen (2d10), sleeping in the street and very suspicious of passersby. They are strangers to the city, and are working on a confidential project, to which they are escorted under blindfolds.

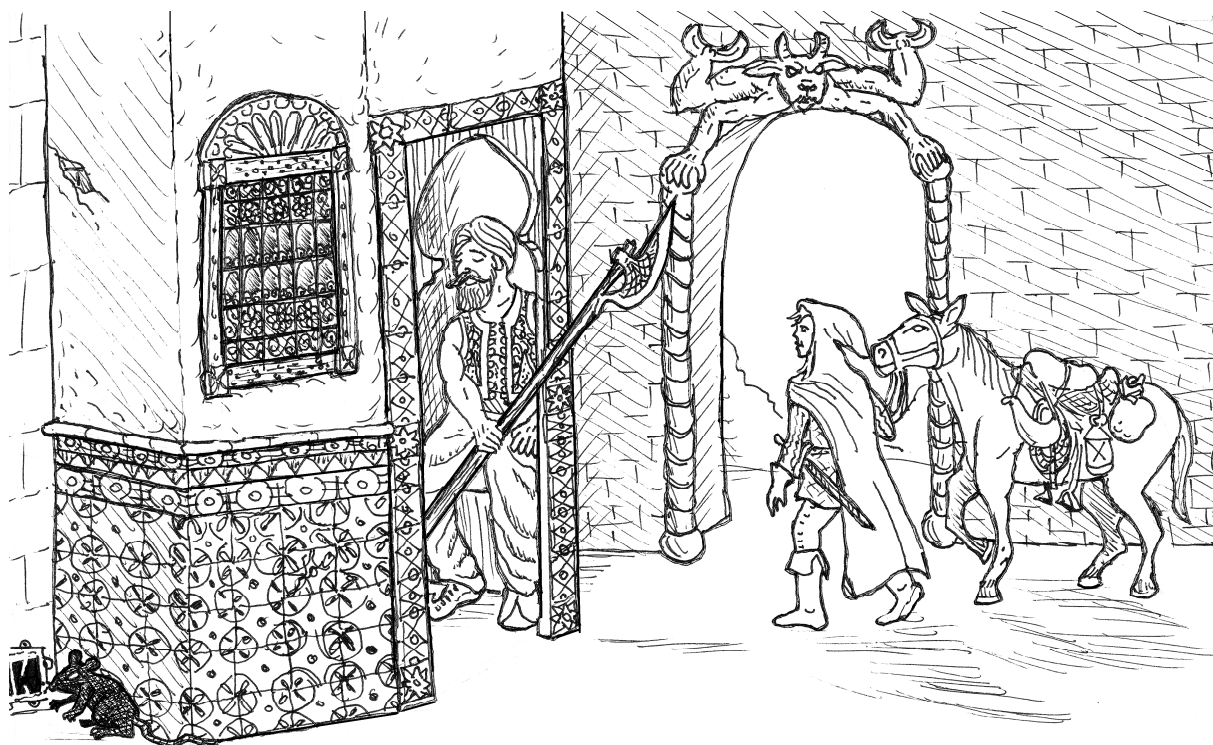
398 Workmen (3d10) under overseer Ganth Joban (Thief 2, jewel-belt 450 gp) repairing gaps among cobblestones and mortar in walls in anticipation of tomorrow's official visit. 01-20 impressed to help, 21-40 offer of recompense for extra workers acquired by any means.

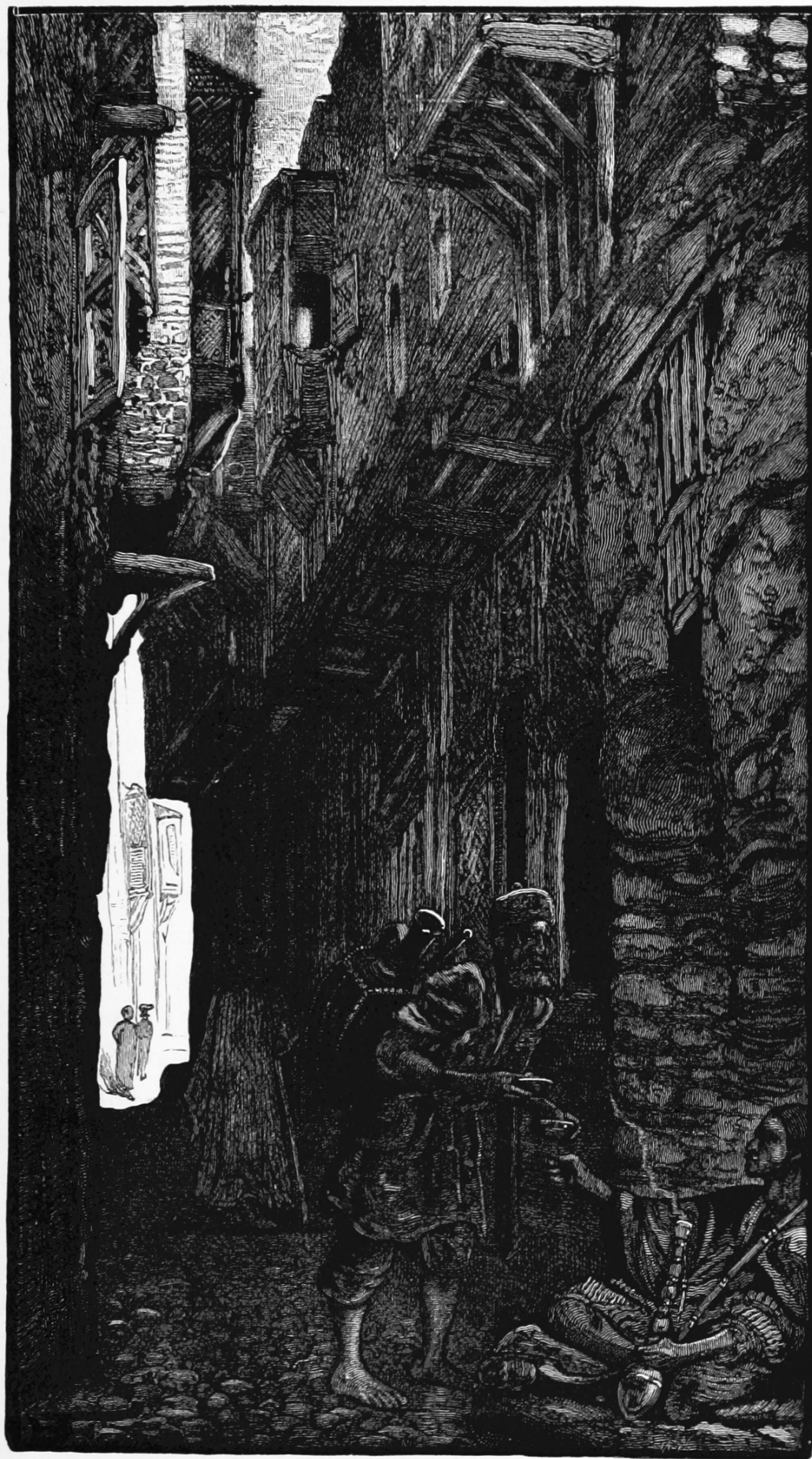
399 Zombies (3d8) guarding street, raised by fleeing Ralliborn (Magic-User 6) to cover his tracks.

Ralliborn: Magic-User 6; AC 10; Atk pouch of "mummy's breath" (1d3 r, 0/25 Hp + mummy rot); ML 6; AL NG; *ring of the dead* (*animate dead*, 22x).

Spells: 4/2/2; 1: charm person, detect magic, identify, light, magic missile, sleep, spider climb; 2: darkness 15' r, levitation, mirror image, shatter; 3: dispel magic, slow, suggestion.

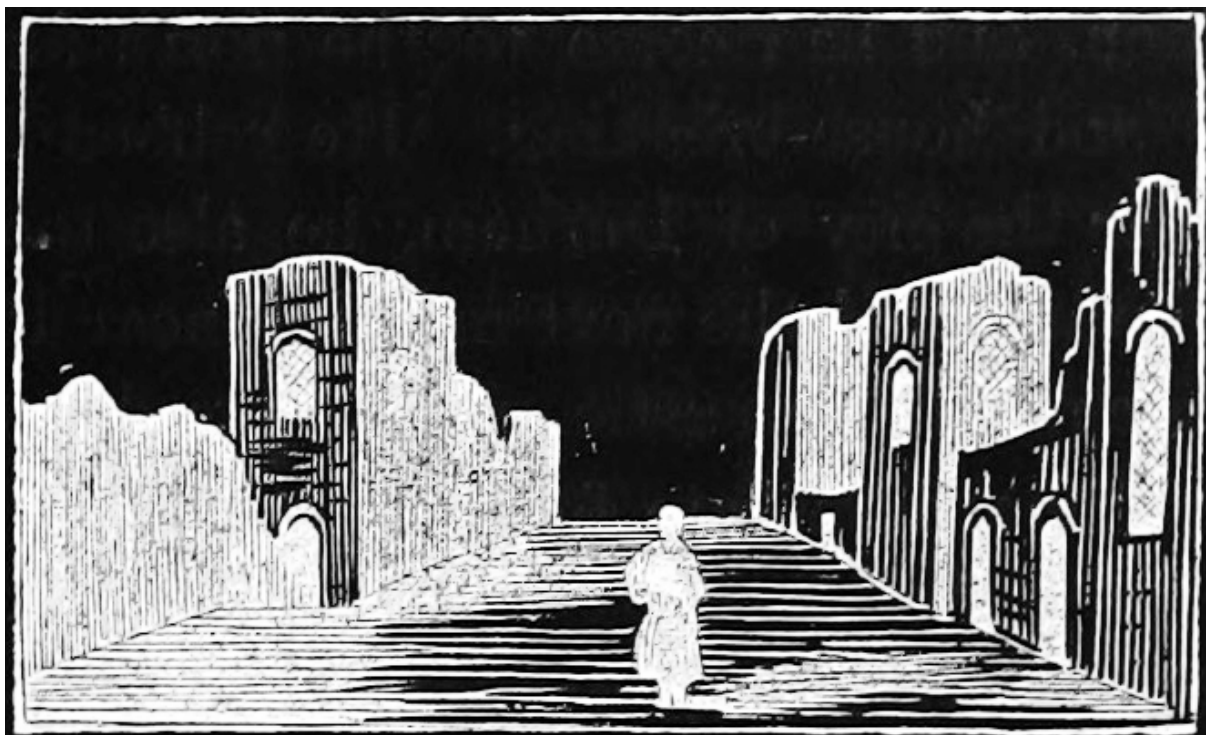
Hp 18





LOCAL COLOUR

1. A beckoning hand has been painted on the wall of narrow alleyway.
2. Abundant berries and fat gourds grow from vines in back street. A single, vivid red flower can be seen high on one of the stalks.
3. Arrow in charcoal points at cellar entrance with dead rat hanging on hook next to it.
4. Badly beaten man tries to stand up. Too scared to speak about perpetrators.
5. Barefoot stranger laments theft of fine boots, offers reward for a new pair (paid "tomorrow").
6. Barrels packed with seaweed have been left to ferment in side alley. Some have ruptured, and are crawling with flies.
7. Beggar explains to companion about "blind" windows which never open, citing 1d6 examples.
8. Beggars are sleeping off the effects of soporific glasses with 1d6 discarded glass tubes.
9. Beggars' chalk marks on walls warn of "Master of Beatings".
10. Bells jingle and doves flutter in small aviary.
11. Boy produces live spider from mouth, offers to tell meaning for 5 gp. Can produce 1d12 more.
12. Brackish water swirls in tub half covered with dirty tarp.
13. Brass case left behind judge's statue in niche contains bird mask, two knives, killing contract and advance of 1d6*10 gp.
14. Brick wall has been broken through into lost cellar. Discarded lantern and pair of slippers by entrance.
15. Buckets and long hooked poles are stored neatly next to locked shed.
16. Buckets hanging from chains suspended from higher-story windows swing and sway ominously.
17. Cart loaded with sacks of grain has been left without wheels. Gathering rats.
18. Cats are fighting over carcass of dead dog.
19. Children are dancing around hat skewered on pointy stick. Fall silent and afraid if asked of origins.
20. Children are prodding dead dog with sticks.
21. Children are telling stories of their peer eaten by underworld monsters.
22. Clothes have been left hanging on lines close to ground, one valuable (2d6*20 gp).
23. Coils of rope (1d6) on row of pegs. Restocked each night.
24. Confused man asks what year is this.
25. Crone sells earthy roots she grows in "the deep cellars, where they grow the best".
26. Crones engaged in bitter argument about existence of long-forgotten street.
27. Disembodied hand grasping random potion drifts by, gradually rising towards rooftop windows.
28. Dishevelled man sells painted needles from tin box.
29. Doorman inquires about invitation, extremely sharp about tricks or fakes.
30. Drunk claims to have seen company member go the same way "just a little while ago".
31. Drunk dances on overturned barrel and offers free drinks to anyone who will sing with him on dead wife's birthday.
32. Eel-seller with metal pincers selling merchandise next to row of clay pots.
33. Expensive-looking cat starts following company, bolts on attempt to catch.
34. Eye in pyramid glares from old mural with inscription: "WE BUY AND SELL"
35. Fish have been hung up to dry on a string. Cats gather for the right opportunity.
36. Fruit seller's unsold wares have been left to rot, and are crawling with hard-shelled beetles.
37. Gourd of wine and money pouch on snoring nomad already stripped of sword and boots.
38. Group of shadowy men size up company, laugh among themselves, then depart.



39. Houseplants knocked off high ledge, grappling hook lies stuck in grille next to open shutters.
40. Irrecognisable stump of a statue in wall niche is garlanded with flower wreaths.
41. Large tomes have been burned in street kiln, cinder floats above smouldering embers.
42. Lovers' quarrel behind open window eventually turns to murder plan.
43. Lumps of iridescent metallic stuff are embedded in broken chunks of igneous rock on the ground.
44. Man in black toga marked with embroidered silver fish walks into curtained alcove and disappears; blank wall with chalk marks beyond.
45. Man in fantastic clothing and bizarre mask lies in the street, ignored by passersby.
46. Man looking for glass eye lost in altercation. Claims the eye sees "The big one".
47. Man sells hoods for 2 gp each "For your safety" and "So they don't recognise you."
48. Man tied to wooden post demands to be freed.
49. Mark of an "X" has been scrawled in chalk on 1d12 shutters.
50. Masked man beckons and whispers, "They are watching the transversal".
51. Masses of rats swarming on wooden platform creaking ominously under weight.
52. Miser offers one gold piece to clean his out cellar's rat infestation. If offer is insufficient, he reconsiders, and offers company can take the rats when they are done.
53. Miserable furniture is thrown into the street from upstairs window, sounds of altercation.
54. Moon man painted on blue banners over street.
55. Mother accuses sons of heinous deed behind curtained window.
56. Muddy tracks lead across street along the traces of a heavy, dragged pack.
57. Mute beggar entrusts key to random character, makes strange sign.
58. Mystery man frowns at company, declares "Your path is crooked" before continuing on way.
59. Obscure door is bound with several chains and locks.
60. Oil lamps have been left in orderly row before empty pedestal.
61. Old woman watching from window points, "You are back, fiend!", reaching for crossbow.
62. Padlocked cistern hatch has been marked "WARNING! CLASS III MEGAVORE!"
63. Peeling plaster reveals ancient mural of dancing skeletons in expensive jewelry.

64. Picpocket victim is looking for people to accuse.
65. Pile of melons left unattended on cart for 1d6 minutes.
66. Pipes overhead gurgle ominously, and creak under unseen stress.
67. Plum-coloured smoke drifts from open window.
68. Polite man asks directions towards nearest whorehouse.
69. Prostitute and 2d12 friends celebrating her "Divorce from the bed", which they burn in middle of street.
70. Prostitute offers key to whorekeep's stash box for half the proceeds therein.
71. Puppet player performs macabre play before painted shack to no audience.
72. Ragged curtain in bright primary colours embroidered with grinning suns over ingress to narcotic den.
73. Rotting wood ornament of potbellied goddess is crawling with fat green slugs.
74. Row of old wooden statues has been covered with greasy cloth.
75. Scroll cases dropped by fleeing woman contain sealed contracts.
76. Shadow in brazier animates to point towards gilt spire in distance.
77. Shadows lengthen and lights dim. Distant howling fills the area. 1d6 minutes later, it passes, and it begins to rain.
78. Single candle burns next to body of dead beggar.
79. Sleeping dog cradles carved bone-hilt dagger (15 gp).
80. Smiling, jowled man with symbol of sun on robe nods, advises "All is illusion" before walking off.
81. Smoke cloud over brazier forms shape of panther with ember eyes before drifting away.
82. Sour-faced youth has had too much to drink, just about to stumble into character's arms.
83. Stars and comets are painted on a torn canvas over wooden boards. Three stars have been carefully cut out.
84. Steam rises from cellar window, splashing and bubbling noises from inside.
85. Stone arms (1d8) propped against brick wall.
86. Storefront looking abandoned for many years has newly painted "FOR SALE. INQUIRE WITHIN" sign on dusty windows.
87. Stray dogs being fed by scrawny beggar training them into killing fiends.
88. Street sweeper brags to comrade about golden chain found around severed arm "down back".
89. Syrup from overturned jug has attracted a black mass of ants.
90. Tattered clothes hanging on clothesline must have been worth a fortune... once.
91. The croaking of frogs and the thumping of drums comes from behind bolted storefront.
92. The drifting scent of spices brings feelings of strange melancholy; people openly weep in the street.
93. The mark of six cat's eyes are visible on an old wooden board above walled-in entrance.
94. The smiling face of an enormous stone head has been partially walled over in house foundation.
95. Three doors marked with paint on vacated tenements warn of the hazards of unpaid rent.
96. Two doors have been freshly painted bright orange and lavender.
97. Urchins drawing lewd graffiti and insults to Overlord on wall next to closed shop.
98. Vagrant offers ring of false keys "found down the narrow" for 15 gp.
99. Wild-eyed man shouts "Dooooom! Dooooom! Dooooom!" while ranting about forthcoming collapse.
100. Woman lights lamps in 1d12 house windows, eyes passersby warily.



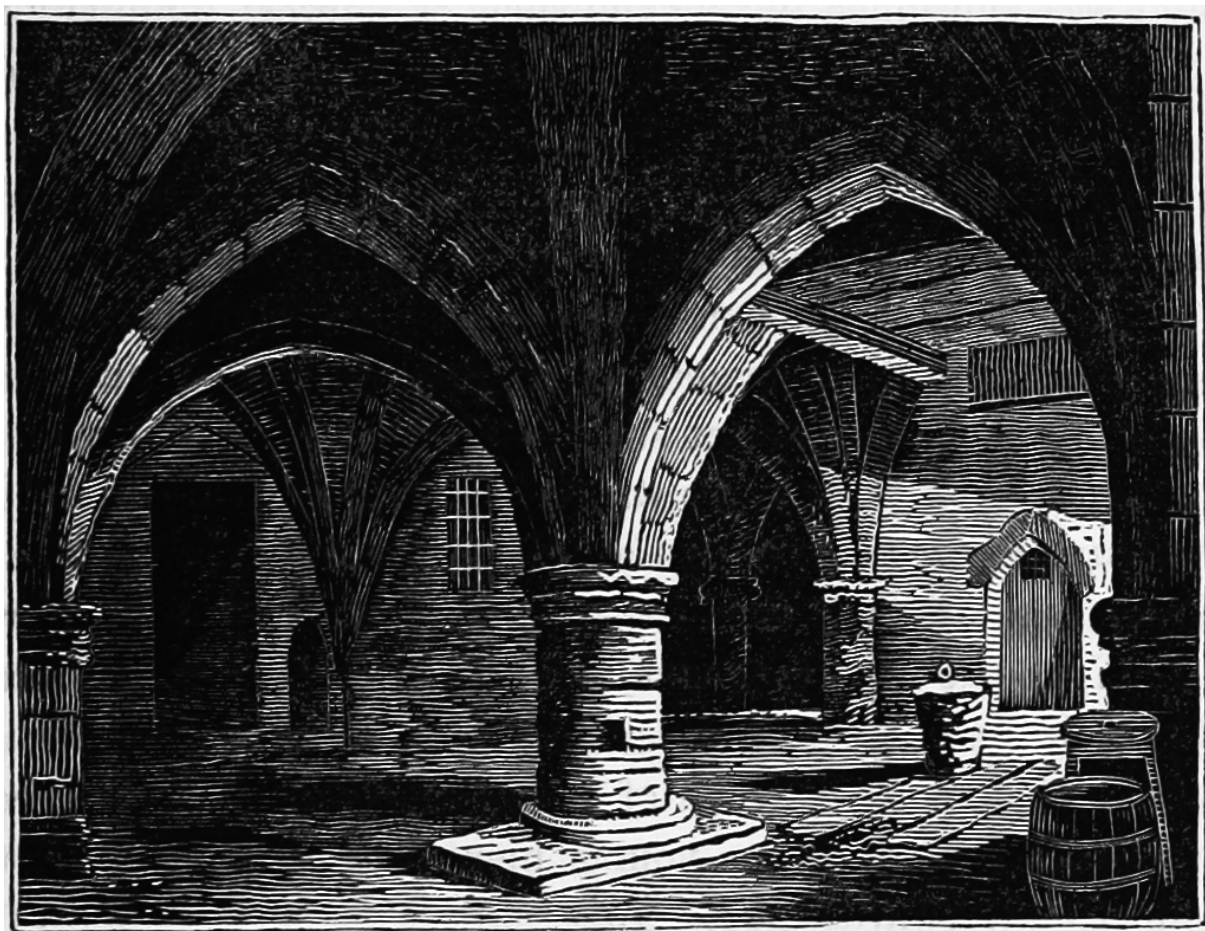


STOREHOUSES OF SIN

1 [colour]	armour	31 fashionable	fossils
2 [colour]	aromatics	32 festive	furniture
3 [colour]	banners	33 figurative	furs
4 adulterated	beer	34 flawed	gasses
5 anti-	bells	35 foreign	glassware
6 antediluvian	blocks	36 fractured	globes
7 antique	bones	37 fragrant	grain
8 aphrodisiac	boots	38 frog	headgear
9 avant-garde	bowls	39 garish	herbs
10 bird-	boxes	40 gilded	idols
11 boxed	cadavers	41 grave	incense
12 bright	canisters	42 greased	ingots
13 burial	carpets	43 hazardous	ink
14 ceremonial	carvings	44 heresiarchic	instruments
15 contraband	ceramics	45 hieratic	jelly
16 cosmic	charcoal	46 illegal	jugs
17 crude	clay tablets	47 imitation	kaftans
18 curious	cloak	48 imperial	leather
19 dark	cushions	49 insect-	lozenges
20 dragon-	disks	50 interdicted	maces
21 dried	dried fruit	51 lacquered	meat preserve
22 dyed	drums	52 lewd	metal sheets
23 embalmed	dyes	53 licensed	mummies
24 engraved	eating utensils	54 lizard-	musical instr.
25 erotic	equipment	55 luminescent	nets
26 euphoria	essences	56 macabre	nuts
27 exotic	eye-spoons	57 marked	oil
28 exquisite	fish	58 mercantile	ornaments
29 fabulous	fish sauce	59 miniature	papyrus
30 false	flutes	60 misshapen	paraphernalia

61	modern	parchment	81	rustic	stamps
62	moon-	pelts	82	sacred	statuary
63	mystical	pigments	83	sacrificial	staves
64	noble	plates	84	scented	sticks
65	oiled	pollen	85	sealed	sugar
66	oversized	powders	86	serpent-	swords
67	painted	pyramids	87	shadowy	tapestries
68	paintings of	rags	88	shoddy	tar
69	pallid	remains	89	sinister	taxidermy
70	pariahs'	resin	90	slave-	textile
71	petrified	ropes	91	stained	tools
72	poor	salts	92	stamped	tubes
73	pressed	sap	93	stinking	unguent
74	primitive	shields	94	sublime	vases
75	princely	skulls	95	subterranean	veils
76	proscribed	slabs	96	sun-	vinegar
77	rainbow	slag	97	sun-	wax
78	rancid	spears	98	technological	wine
79	refined	spices	99	umber	wood
80	ritual	spirits	100	unhallowed	wool





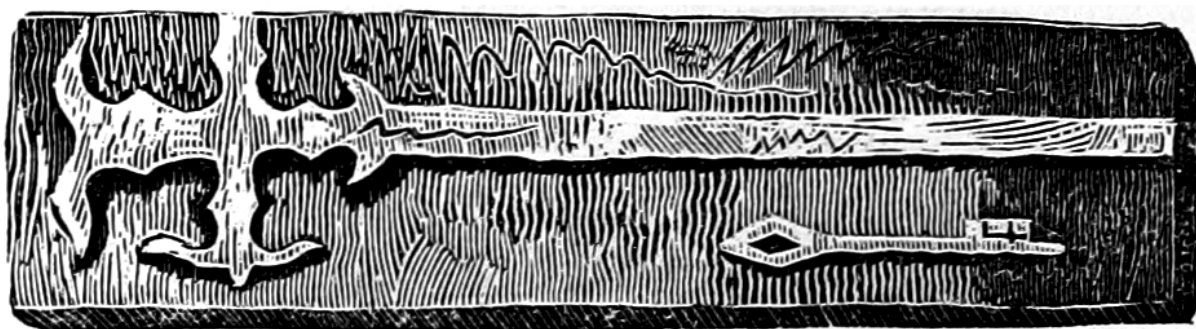
THE MEETING WILL TAKE PLACE...

“...[Relation to] [Location], [with Circumstances]”

Relation to	Location	Circumstances
1 a corner from	amphorae	a bribe may be needed
2 a walk from	arches	talking bird will guide you
3 a ways away from	archway	after the lamps are lit
4 above	ascetics	after their meeting
5 across the condemned	assassin's redoubt	after they leave
6 adjacent to	barred cellar	anoint yourself w. pigment
7 alleyway to	barrels	ask for the current prices
8 archway to	baskets	ask the lepers
9 around	bas-reliefs	ask to inspect the sap
10 ask around at	bird-painters' conclave	at midnight
11 ask beggars at	blind beggars	at nightfall
12 ask for _____ at	bookbinders	at the appointed hour
13 ask for directions at	bronze portals	at the darkest hour
14 at the interdicted	burned-down building	avert your eyes
15 attic over	cathouse	avoid the patrols

16	avoid	catpaw corner	avoid their advances
17	avoiding	cellar	be courteous but firm
18	balcony above	cistern	before cockscrow
19	before	cloaca	before dawn-break
20	behind	clothiers	better hurry
21	behind the facade of	condemned	beware the gargoyles
22	below	copper basin	bring candles
23	benches at	cripples	bring fish-oil
24	beyond	cross	bring meat
25	bow before	crumbling halls	bring no weapons
26	bribe watchman at	crumbling mosaics	bring rope
27	bring a flower to	dancing plague house	but watch their hands
28	by the dangerous	decapitated busts	check things twice
29	by the deserted	diseased emperor	decline invitation to cellar
30	by the sign near	dreaming fountain	don't ask questions
31	circle around	falcon's head	don't linger once finished
32	climb down near	false doorways	don't touch the drink
33	climb the stairs at	fire-worshippers	drop coin in the boxx
34	climb up near	fishermen's fresco	exchange gift-birds
35	close to	flower pots	exercise caution
36	closed store over	fountains	expect chicanery
37	continue at	gallows	follow the second guide
38	corner by	gladiator's memorial	give the dogs a bone
39	curtained doorway at	grapevines	have an explanation ready
40	downstairs from	great stone face	have horses close by
41	downwind of	groaning idols	hide your face
42	entrance left of	idol	in the widows' hour
43	find secret door by	imperial plaque	inquire within
44	follow signs at	jugs	knock five times
45	follow the man at	khofit makers	leave a message
46	follow the women at	kilns	leave a tip
47	fountain next to	lepers	leave quietly
48	hatch below	lovers' corner	leave the dead to their rest
49	hidden close to	marble steps	let sleeping dogs lie
50	hidden entrance from	market stalls	light incense
51	hole in the wall by	memorial	look for a painted bird
52	hovel by	mendicants	mention _____
53	in alley by	mortuary	never let her behind you
54	in apartment across	mummy-stealers	patience is essential
55	in the room above	nameless monks	pay the beggar
56	in the shadows of	niches	pay the tithe
57	in the store by	oil jars	praise them effusively
58	in the vicinity of	old water-well	pretend ignorance
59	inner court next to	painted stairs	pretend to be lost
60	inside	painted stairs	rap on the shutters
61	keep going at	panhandlers	refuse their blessing
62	ladder close to	peacock mosaic	renounce your name
63	left from	pile of sacks	show sign to blind man
64	listen for footsteps at	pilgrims	sing a love song
65	locked iron door by	pillars	slip by watchmen

66	lot behind	pipes	small weapons only
67	near the old	pit	someone will be waiting
68	next to	potters	tell them I sent you
69	nook next to	red eye	tell them they owe you
70	old barrels by	refuse heaps	the bird is not what it seems
71	opposite	reservoir	the children are spies
72	out of sight near	rubble piles	the guard will be sleeping
73	outside, near	sealed bear pit	the hunchback is dangerous
74	over	sealed entrance	there will be a note
75	parapets overlooking	secret garden	they detest magic
76	pass before	shrine of the Great Wheel	they don't like strangers
77	pass by	shuttered store	they like wine very much
78	passage near	sign of the moon	turn dials until noise
79	precisely under	sign of the star	unless you see the sign
80	public bath at	sign of the sun	use a false alias
81	retract steps from	small outflow	use subterfuge
82	right across	snake-handlers	wait for admittance
83	right from	stack of crates	wait for the sign
84	round the corner by	statue of the ram	wait until contacted
85	scaffolds at	stele of laws	watch for an urchin
86	second store from	storerooms	watch for eavesdroppers
87	shack at	strangling statues	watch for trouble
88	spiral stairs at	sundial	wear a rose
89	steps before	terraces	wear hoods
90	straight ahead	the indigo palace	wear masks
91	the lone tree by	tiger's mouth	when the beggar calls
92	turn back at	tower of owls	when the chimes end
93	under	trash heap	when the guardians sleep
94	under arches at	under-cellar	when the lights are lit
95	under the stairs at	unknown seer	when the store closes
96	upstairs from	vats	when you can come
97	watch for a sign at	warehouse doors	with great haste
98	when you smell	watchman's grave	without fail
99	window above	water tank	you need a scorpion amulet
100	worm-eaten statue by	water-wheel	your guide will be present



APPENDIX A:

COMMON NPC TYPES

SOLDIERS, CITY GUARDS, AND OTHER FIGHTERS

Militias: Fighter 1; AC 7 (leather, shield); Atk shortsword 1d6 or spear 1d6; ML 7; AL N.

Hp	3	4	5	5	7	2	2	3	2	9	2	1
	9	8	9	7	2	2	6	10	3	7	7	1
	6	4	6	4	7	7	5	2	2	8	2	7
	8	2	1	5	8	9	3	7	10	4	6	8
	4	6	1	6	4	6	4	10	10	8	5	2

Regulars: Fighter 2; AC 6 (ring mail, shield) or 5 (chain shirt, shield); Atk scimitar 1d8 or longsword 1d8 or halberd 1d10 [without shield]; ML 7; AL N.

Hp	10	9	9	4	17	17	13	17	17	7	13	17
	10	8	12	11	15	7	14	14	13	15	16	19
	12	8	18	16	10	9	6	8	11	7	12	7
	11	20	14	10	15	7	16	12	12	9	12	13
	14	10	8	10	17	8	15	19	3	18	17	20

Veterans: Fighter 3; AC 4 (chainmail, shield); Atk longsword 1d8 or halberd 1d10 [without shield] or crossbow 1d8; ML 8; AL N.

Hp	12	20	22	16	16	18	12	14	17	23	12	17
	17	17	20	16	19	18	20	28	16	15	12	21
	15	20	20	14	15	21	25	13	14	22	27	12
	7	27	25	6	14	16	20	12	22	11	6	18
	15	14	12	24	9	14	6	10	12	20	16	12

Elites: Fighter 4; AC 4 (chainmail, shield) or 3 (banded mail, shield); Atk bastard sword 2d4 or halberd 1d10 [without shield] or crossbow 1d8; ML 9; AL N.

Hp	16	21	19	22	22	36	25	19	22	18	25	21
	28	24	18	16	16	21	15	16	15	15	21	16
	24	23	18	20	30	19	26	23	16	21	26	17

Bowmen: Fighter 2; AC 7 (studded leather); Atk 2*longbow 1d6 or shortsword 1d6; ML 7; AL N.

	14	11	13	12	14	13	13	2	6	20	13	5
	12	9	13	10	6	13	12	5	11	4	20	11
	12	11	3	3	9	18	9	6	8	8	13	9
	11	10	15	7	3	2	15	4	11	19	12	18
	16	13	13	7	9	12	12	10	12	12	13	12

Northmen: Fighter 2; AC 5 (chain shirt, shield); Atk battleaxe 1d8 or two-handed sword 1d10 [without shield] or two-handed axe 1d10 [without shield]; ML 8; AL N.

Hp	20	17	7	10	12	12	13	20	13	21	23	14
	15	15	11	13	14	15	18	12	6	14	6	10
	18	20	15	4	13	14	5	11	11	18	12	9

Desert nomads: Fighter 2; AC 7 (leather, shield); Atk scimitar 1d8 or javelin 1d6; ML 7; AL N.

Hp	18	9	17	20	14	11	10	11	16	7	10	2
	6	9	10	13	11	6	4	16	10	8	10	15
	15	13	3	10	8	11	9	10	7	17	12	11

ROBBERS, THIEVES, AND CITY SCUM

Mob: HD 1; AC 10; Atk club 1d6 or shortsword 1d6 or 2*dagger 1d4 or sling 1d4; ML 5; AL N.

Hp	6	6	5	4	3	1	3	8	6	4	3	7
	5	2	4	3	8	5	1	6	2	1	1	4
	6	1	6	4	2	7	1	6	6	2	2	3
	4	5	5	3	8	6	2	1	8	4	7	4
	1	3	6	4	3	4	5	5	8	1	7	1
	3	3	2	5	8	1	3	6	7	1	3	7

Robbers: Fighter 2; AC 6 (studded leather, shield); Atk shortsword 1d6 or flail 1d6+1 or mace 1d6+1 or hand axe 1d6 or 2*shortbow 1d6; ML 7; AL N.

Hp	9	13	8	4	10	12	8	13	12	13	15	9
	10	8	13	15	5	6	13	18	16	17	17	6
	3	12	17	9	4	12	12	6	11	6	18	2
	13	9	6	13	6	10	16	12	6	17	8	9
	9	6	8	7	9	11	11	3	15	14	15	17

Thugs: Fighter 2; AC 7 (studded leather); Atk club 1d6 or shortsword 1d6; ML 7; AL N.

Hp	16	8	17	9	17	14	7	12	12	16	12	12
	10	5	13	9	14	13	14	8	20	11	11	15
	12	4	6	12	11	9	5	6	16	13	14	9
	15	4	6	16	8	7	9	5	6	8	12	14
	3	5	14	17	6	12	16	9	10	11	8	10

Pirates and sailors: Fighter 2; AC (leather, shield); Atk scimitar 1d8 or hand axe 1d6 or 2*dagger 1d4; ML 7; AL N.

Hp	11	11	6	11	8	11	3	9	12	6	6	10
	2	2	15	12	4	7	6	12	7	10	12	15
	16	12	21	2	8	14	15	13	11	11	9	11
	12	11	8	12	8	18	6	3	7	12	17	10
	7	8	9	9	5	9	12	9	20	7	8	15

Thieves: Thief 2; AC 8 (leather); Atk shortsword 1d6 or 2*dagger 1d4; Spec backstab*2, PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; ML 6; AL N.

Hp	5	6	6	8	7	8	5	8	8	6	3	9
	8	6	12	6	8	5	10	6	8	5	8	8
	7	7	6	3	8	11	4	7	7	8	7	11
	10	9	9	6	10	4	7	6	3	6	12	5
	7	9	11	4	5	5	6	5	7	10	6	12
	7	8	9	4	7	3	9	5	8	8	10	10

Experienced thieves: Thief 4; AC 8 (leather); Atk shortsword 1d6 or 2*dagger 1d4; Spec backstab*2, PP 45%, OL 37%, FT 35%, MS 33%, HS 25%, HN 15%, CW 88%; ML 8; AL N.

Hp	18	14	12	14	14	13	19	10	17	11	17	12
	12	20	17	8	11	18	11	17	13	16	11	13
	20	14	18	14	11	17	15	10	23	14		

Assassins: Assassin 5; AC 6 (studded leather, shield) or 5 (chain shirt, shield); Atk longsword 1d8 or 2*dagger 1d4 or crossbow 1d8; Spec surprise, backstab *2, assassination 0-1 70%, 2-3 65%, 4-5 55%, 6-7 45%, 8-9 30%, PP 40%, OL 33%, FT 30%, MS 27%, HS 20%, HN 15%, CW 87%; ML 8; AL LE.

Hp	18	16	16	19	16	16	16	12	20	12	20	10
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ANIMALS AND MONSTERS

Dogs: HD 1+1; AC 7; Atk bite 1d4; ML 6; AL N.

Hp	9	2	3	2	8	3	8	4	6	2	5	4
	3	6	6	8	7	6	5	4	3	7	4	3
	8	3	5	8	8	2	2	8	8	9	2	4
	9	5	4	8	6	7	3	8	2	9	5	6

Dogs, war: HD 2+2; AC 6; Atk bite 2d4; ML 8; AL N.

Hp	11	13	11	12	12	10	15	10	6	14	10	10
	6	14	6	13	8	7	13	10	9	11	13	10

Rats, giant: HD ½; AC 7; Atk bite 1d3; Spec disease 5%/wound; ML 6; AL N.

Hp	1	3	4	3	1	2	4	1	1	2	3	4
	2	4	2	3	4	1	4	4	1	2	4	1
	1	3	4	3	4	2	1	4	4	4	4	1
	2	1	4	2	2	2	1	2	2	1	2	1
	1	4	1	4	3	3	4	2	2	2	3	4
	2	3	1	4	2	2	3	1	4	2	4	1
	2	2	2	4	3	3	4	3	2	1	1	4

Rat swarm: HD 4; AC 6; Atk bite 2d4; Spec ½ from edged and piercing; ML 7; AL N.

Hp	13	20	17	28	15	22	19	25	22	19	18	16
	11	25	12	16	19	20	22	18	12	11	14	19

Shadows: HD 3+3; AC 7; Atk touch 1d4+1 + Str; Spec Strength drain, silver or +1 to hit; ML 7; AL CE.

Hp	20	24	22	16	10	9	16	20	23	14	16	18
	12	23	13	14	14	15	12	12	17	19	24	22
	16	22	16	22	17	14	12	13	19	13	22	10

Breathstealers: HD 4; AC 5; Atk claws 1d6; Spec breathstealing (save vs. magic, breath is only returned once monster is killed), immune to cold and mind-affecting; ML 8; AL CE.

Hp	16	12	18	20	22	23	9	12	19	17	17	18
	15	24	14	21	20	13	23	14	15	24	14	21

Wraiths: HD 5+3; AC 4; Atk touch 1d6 + drain; Spec drain, silver or +1 to hit, immune to sleep, charm, hold, and cold-based; ML 8; AL LE.

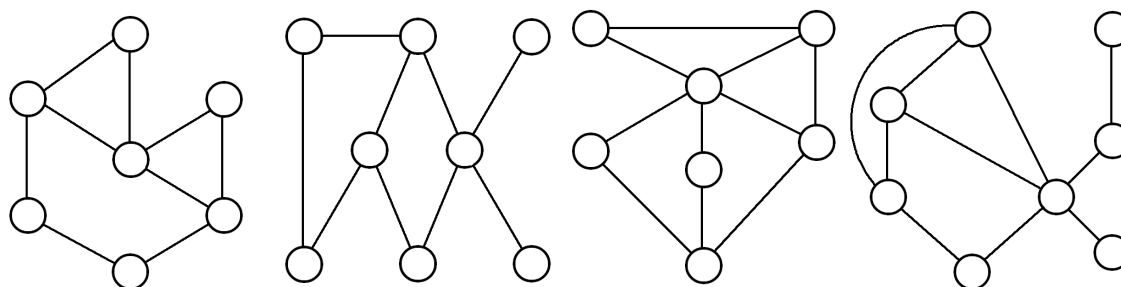
Hp	24	25	29	28	22	30	24	23	26	21	31	15
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APPENDIX B: THE CONSPIRACY

This section describes a more complex use for **The Nocturnal Table**, and other random city generation tables. Individually, encounters represent local colour, or the beginnings of mini-adventures. By placing three or four next to each other – whether by design or chance – the result is often an adventure that can fill much of a session. Yet cities are even more complex...

The Conspiracy is a simple, play-friendly method to describe interaction and conflict between city-based interest groups or conspiracies. In essence, the nexus points of a pre-drawn, blank “connection network” are populated with random or semi-random encounters, and once finished, a coherent design is created *around* the existing network.

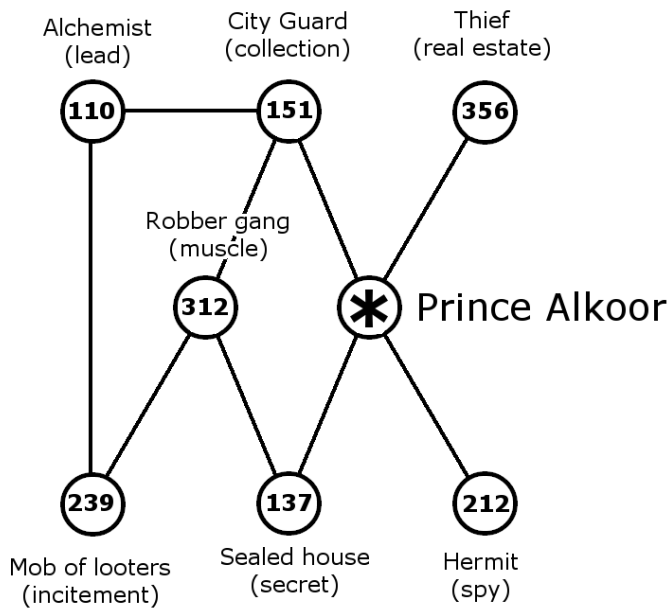


The resulting network has multiple benefits. It shows who is associated with whom, and it also shows which way clues lead from one point to the next while the characters are investigating the network. The links can, furthermore, represent command structures, dependencies, and especially the conduit of information. They can be one-sided (marked with an arrow) or mutual. Stronger links may be marked with bold lines, and weak, tentative ones with dashed ones. Some connections can be dead ends, but important nodes – the „heart” of the conspiracy – should be located close to the centre, approachable from multiple directions. The deeper details of a network usually follow logically from the connected nexus points.

These networks are individually fairly simple, but they are often well hidden, and a large city has several of them. They are often connected, too – but how? Does it all form an enormous spider web, with a particularly clever conspirator pulling all the strings? A hierarchy, with a leader or group on top of the all-seeing pyramid? A matrix that seemingly leads nowhere? Or multiple networks vying for power and influence? All configurations have their potential in the game.

Example: The Gamemaster wishes to develop a conspiracy centred around Prince Alkor, a double-dealing aristocrat. Selecting the second basic layout, he rolls up seven encounters...

- **137 Bricks** fallen from a nearby wall are all stamped with the mark of a cat’s eye, reveal entrance to forgotten part of house sealed up long ago.
- **151 City guards:** 1d4*5 militias (Fighter 1) battering down tenement door, suspected tax-dodgers.
- **212 Hermit**, an animalistic, nameless wreck, digging in street garbage. Cursed priest.
- **239 Mob:** 2d4*10 men looting neighbourhood
- **312 Robbers:** Yusuf Muraad Khushi (Illusionist 4) and 2d6 robbers (Fighter 2); the hunchbacked Yusuf, hiding in a curtained hiding place, creates the illusion of several more companions surrounding locale.
- **110 Alchemist** Multiphage of Lam (Illusionist 6) selling 1d6+1 potions from beaker of potions (01-40 delusion); also provides horoscopes (all ambiguous)
- **356 Thief** Smardis (Thief 4, deep blue turban, 4*opium), smoking a hookah and offering empty tower apartment for sale at 140 gp.



With some more rolling and interpretation, the random entries yield a decent criminal enterprise. It appears that Alkoor's game is to expropriate plebeians through aggressive tax-collection (151), as well as inciting looters in the slum areas (239). He buys up properties on the cheap, and sells them through one of his agents, a skilled thief named Smardis (356). Alkoor is mostly careful to work through intermediaries, a loyal robber gang (312), placing his orders in a secret meeting room in a sealed house (137). However, a more immediate connection can also be established via the City Guard – perhaps he has been stepping up the collection efforts and leaning on the officials. This is only part of his

racket, though – and perhaps an entirely lawful one! We have two more entries to consider. It seems Alkoor is related to a nameless pariah (212), who could be a victim or a secret associate – the GM elects to make him an effective spy most characters would not suspect. Finally, the alchemist and potion-seller (110) is tentatively connected to both of Alkoor's main activities, without being linked to the robber gang. Perhaps he is not even a formal part of the network – just someone who had made a fateful connection, and can offer the important information that the two activities are somehow connected... or someone who'd had his own fingers in the pie, but is now in over his head.

And how does it all unfold? Does Alkoor end up losing his head, or does he have an offer the players can't refuse? Are those connections with the robbers and the City Guard good enough to hound the company out of the city before they jeopardise a perfectly good get-rich scheme? Well... The conspiracy described above should serve as a sufficient framework to provide the right kind of pointers, and let the characters connect the dots on their own. The adventure can take the shape of a mission, or arise spontaneously from the logic of the campaign: in any event, minor puzzle pieces can form a pattern; and patterns, a grander design.



Conventions

While much of old-school gaming originates from the same lineage, and its products remain largely cross-compatible, there is much devil in those details. Every table and every party has its own ideas and house rules, and it is a good idea to lay these assumptions out into the open. Therefore, the conventions governing this supplement are thus:

- Unless otherwise noted, the materials published here were designed for **Advanced** rules.
- A thousand gold pieces is **worth a small fortune**. Monetary treasure is relatively scarce.
- Conversely, **XP for treasure** is gained through squandering it in hedonistic excess (or any kind of lavish spending which has no discernible benefit), with a ***5 multiplier**. If you adjust the treasure values, adjust the multiplier as well.
- **Level demographics** form a very flat pyramid: low-level NPCs (1st to 4th level) are commonplace, while mid-level ones (5th to 8th level) tend to be outliers – present in most communities, but never numerous. Few NPCs reach more than 9th level, and over 12th is almost unheard of.
- Magic is limited to **5th level spells** or lower. Magic items are limited to **+3**.
- Fighters can do **carryover damage**: when fighting grouped opponents, the damage remaining after a killing blow is transferred to the next opponent.
- **Roll-under morale** is in effect (see **Morale & Men in Echoes #01**).
- The **gods are limited in their powers**, but actively involved in the fate of the world.

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Prestigious Plunder

2003	EMDT 28 – Feathers of Fire #
EMDT 1 – The Garden of al-Astorian +	EMDT 29 – The Ghost City of Arun-Kha #
2008	EMDT 30 – The Tower of Manistrid #
EMDT 2 – SWORD & MAGIC	EMDT 31 – Tempest Dreams #
EMDT 3 – MONSTERS & TREASURES	EMDT 32 – The Burial Chamber of Carnaic Arnoc #
EMDT 4 – GAMEMASTER'S GUIDELINES	EMDT 33 – Ratcatcher #
EMDT 5 – The Temple of Pazuzu (+)	EMDT 34 – HELVÉCZIA
EMDT 6 – Black Blood +	EMDT 35 – GAMEMASTERS ALMANAC
EMDT 7 – Sacrificial Lamb #	EMDT 36 – Ammertal and the Oberammsbund
EMDT 8 – Broken Wastes +	EMDT 37 – The Accursed Cellar
EMDT 9 – The Unholy Secrets of Protoros #	EMDT 38 – Slaughter in the Salt Pits +
EMDT 10 – Strabonus +	2014
2009	EMDT 39 – Curious Marriage #
EMDT 11 – The Menestratos School #	EMDT 40 – Until Dawn
EMDT 12 – Sea Lords +	EMDT 41 – Ill-Gotten Merchandise
2010	2015
EMDT 13 – Molonei +	EMDT 42 – The Cloister's Secret #
EMDT 14 – Isle of the Water Sprites +	EMDT 43 – The Serpent Girl and Other Stories #
EMDT 15 – City Encounters # +	EMDT 44 – The Fools' Feast at Furochen #
2011	EMDT 45 – The True Weapon Cache for the Hel-
EMDT 16 – Towards Fomalhaut +	vetians' Delight #
EMDT 17 – The Temple of Torments #	2018
EMDT 18 – The Barbarian King +	EMDT 46 – Echoes #01: Beware the Beekeeper! +
EMDT 19 – The Main Cities of Fomalhaut I. (+)	EMDT 47 – The Barbarian King (REVISED) +
EMDT 20 – Sea Demon +	EMDT 48 – Echoes #02: Gont, Nest of Spies +
EMDT 21 – City Encounters II: The Nocturnal Table	EMDT 49 – Echoes #03: Blood, Death, and Tourism +
EMDT 22 – In the Name of the Principle! +	EMDT 50 – Cloister of the Frog-God (HU) (+)
EMDT 23 – Below the City +	2019
EMDT 24 – Oolar's Time #	EMDT 51 – The Ench. of Vashundara (HU) # +
2012	EMDT 52 – Echoes #04: Revenge of the Frogs +
EMDT 25 – The Blood Drinkers of Yukum #	EMDT 53 – The Lost Valley of Kishar (HU) +
EMDT 26 – Khosura: City State of the Four Myst. +	EMDT 54 – Murderous Devices (HU) #
2013	EMDT 55 – The Lost Valley of Kishar (EN) # +
EMDT 27 – Trials on Tridentfish Island	EMDT 56 – Echoes #05: The Ench. of Vashundara +
	EMDT 57 – The Nocturnal Table +
	EMDT 58 – Echoes #06: The Gallery of Rising Tombs

Indicates title written by guest author
+ Indicates title available in English



The Nocturnal Table

The City is a maze. A labyrinth of alleyways, plazas, shortcuts and hidden thoroughfares, it isn't any less treacherous to navigate than a dungeon. At least during the day, the worst one can expect is a greedy patrol of guards eager for a shakedown, or a thief in the crowd, ready to make a grab and run for it. At night, the sensible and the timid hurry home and bolt their doors. Ecstatic revellers, madmen, assassins, religious fanatics, thrill-seekers, enigmatic apparitions and tiger-headed opium nightmares prowl the streets. And the guards are still not helping.

The Nocturnal Table is a supplement intended to bring you this city by way of an encounter system, random inspiration tables, NPC and monster statistics, as well as a giant nighttime random encounter table, whose three hundred entries can serve as interludes as well as springboards for complicated investigative scenarios and fantastic conspiracies.