

City Encounters

For *Swords & Wizardry*™



Mythmere Games
MG

City Encounter Table

By Matthew J. Finch

Introduction

Not much introduction's needed here, other than to mention that the city portrayed here is strongly slanted toward a swords & sorcery feel, and it's designed to provide adventure possibilities rather than accurate demographics or historical reality. The presentation of the encounters isn't standardized – the encounters read like a quick notation. This is done deliberately, so the game master can assimilate the encounter quickly at the gaming table. If you're generating three or four encounters per street on a large table, you'll need to be working fast, so a sparse description works better than a dissertation. Many of the entries refer to light, heavy, and elite guards; the armor and weapons of these guard categories are described in the Notes, below. Also, spell capabilities of non-player characters don't necessarily match the player-character capabilities of a particular class, which is also deliberate – these are not player-characters. Presumably, very few readers insist that the monsters and NPCs of a game must follow precise formulae without deviation. Take these tables, make them your own, and "imagine the hell out of it!"

Notes

- Roll encounters with whatever frequency makes sense for the way you're game mastering the city. Three to four encounters per street, rolled all at once, provides a colorful set of options for the characters to interact with. Alternatively, you might decide that these encounters occur once per street or area, with all other encounters being basically standard city people.
- Armor class is noted for descending AC and also for ascending AC, which is in [brackets].
- Every encounter has a 25% chance that there are 1d4 beggars nearby as well.
- Light guards have ring mail and shield (AC 5[14]), with a spear or a short bow (1d6 hp).
- Heavy guards have chain mail and shield (AC 4[15]) with sword or longbow (1d6+1 hp).
- Elite guards have plate mail and shield (AC 2[17]) with sword or longbow (1d6+2 hp).

Table of Contents

Daytime Encounters	3	Magic-Users	30
City Guard Subtable	22	Level 1-3	30
Night Encounters	23	Level 4-5	31
Non-Player Characters	24	Level 6	32
Attitude	24	Level 7	33
Personality Quirks	24	Level 8	34
Spell-casters	25	Level 9	35
Clerics	25	Level 10	36
Level 1-5	25	Level 11	37
Level 6	26	Male Names	38
Level 7	27	Female Names	39
Level 8	28	Male Titles & Nicknames	40
Level 9	29	Female Titles & Nicknames	40
		Legal	41

Daytime Encounters

Roll a d6 for the hundreds, and a d10 for the tens and ones columns.

Die Roll	Encounter (d6, d10, d10)
100	Abbot Herivew, with 5 novices and 2 light guards, 1d100+50gp. Spells: cure light wounds, sticks to snakes, hold person. (40% chance they ask for alms and try to convert characters).
101	Abbot Yscourt, with 4 elite guards, 1d20+10gp and a 100gp gem (30% chance to be mounted). Spells: First Level: Cure Light Wounds x2; Second Level: Hold Person, Silence (15ft radius); Third Level: Prayer. He bears a relict of his deity, very valuable to certain buyers.
102	Actor Randall the Imitator, does amusing impressions of passers-by in the expectation of payment from his victims or the amused crowd. 2d6gp.
103	Actor Thomas Kimball performing on wooden stage with 4 other actors with small crowd watching. (20% chance they are attacked by religious fanatics offended by play).
104	Adventuring Party (mounted). Chen Wa the Samurai (FT3), Ki'ir the Wanderer (FT3), Joziri the Kenku (MU3), and Takai the Priest (CL3), with 3 light guards. Chen Wa the Samurai: HD3, HP 18, AC 2[17], Atk +1 longsword (1d8+1), Save 14, Move 6. 300gp and equipment (including +1 sword). Ki'ir the Wanderer: HD3, HP 18, AC 2[17], Atk 1 longsword (1d8), Save 14, Move 6. 300gp and equipment. Joziri the Kenku: HD3, HP 8, AC 9[10], Atk staff (1d6), Save 14, Move 12. Spells: Charm Person, Sleep, and Mirror Image. 300gp and equipment. Takai the Priest: HD3, HP 12, AC 4[15], Atk 1 mace (1d6), Save 14, Move 9. Spells: Cure Light Wounds x3. 300gp and equipment.
105	Adventuring Party (mounted). Za'ar the War-Ghoul (FT4), Za'ar's Brother (FT4), Ispensuu the Spellcrafter (MU4), and Brother Yar the Spiritual Advisor (CL4), with 3 light guards. Za'ar the War-Ghoul: HD4, HP 30, AC 2[17], Atk 1 longsword (1d8), Save 13, Move 6. 300gp and equipment. Za'ar's Brother: HD4, HP 25, AC 2[17], Atk 1 longsword (1d8), Save 13, Move 6. 300gp and equipment. Potion of cure light wounds. Ispensuu the Spellcrafter: HD4, HP 10, AC 9[10], Atk staff (1d6), Save 13, Move 12. Spells: Charm Person x2, Sleep, Mirror Image, Web. 300gp and equipment. Scroll of Hold Person. Brother Yar the Spiritual Advisor: HD4, HP 12, AC 4[15], Atk 1 mace (1d6), Save 13, Move 9. Spells: Cure Light Wounds x3, Hold Person. 300gp and equipment.

106	Adventuring party (not mounted). Margaret the Fighting-woman (FT 3), Keowyn the Serpent (FT3), Pasquar the Priest (CL3), and Tran the Erudite (MU 3). Margaret the Fighting-woman: HD3, HP 21, AC 2[17] Keowyn the Serpent: HD3 Pasquar the Priest: HD3 Tran the Erudite: HD3
107	Adventuring Party, Zankor the Fierce (FT5), Ghormond Pak (FT2), Kindred of Klar (CL 5) and Widdershins the Oor (MU 3). Zankor the Fierce: HD 5, HP 26, AC 2[17] Atk magic +1 sword (1d8), 250gp. Ghormond: HD 2, HP 10, AC 4[15], Atk sword (1d8), 200gp. Kindred of Klar: HD 5, HP 22, AC 2[17], Atk mace (1d6), 400gp. Spells: First Level: Cure Light Wounds x2; Second Level: Bless, Hold Person; Third Level: Locate Object Widdershins the Oor: HD 3, HP 7, AC 9[10], Atk staff (1d6), 300gp. Spells: Level One: Charm Person, Sleep; Second Level: Mirror Image
108	Adventuring Party. Halek the Warrior (FT3), Gazal Headbreaker (FT3), Omnal the Mysterious (MU2), and Momnikon the Oracle (CL3), with 3 light guards. Halek the Warrior: HD3, HP 18, AC 1[18], Atk 1 longsword (1d8), Save 14, Move 6. 300gp and equipment (including +1 shield). Gazal Headbreaker: HD3, HP 18, AC 2[17], Atk 1 longsword (1d8), Save 14, Move 6. 300gp and equipment. Omnal the Mysterious: HD2, HP 5, AC 9[10], Atk staff (1d6), Save 14, Move 12. Spells: Charm Person, Sleep. 300gp and equipment. Momnikon the Oracle: HD3, HP 12, AC 4[15], Atk 1 mace (1d6), Save 14, Move 9. Spells: Cure Light Wounds x3. 300gp and equipment.
109	Adventuring Party: Kylor the Bull (FT4), Mulgor Brawn (FT4), Toltak Skullsmasher (FT4), Dusar the Reverent (CL6), Lishanna the Enchantress (MU4). Kylor the Bull: HD 4, HP 32, AC 2[17], +1 shield. Mulgor Brawn: HD 4, HP 20, AC 4[15], 100gp. Toltak Skullsmasher: HD 4, HP 20, AC 4[15], 200gp. Dusar the Reverent: HD 6, HP 26, AC 3[16], Atk +1 Mace (1d6+1), Spells: First Level: Cure Light Wounds x2; Second Level: Bless, Silence (15ft radius); Third Level: Prayer; Fourth Level: Cure Serious Wounds, Magic Item Scroll of Cure Serious Wounds, +1 mace Lishanna the Enchantress: HD 4, HP 10, AC 9[10], Spells: Level One: Charm Person, Read Magic, Sleep; Second Level: Invisibility, Web. Magic Item: Potion of Mirror Image, Wand of Magic Detection.

110	Agent Leomon, seeking adventurers to undertake a mission for his noble patron, with 1 elite guard, 25% mounted, 2d12gp. (95% chance to offer employment to characters).
111	Alchemist Master Quar, with 3 heavy guards, carrying 3 random potions, 30gp. (50% chance to be guarded by 1d6 demons of 3HD that materialize when he is attacked).
112	Alchemist Shopney Sivver, poor and alone, 2d8gp, potion (half quality).
113	Alchemist Smedman Fane, rich, accompanied by 1d6 light guards, 5d6+10gp. (25% chance carries poison potion).
114	Alchemist Vander Alabastus, with 3 random potions, drunk on horseback, 10gp. (25% chance his 5 heavy guards are just catching up with him after being ditched).
115	Alchemist Zeodolphus Kark, rich, 1d6 light guards, 1d100+ 50gp. Sleep spell, mounted 50%
116	Animal trainer Bidley Barker, accompanied by 1d4+1 dogs, 1d100gp (10% chance dogs attack him).
117	Animal trainer Zack Medore, accompanied by bear, 2d10gp. (10% chance of bear attack).
118	Antique Dealer Menzo Meek, 1d6 laborers, 1d6 light guards, 1 heavy guard, antique worth 1d6x100gp, 1d100gp in cash, mounted (10% chance to witness robbery).
119	Antique Dealer Prezerus Hawk, with 1d6 porters and an antique worth 3d6+10gp. (10% chance to be attacked by the ghostly ancestors who owned the antique heirloom during life).
120	Antique Dealers 1d3+3, each with 1 light guard, haggling over antique worth 1d100+10gp (10% chance for violence to break out).
121	Ants, giant, 1d100, attacking fruit merchants (bounty of 10gp per giant ant is in force throughout city – this is a business opportunity).
122	Apothecary Gaunt Malabos (2HD, sword and leather armor, sleep spell, mirror image), with 1d6 light guards. 1d6 potions, 1d100gp (10% chance wants to hire adventurers for vengeance on rival).
123	Apothecary Holbore Mixer, with 1 light guard, 1d100gp. (10% chance one gold piece is coated with material that allows dogs to find it if stolen).
124	Apothecary Yas Lean, with student (1d6gp each), 30% chance of Sleep spell.
125	Apple-seller Mindy the Lark, sells normal, blue and purple apples for 1sp to 1gp each (10% chance to cause sleep for 3d6 days).
126	Architect Miliban Mostikos, 1d6 students, 1 bodyguard (2HD, AC 3[16]), 1d100+10gp, 10% mounted.
127	Architect Wando the Builder, unemployed and poor (10% chance collapses from hunger).
128	Armor-cleaner Timmo Bandylegs, will clean armor and swords for 1gp, 1d6gp.
129	Armorer Alabaster the Armormaker, (2HD, AC 5[14]), with 1 porter, delivering suit of chain or plate mail (50%), 1d100gp. (5% chance that a nearby magic-user or cleric animates the armor for some purpose).

130	Armorer Gordo Smith (2HD, AC 5[14]), with 1d3 tough customers (knights 25%, captains 75%) 3HD, AC 3[16]. 1d100gp each.
131	Armorer Zorbo the Hammer, alone (2HD, AC 5[14]), 1d100gp. (25% chance to carry +1 hammer).
132	Arsonist Fire Fisk with 3 cronies, discussing next job, 1d6gp each (25% chance for characters to overhear).
133	Artificer Mool the Mirror, 1d6gp and 1 mirror worth 25gp. (5% chance that the mirror opens a gateway into another realm, sucking one or two passers-by into it).
134	Artificer Taurius Mechanim, delivering a wagon with a complicated alchemical arrangement of glass and tubing (worth 600gp) to an alchemist, with 2 elite guards and 3 laborers, 1d100gp.
135	Artist Uliwiss the Artistic and 1d3 other artists, 1d6gp each, all very snooty.
136	Artist Yang the Unpredictable, selling paintings for 50gp, worth 1d100-10gp each. 5 paintings. (25% chance that painting resembles a character or an enemy of the party).
137	Assassin Carp the Competent (3HD), freelance killer seeking employment (10% chance under observation by assassins' guild or by city guard), 2d10gp.
138	Assassin Iago the Silent (4HD), casing next target (75% chance of acting furtively when observed by characters).
139	Astrologer Doctor Kanthakarus the Insightful, mounted 25%, 2HD, light spell, 1d6 light guards (mounted 5%).
140	Astrologer Master Obadian Omphalos, poor, telling fortunes for 1gp (accurate 20%), 2d12gp. (10% chance he is attacked by disappointed patron).
141	Attorney Uther Luther, handing out shingles with his name branded onto them. (100% chance he will approach the party as people who look like they'll need a lawyer in the near future).
142	Baker Abbakuk Ovenman selling bread for 1sp per loaf (10% chance of food poisoning, 10% chance he is arrested for food poisoning, 10% chance party is arrested for conspiring with him) 1d4gp.
143	Baker Harbo Bunn, fighting with another baker (10% chance to be arrested for public disturbance, party may be questioned) 1d6gp each.
144	Baker Randolph Loafer, selling fine cakes 1/2 gp each, 1d10gp.
145	Baker Wandle Cookman selling hot cross buns for 1sp each.
146	Band leader Tharvas the Fiddler, leading marching troupe of entertainers through street, advertising nearby circus.
147	Bandit Ghalaver the Village-killer (6HD) with 15 associates (heavy guard) recruiting for his troop of 100 bandits camped in forests beyond city (95% chance to offer employment as bandit).
148	Barbarian King Theodoric (5HD), with 1d10+20 barbarian warriors (60% chance to shove aside anyone in their way).
149	Barbarian Ongor the Wildman, seeking employment (4HD), 1d10gp (10% chance to become frustrated and attack).

150	Barbarian Ulgaric the Uncivilized (2HD), 4d10gp (10% chance to be drunk, 10% chance to be under attack).
151	Barbarian warrior Tlaga Pasunu (4HD) seeking an old friend of his dead father's, to receive a secret. The friend is a magic-user with a birthmark.
152	Barbarians (1d2, 2HD each) mounted on mammoth with 1d10 light barbarian guards on foot, 1d10x10gp. (10% chance mammoth goes on rampage when it spots giant rat).
153	Barbarians, 1d6, each has 6hp, 1d6gp each, plus 10gp worth of jewelry each (10% chance to have just been arrested).
154	Barber Lanky Lane, insane, on rampage with razor (10% chance city guards show up and arrest everyone in sight). 2HD and AC 3[16] from insanity, 1d6gp.
155	Barber Shane Beard, offering haircuts of bleedings for 1gp, 40% chance that bleeding restores 1d4 hp, 10% chance to lose 1d2. 1d6gp.
156	Bard Griffon O'Glenn, with audience of 1d6, reciting heroic poetry, 1d10gp. (10% chance that he describes a nearby adventure possibility in his poem).
157	Bard William the Harp, with audience of 2d8, reciting satirical poetry, 1d6 each (20% chance that city guard arrives and rounds up all in the vicinity, including the party).
158	Baron Jas of Thander Castle (3HD) with 2 knights (4HD) and 5 heavy guards.
159	Baroness Leela of Tair, fleeing from pursuit by ruffians of a rival noble house (5 ruffians of 2HD each). Rescuing her will gain a nice reward.
160	Barrel maker Hargo Cooper, on his way to a brothel. He has a furtive appearance (10% chance he is being followed by his wife Marguerite).
161	Basketmaker Wicker the Weaver, selling nice baskets for 1sp, 10 baskets for sale, 1d8gp (10% chance that a "reserved" basket bears a curse intended for a specific buyer).
162	Bath-man Carsi Cader, with hot tub of water and two slave-girls in side alleyway, selling baths for 1gp. (10% chance that his legitimate operation has been taken over by the thieves guild and he's being forced to cooperate).
163	Bath-man Harold Hotwater, with a large bronze tub in the middle of the street where people can bathe for half a gold piece.
164	Beadmaker Nellie Stringer, selling necklaces for 2sp.
165	Beer vendor Gospian Garword, selling beer by the tankard, 5 tankards for 1gp. The beer is unbelievably potent, with a 25% chance that the drinker will become very, very, drunk from a single tankard-full.
166	Beer-seller Gennick Tarver, with barrel and mugs on a table in the street, one silver piece to quaff a mug of beer.
167	Beggar Carrian the Low, begs for alms. 5sp (10% chance he is actually a nobleman hiding out from enemies by disguising himself as a beggar).
168	Beggar Harkin Zax, contagious.
169	Beggar Poxxy Wark, with his 1d6+3 hidden robber associates, 1d6gp each.

170	Beggar S'Safar the Doppelganger, begs for alms but duplicates player's appearance and commits crimes.
171	Beggar Yam the Lame, begs for silver. 5sp. (he is haunted by a shadow that steals half his money, and asks adventurers to kill it).
172	Beggar-leader Drog One-leg, assigning 10 beggars to their daily territories (100% chance characters are swarmed with beggars).
173	Bellfounder Hadro Felgarnian, with large bell (200gp) on cart, with 2 carters and 1 light guard (1d100gp).
174	Belt-seller Savaron Girdler, selling expensive dragon-hide belts (30gp ea). (90% chance the belt is only snakeskin).
175	Berserkers 1d6, cannot speak common tongue (20% chance to become irritated and attack someone).
176	Blacksmith Hagan the Hirsute, 2HD with 1d4 forge workers (6hp each), all drunk and looking for a fight (1d10+5gp each).
177	Blacksmith Orseph Ironshaper, 2HD, shoeing horse in street for nearby noble customer (10% chance shoeing rear hooves of a hippogriff).
178	Blacksmith Uther Smith, 2HD (10% chance that he has constantly been hearing voices telling him to kill a particular citizen – an informant for the city's overlord).
179	Bookbinder Harold Glue-fingers with 1d3 apprentices and 1 poet, Jasper Korsi, all talking merrily (50gp on Harold, others have 1d6 each).
180	Bottle-seller Oswin Reedy with hand-cart (20% chance won't leave until party buys a bottle for 1sp) (1% chance for djinn bottle).
181	Bounty Hunter Bortho Grim (2HD) 1d10gp (40% chance character matches description of some ruffian).
182	Bounty Hunter Everis Omrow, carrying head on pike to get his reward (10% chance the head will let out a piercing shriek for some reason).
183	Bounty Hunter Ghal the Mask, 1HD with 2 dogs 2d6+10gp (40% chance character matches description of some ruffian).
184	Bounty Hunter Hasdrubal, 3HD 2d6+10gp (40% chance character matches description of some ruffian) (80% mounted).
185	Bowyer Fritz Bowmaker, with 1 apprentice, making delivery of 5 longbows, 1d6gp.
186	Bowyer Thass Pirkle, offers to make hand-tailored bow to characters (5% chance of +1) at triple normal price, 2d10gp.
187	Boxmaker Eorgo Woodworker, selling boxes for 1-10gp, 1d6gp (5% chance for box of holding).
188	Boxmaker Thomas Deer, with 1d6 guildsmen, 1d6+5gp each. (25% chance they are discussing a recent theft which took place at their guildhall).
189	Brassworker Kendle Brazier, selling holy symbols and lamps for 1gp. 1d8gp.
190	Brassworkers, 1d7, 1d6+1hp (10% chance drunk).
191	Brewer Raddle Twis, buying grain from grain dealer Barrow Jain, 1 heavy guard, 1d100+100gp. (10% chance for beggars to swarm the wagon, stealing cups of grain).
192	Brewer Simon Brewmaster, delivering barrels of beer on horse-drawn cart with 3 carters and 1 light guard, 1d6gp, 10 barrels of beer.

193	Brickmakers, 2d12, on break. 1d6gp each.
194	Brigand Chief Locan O'Tain (3HD) with 2d6+5 thugs (light guards), 100gp. (95% chance to try and rob characters).
195	Brigand Cosper the Mad (3HD, AC 4[15]) and 4 brigands (heavy guards), with a coffle of 3 glum slaves. Phrases his thefts as a request for alms, puts anyone who refuses to pay into the slave coffle. He is related to the city's Overlord, so the guard does not stop him, but they quietly buy slaves back and free them after Cosper sells them.
196	Brigand Evanis Coldeye (2HD) and 3d6 brigands (light guards), 250gp.
197	Brigand Farley the Notorious (2HD) with 1d6 thugs (light guards), 50gp (95% chance to try and rob characters, 10% chance of intervention by city guards, 10% chance of hue and cry causing riot).
198	Brigand Ganjagor the Portly (2HD), 2d6 brigands (heavy guard), and a tiger (4HD). 3,000gp.
199	Brigand Haldar the Highwayman (3HD) and 2d6 brigands (light guards), 300gp.
200	Brigand Horgum Horvis and his band of 1d6 brigands, robbing as many people as they can before the city guardsmen arrive. They plan to split up and escape to their secret hideout in the slums. 200gp.
201	Brigand Kangvar the Bloody (5HD, AC 2[17]) and 20 brigands (heavy guards), all mounted. They are on a specific mission in the city before returning to the countryside, and the city guard has been well paid not to notice them. There is a 3,000gp bounty on Kangvar's head. (10% chance Kangvar is in the city by invitation of the city's Overlord, and has agreed to help him with some particular task).
202	Brigand Killimar the Crooked (2HD, AC 4[15]) with 4d6 brigands, 1,000gp. This is a large, roving gang that stages raids in areas where they have paid the city guard to "forget" to patrol.
203	Brigand Kind Matthew (3HD) and 1d6+3 brigands (light guards), very polite but still take your money, 250gp plus 500gp bounty.
204	Brigand leader Borko (1HD) and 1d6+3 brigands equivalent to light guards, 1d10gp each.
205	Brigand Masbur the Axe (2HD) with 2d6 thugs (light guards), 100gp (95% chance to accost characters).
206	Brigand Nanjar the Archer (2HD) and 2d6 brigands (light guards), 300gp.
207	Brigand Parson Greep (2HD) and 1d6 brigands (per light guards), 50gp. (10% chance that the city guard are following the brigands very close behind).
208	Brigand Poy Lang Shu with 1d6 brigands (light guards), 200gp.
209	Brigand Santolo the Axe (4HD, AC 3[16]), 400gp. Santolo is cheerful and fat, but obviously very competent. (95% chance that his escape-driver, Merhew, is nearby with a light chariot in case of problems).
210	Brigand Tantu the One-Handed and 2d6 brigands (light guards), 200gp plus 300gp bounty.
211	Brigand Two-tooth Jack, the oldest brigand in the city, with his 3 loyal brigand followers, also quite old. Each of the 4 brigands is a level 3 fighter, AC 4[15], and has 100gp.

212	Brigand Tymeric the Rider and 2d6 brigands (light guards), 300gp.
213	Brigand Wargu Longbraid (1HD) and 1d6 brigands (light guard) trying to keep their quota with the thieves guild by robbing people and reminding them that paying off the Guild prevents such incidents.
214	Brigand Xaul the Shadow (2HD) and 2d6 brigands (light guards), 200gp.
215	Brigand Yilgana Bronze-helm (6HD) and 2d6 brigands (light guards), 3,000gp.
216	Brigand Zar Blackbeard (1HD, AC 4[15]) and 2d6 brigands (light guards), 250gp.
217	Brothel Bouncer Grook, ogre, on chain leash with Janeen the Courtesan, 1d100+200gp.
218	Bucket of green slime pitched from rooftop, 50% chance to land on or near characters.
219	Bucket of guts (50% chicken, 50% fish) lands (50% chance) on or near characters, thrown from second-story window.
220	Bucket of pig dung flung from alleyway onto or very near characters.
221	Burning building collapses into street in 3d6 minutes (20% chance child is nearby, watching fire, 10% chance for city guard to suspect characters of arson).
222	Burning man Krake the Irritating, running down street on fire.
223	Butcher Leander Thane, fallen from noble status, uses +1 short sword to cut meat, 2HD.
224	Butcher Massko Meatcutter, stalking likely prey 2HD, 1d6gp.
225	Butcher Sammis Garbel, selling sautéed horsemeat, 1d8+3gp.
226	Cabinetmaker Corbin Joiner with 2 apprentices, 1d6gp each.
227	Candlemaker Teniver Tallow, selling candles for 1sp up to 1gp depending upon quality, 1d12gp.
228	Candlemaker Yvor the Suspice, stalking sources of tallow with his 3 goblin thugs, 10gp.
229	Caravan led by Ardari the Venturer (4HD), with 20 wagons, 1d6+3 merchants, and 20 heavy guards. The cargo is worth 1d1000gp per wagon.
230	Caravan of 1d6+1 rich merchants, each with 1d6 wagons and 1d6 heavy guards per wagon, with caravan master Okir Kazoon (5HD). Caravan cargo roll 1d4. 1: slaves, 2: furs, 3: grain, 4: slaves, furs, and grain.
231	Carnivorous gorilla (4HD) in chains with 4 light guards, headed for a zoo or collection (10% chance to break the chains and escape).
232	Carpenter Whiskin Thin, with 1d6 other carpenters, drunk. (10% chance that they will throw stones very inaccurately at the party). The guild of carpenters will respond legally or illegally in response to any serious violence against them.
233	Carpenters, 1d6, working on building, 1d6gp each. (10% chance for structural collapse).
234	Carpet-seller Abbas Atarian, selling 3 carpets for 100gp each, worth 1d100+50gp each. 2 heavy guards. (10% chance a carpet is stolen goods).
235	Carpet-seller Harzel Dram, weaving carpet on loom in street with 1 slave helping, 2d10gp.
236	Carter Baldabul Fidden (2HD), delivering chickens in coops with 3 laborers to help. 1d6gp each. (10% chance cart loses a wheel and blocks street).

237	Carter Haley the Heartless, with cloth-covered wagon containing 5 city guardsmen (4 light and 1 heavy). 1d6gp each, cargo is a famous bandit who will reward rescuers liberally.
238	Carter Mapanu Baskin, delivering stolen goods (1,000gp) to the thieves' guild. (20% chance of escorts shadowing the delivery).
239	Carter Nespius, with wagon of dung and 2 slave laborers, 1d6gp.
240	Carter Tam Carter, delivering hay with 2 laborers to help, 1d6gp each. (10% chance prisoner tied up in hay calls for rescue).
241	Carter Tharmo, with wagon of chicken coops and 1 slave laborer, 1d6gp.
242	Carter Twan Carter, with cart of animal fodder and 1 laborer, 1d6gp each. (10% chance of spilling cargo on or near characters).
243	Cattle drive of unusual beasts (d6) 1: giant pheasants or quail, 2: alligators, 3: dinosaurs or huge saurians, 4: giant wild boar.
244	Cattle-drive fills the street with 1d100+25 cows and bulls – may (25%) be aurochs that stand 12ft at the shoulder (50% chance for a bull to go rogue).
245	Centipede, ten feet long, emerges from sewer entrance (7HD, AC 3[16], Atk 1 bite (3d6 + poison), save 9, Move 9, Special: lethal poison in bite).
246	Charcoal seller Odell the Dusty, selling charcoal to 1d6 customers, 1d6gp each. (5% chance one customer is a salamander buying food).
247	Charioteers Yam and Gharzo, racing on behalf of their owners (nobles). 1d2 characters may be accidentally hit (roll vs. d6 monster, 1d6+1 hit points damage). Their noble owners will become involved if there is a difficulty, refusing to accept responsibility for the injury of a mere adventurer.
248	Charms peddler Tacit Ark, selling scraps of paper upon which "magic" prayers are written. These are burned so that the message will go to the appropriate deity, 1gp each. 2d10gp.
249	Charms peddler Wyvorio the Newt, selling holy symbols and charms of all description, 1d6gp. None of his inventory is worth much. (10% chance that some of his spy-newts will get into a character's clothes, allowing Wyvorio to see what the characters are doing and report it to the city guards for a reward).
250	Cheesemaker Bostable Whey, selling wheels of many kinds of cheese (10 wheels worth 5gp each). 1d6gp. (10% chance of noble customer who insists on purchasing cheese wedges for party to demonstrate its quality).
251	Cheese-merchant Seefer the Wolf, with 40gp of cheese on cart with 1 light guard, 1d100gp, 10% mounted on palfrey. (10% chance of attack by rival cheese-merchant and 1d6 thugs).
252	City guard captains, 1d3 (3HD) off duty, per heavy guards.
253	City guards (2d6) per light guards with no officer, looking for a party of adventures who attacked a moneylender. The party is said to include a fighting-man and a magic-user.
254	City guards (2d6), per heavy guards (25% chance to shake down any non-citizens they encounter).

255	City guards (3d6) led by a sergeant with 2HD, searching for a dwarf accused of thievery.
256	City guards (3d6), per light guards with no officer, returning from searching a residence for spies and dissenters.
257	City guards (3d6), per light guards, with no officer, on a general sweep for lawbreakers and miscreants.
258	City Guards Commander Sir Caribaas the Hangman (HD5, AC 2[17]). 10 light guards 10 heavy guards 5 elite guard (mounted) 3 sergeants-at-arms, 1HD 2 runners
259	City Guards patrol 3 light guards 2 attack dogs (1d6hp)
260	City Guards patrol led by corporal Talar, 2 light guards with shortbow.
261	City Guards patrol led by Lieutenant Briarpipe (2HD, AC 4[15]): 5 light guards with shortbow 5 light guards with spear 5 heavy guards 2 heavy guard sergeants (1HD) (75% chance to question the party about their activities)
262	City Guards patrol led by Lieutenant Chel Tammis (2HD, AC 4[15]), mounted: 10 light guards 1 light guard sergeant-at-arms (1HD) (75% chance to try to shake down the party for "taxes").
263	City Guards patrol led by Lieutenant Zao Quarquil (2HD, AC 4[15]), mounted: 10 light guards 1 light guard sergeant-at-arms (1HD) (75% chance to follow the party for a while, out of vague suspicions).
264	City Guards patrol led by Sergeant-at-Arms Alveric Yellowhair (1HD, AC 4[15]): 4 light guards 1 heavy guard 4 attack dogs (75% chance one of the dogs takes an interest in the party).
265	City Guards patrol led by Sergeant-at-Arms Bellac (1HD, AC 4[15]): 6 light guards 3 heavy guards with shortbows (10% chance the guards are suddenly ambushed over a dispute with criminals).
266	City Guards patrol led by Sergeant-at-Arms Bracken Parth (1HD, AC 4[15]): 4 light guards 1 heavy guard (75% chance the guards try to shake down the party for "contributions" to the guardsmens' guild).

267	City Guards patrol led by Sergeant-at-Arms Carcal Des (1HD, AC 4[15]): 6 light guards 3 heavy guards with shortbows 1 runner/courier (25% chance that they are in the process of an arrest).
268	City Guards patrol led by Sergeant-at-Arms Daykin Firth (1HD, AC 4[15]): 4 light guards 1 heavy guard (25% chance they are “questioning” a beggar by rather aggressive methods).
269	City Guards patrol led by Sergeant-at-Arms Drake Viper (1HD, AC 4[15]): 4 light guards 1 heavy guard 4 attack dogs (10% chance to harass and question adventurers).
270	City Guards patrol led by Sergeant-at-Arms Eukleides (1HD, AC 4[15]): 4 light guards 1 heavy guard (10% chance to harass and question adventurers).
271	City Guards patrol led by Sergeant-at-Arms Immer Quail (1HD, AC 4[15]): 4 light guards 1 heavy guard (10% chance to harass and question adventurers).
272	City Guards patrol led by Sergeant-at-Arms Jerwil Ganzer (1HD, AC 4[15]): 3 light guards 1 heavy guard 1 attack dog (10% chance to harass and question adventurers).
273	City Guards patrol led by Sergeant-at-Arms Kal Borzio (1HD, AC 4[15]): 3 light guards 1 heavy guard (10% chance to all be stumbling drunk).
274	City Guards patrol led by Sergeant-at-Arms Knothead Borley (1HD, AC 4[15]): 4 light guards 1 heavy guard (10% chance to harass and question adventurers)
275	City Guards patrol led by Sergeant-at-Arms Marcus Ignatius (1HD, AC 4[15]): 4 light guards 1 heavy guard (10% chance to be searching passers-by).
276	City Guards patrol led by Sergeant-at-Arms Meek Jaskis (1HD, AC 4[15]): 4 light guards 1 heavy guard (10% chance to be searching passers-by).
277	City Guards patrol led by Sergeant-at-Arms Morrowick (1HD, AC 4[15]): 6 light guards 3 heavy guards with shortbows (10% chance to be searching passers-by).

278	City Guards patrol led by Sergeant-at-Arms Olovar Warderman (1HD, AC 4[15]): 6 light guards 3 heavy guards with shortbows (10% chance to be searching passers-by).
279	City Guards patrol led by Sergeant-at-Arms Otor the Hardbitten (1HD, AC 4[15]): 4 light guards 1 heavy guard (10% chance to be searching passers-by).
280	City Guards patrol led by Sergeant-at-Arms Plewan (1HD, AC 4[15]): 4 light guards 1 heavy guard (10% chance they’ve been bribed to guard a building while thieves loot it).
281	City Guards patrol led by Sergeant-at-Arms Queng Daro (1HD, AC 4[15]): 6 light guards 3 heavy guards with shortbows (10% chance they’re actually disguised members of thieves’ guild on secret business – and looking a bit suspicious).
282	City Guards patrol led by Sergeant-at-Arms Thorvald Ragnar (1HD, AC 4[15]): 4 light guards 1 heavy guard
283	City Guards patrol led by Sergeant-at-Arms Walder Kain (1HD, AC 4[15]): 4 light guards 1 heavy guard (10% chance to be shaking down a fruit vendor).
284	City Guards patrol led by Sergeant-at-Arms Willem DeGhent (1HD, AC 4[15]): 6 light guards 3 heavy guards with shortbows 1 runner/courier (10% chance to be escorting a just-captured prisoner).
285	City Guards patrol led by Sergeant-at-Arms Yargis (1HD, AC 4[15]): 3 light guards 1 heavy guard (10% chance to be escorting a prisoner to the headsman’s axe).
286	City Guards patrol led by Sergeant-at-Arms Yat Yandow (1HD, AC 4[15]): 6 light guards 3 heavy guards with shortbows (10% chance to be blocking the street in a “dragnet” operation).
287	City Guards patrol led by Sergeant-at-Arms Yokki the Vulture (1HD, AC 4[15]): 4 light guards 1 heavy guard (10% chance to be running from a miscreant who turned into a troll).
288	City Guards patrol with 5 light guards, 2 heavy guards, Sergeant-at-Arms Ren Palar, tiger handler, and tiger (4HD). (10% for tiger to attack handler or a passer-by).
289	City guardsmen (2d6) returning from duty in a very bad mood (25% chance to hassle a street merchant or even the party).

290	City informer Julian Jiss, will follow suspicious people to see if they commit a crime (45% chance to follow the party until someone more interesting comes along).
291	City watchman Kurl Watchman, per light guard, with a horn to call the city guard if he spots trouble.
292	City watchman Kurl Watchman, per light guard, with a horn to call the city guard if he spots trouble. (10% chance that he will try to extort a small amount of money from the party, threatening to call the guard on them for theft).
293	City watchman Smatter Kain, per light guard, with a horn to call the city guard if he spots trouble. (10% chance that if the party stops and talks to anyone on the street, he will decide they are threatening citizens – the party can talk their way out of this, because he’s known for sounding false alarms).
294	City watchman Zoon Big-lungs, per light guard, with a horn to call the city guard if he spots trouble. (10% chance that he will have a sudden heart attack).
295	Cleric Bars Navaar (2HD) AC 4[15], priest of Arioch the Demon, 40gp. Spells: Cure Light Wounds. (10% chance to meet with 4 cultists).
296	Cleric Ossmair the Healer (level 2, AC 4[15]). Spells: Cure Light Wounds, 100gp.
297	Cleric S’daal (2HD) AC 4[15], priest of the city’s patron deity, 50gp Spells: Cure Light Wounds (95% chance to ask party for donation for repair of dilapidated statues).
298	Cleric Va’ar the Vision-seer (level 4, AC 2[17]). Spells: Cure Light Wounds x2, Hold Person. 300gp and 2 IOU’s for 250gp each.
299	Clothier Marcus Candlemass, about to be lynched in street by dissatisfied knight customer (4HD) and 3 men at arms (heavy guards).
300	Clown, furtive, hiding in shadows and slinking along walls. If touched, he disappears, but will appear again by night, standing beside the bed of whoever laid hands upon him. When the character wakes, the clown tosses a single white rose onto the bed, and then disappears again for good.
301	Clown, hanged and dead, swinging from noose. The clown capered and japed at Lord Tirnan Man Og when he passed by about thirty minutes ago, and the lord had his men hang the jester from the nearest beam. There he swings, to and fro.
302	Clown, in mask with sad expression upon it, dances through the crowd. He meets one of the characters’ eyes, nods solemnly, and then moves on purposefully in another direction.
303	Coach drawn by 4 horses (50% chance of to-hit roll against a character if it passes too closely, 1d6 points of damage).
304	Coach of Halaraspus the magic-user (8HD), drawn by two large saurian beasts such as giant lizards or small dinosaurs, 1d100x100gp, 4 elite guards. Spells: sleep x2, charm person x2, phantasmal force, detect invisibility, web, fireball, fly, protection from normal missiles, dimension door, fear.
305	Coach under attack by 1d100 hungry laborers and beggars with clubs and pitchforks.
306	Cobbler Boccis Shoemaker, offering repairs to boots and shoes for 1sp, 1d6gp.

307	Cockatrice is on the rampage, leaving trail of petrified bodies (reward of 300gp for a dead cockatrice is in force throughout city, but magic-users will pay up to 500gp).
308	Coffin on cart, accompanied by 3 laborers taking it for burial (10% chance that it contains stolen goods being buried for digging up later).
309	Coffin on cart, accompanied by 3 laborers taking it for burial (10% chance that the coffin contains a kidnap victim who will start thumping and yelling from the inside – if this is the case, the kidnappers may also be nearby to supervise the operation).
310	Coffin on cart, accompanied by 3 laborers taking it for burial (10% chance that coffin contains a vampire moving from one place to another).
311	Coffin on cart, accompanied by 3 laborers taking it for burial (10% chance that the coffin contains a ghoulish being moved from place to place by a necromancer who is accumulating undead in his fortified house).
312	Coffin on cart, accompanied by 3 laborers taking it for burial (10% chance that this is the way a press gang moves unconscious victims to their ship).
313	Coffin-maker Gorlius Grime, 1d6gp (50% chance to measure a particular character for coffin).
314	Coffin-maker Herip the Black Carpenter of the Seven Eels, delivering coffin on cart with 2 laborers, 2d12gp (40% chance to offer job as assistant tomb-robbers).
315	Coffin-maker William the Cheerful, delivering coffin on cart with 2 laborers, 1d10gp (10% chance to offer quick job as funeral mourners).
316	Collapsed person, Bandriot Fean, has fallen to the ground, having suffered a heart attack or other sudden ailment (50% chance that this is a performance intended to create a distraction or a crowd for pickpockets to fleece).
317	Convict laborers (1d6+3), carrying firewood to prison under supervision of Quentin Jalact, light guard (10% chance for organized prison break assisted by outsiders).
318	Cook Evarella, fat, being thrown out of household for food poisoning in the sautéed frogs 1d6gp (25% chance to offer free food in exchange for vengeance).
319	Cooper Tillman Cooper, delivering 10 barrels on cart with 3 laborers (10% chance that barrels contain robbers).
320	Coppersmith Andrios Raktarius, out to get a meal, 3d12gp.
321	Cosmetics seller Eileen the Lovely, selling men’s and women’s cosmetics, 1d100gp worth of cosmetics (10% chance to become offended and summon a succubus demon).
322	Cosmetics seller Horton the Handsome, selling beard oil, hair dyes, and mustachio wax, 1d10gp.
323	Costumer Thaddeus the Fabulous, meeting with troupe of 10 actors about latest play, 1d6gp each (20% chance to insult characters as uncouth barbarians unappreciative of the theater arts, 10% chance to offer job as actors).
324	Counterfeiter Yilmar Quen, selling fake silver pieces in exchange for gold pieces at half price. (10% chance for the city guard to be watching him).

325	Courier Parker Trustworthy, in service to knight, delivering love letter, 1d10gp, 75% mounted.
326	Courier Telwyn the Messenger, in service to the city's Overlord, delivering gem worth 5,000gp, 100% mounted. (10% chance shadowed by secret police, 10% chance shadowed by thieves).
327	Courtier Kevis Carfour (HD 2), haughty, with 5 heavy guards, all mounted, proceeding along street (10% chance to witness pickpocket, 10% to be looked down upon verbally).
328	Crocodile, giant, escaped from noble household: returning it alive gains reward of 500gp; killing it may invite reprisals.
329	Crone Tizinia, with cauldron of simmering stew, delicious smell requires saving throw to avoid immediately buying and eating a bowlful, anyone who eats needs no further nourishment for 1d6 days.
330	Crows are picking at something unusual and possibly horrid in the mud of the gutters.
331	Cultists (2d6) wearing robes with skull insignia or similar badges, are scattered throughout the street, watchful and waiting for something.
332	Cutler Gideon Garth selling knives, forks, and daggers, 20gp (10% chance of cursed dagger, 5% chance of +1 dagger)
333	Dairymaids, 1d3, delivering milk, 1d4 gp each (50% chance they are being harassed by ruffians).
334	Dairymaids, 1d6, delivering milk pails to customers, 1d4gp each (10% chance slavers attempt to kidnap them).
335	Dancing girl slave Patrizia, escaped and hiding (10% chance to ask characters to help her escape the city), 0gp.
336	Dealer in Curiosities Whisper Leech, selling stuffed basilisk and shrunken heads, 1d100gp (10% chance characters recognize one of the shrunken heads).
337	Dealer in religious items Robert the Pious, holy symbols of 100 religions (1gp ea), 5 prayer wheels, 15 written prayers for burnt offerings, 1 light guard (10% chance he is attacked by demon).
338	Dealer in religious relics Wandiger the Devout, selling bones of saints, hair of a god, holy symbols (5% chance for sudden divine retribution).
339	Demon in hooded cloak (5HD) looking for those who might sell their souls for 500gp (no raise dead after selling soul).
340	Dentist Staunch Toothpuller, pulls teeth and sells them to private collector, 1d10gp.
341	Distiller of brandies Waspy the Distiller, making delivery to noble household with 1d6 light guards and 1 elite guard, 10 barrels of fine brandy worth 200gp each (10% chance to witness attempted theft).
342	Dockworkers Malbar the Dark and 1d20 others, drunk and looking for trouble (10% chance they are under the influence of a spell or other curse released while unloading cargo).
343	Drug dealer Emerald Rose, selling black lotus blossoms for 25gp each (10 blossoms). She is not guarded, but pays dues to the Thieves Guild.

344	Drug dealer Ivanov Rashaad, selling black lotus (100gp per blossom, 60 blossoms packed in wooden boxes), with protector berserker (7HD) disguised as nearby washerwoman hanging out clothes. (10% chance for agent of a highly placed customer to make a purchase while characters are watching).
345	Drug dealer Krechon Abdar, selling blue lotus (50gp per blossom, 50 blossoms), member of thieves guild, protected by 5 heavy guards with 5 attack dogs at a small distance. (10% chance for "enforcement" action taken by the shadowy Dream Guild's enforcers).
346	Drug dealer Lillian the Seamstress, selling hashish and pipes for 50gp (10 sets), 100gp, 3 heavy guards with ogre keeping watch from the shadows to protect her. (10% chance of thieves' guild taking enforcement measures as party watches).
347	Drug dealer Ozar the Lotus, selling black lotus and hashish (4,000gp in inventory), with 5 trained monkeys that can turn into huge carnivorous gorillas. (40% chance that city informer is watching transactions with curiosity).
348	Drug dealer Samaar the Maimed, selling black lotus blossoms in wooden boxes, 100gp per blossom, 15 boxes. Samaar has one hand and many criminal brands and tattoos. (50% being shadowed by thieves' guild as freelancer, 50% being shadowed by secret police, 50% being shadowed by his protectors – 1d6 light guards, 50% being shadowed by 10 ruffians – light guard equivalents).
349	Drug dealer Shahaan the Shadow (5HD), selling opium paste (1,000gp in inventory), watched by crows controlled by his guild, the mysterious Dream Guild. (25% chance to ask characters to help him rob an incoming cargo of lotus blossoms – owned by the thieves' guild).
350	Duel: two citizens, Tharimos and Fiffinek, are about to fight a duel.
351	Dwarf Luar Tunneltromper (1HD), per light guard, had his money and weapons stolen by thieves (if there is a dwarf in the party, 75% chance to approach party for help).
352	Dwarf, Stumpy the Rock, HD2, AC 4[15], 20gp.
353	Elephant driver Harmool and 1d6x3 laborers drive elephant with building stone on sled.
354	Elephant handler Yaga Dar with elephant and howdah, for hire 100gp per hour. (10% chance per hour for elephant to become enraged and go on rampage).
355	Elf (or other pre-human race) noblewoman traveling in palanquin (6 human slaves) with 2d10 elite guards (elven), 1d1000gp. (10% chance that she becomes enamored of character when she sees him).
356	Elf (or prehuman race) noble Tshaanac, observing city with 5 heavy guards (elven), all mounted, 1d100x10gp. (10% chance to observe attack by 1d6 ruffians based on racial hatred).
357	Elves or elf-like members of some pre-human race (3), hooded, on secret and mysterious business, 2d10gp each.

358	Embroiderer Lasethel Seamer, offers to embroider party symbol on their cloaks, which takes 2 days for 10gp per cloak, 1d6gp (10% chance to be mysteriously kidnapped while working on the cloaks).
359	Engineer Kaulo the Mathematician, working on bridge to cross over street (10% chance of falling masonry).
360	Entertainer (sword-swallower) Galabor the Grand, swallowing swords for thrown coins. (10% chance of terrible accident).
361	Entertainer Cardis Blanch, fire-swallower, performing for a crowd of 1d20+5. (25% chance for pickpocket to target party member).
362	Entertainer Vanga Thas, dancing zombie-handler, performing with dancing zombie (10% chance of zombie's family member attacking Vanga, 10% chance adventurers recognize zombie).
363	Entertainers (1d10 jugglers and tumblers). (10% chance for a fireworks display as well, that goes wrong and starts several fires).
364	Entertainers (1d10 mimes and clowns) 1gp each. (10% chance for brawl with a rival troupe of mimes).
365	Entertainers (1d10 musicians) of excellent quality, 2d6gp each. (5% chance for one of them to be taken by the gods as a personal minstrel, leading to the formation of a new cult).
366	Entertainers (1d10 musicians) of terrible quality, 1d6gp each (60% chance to follow characters until paid to go away).
367	Executioner Grim the Headsman, 3HD, talking to his fans about this evening's execution of a prominent thieves' guild leader, 1d20gp.
368	Exterminator Rufus Ratkiller, working on clearing a house with rat problem, 1d6gp. (25% chance for giant rats, and Rufus may need help).
369	Fake gem-merchant selling paste gems for normal price (10 10gp gems and 10 50gp gems). They are useless if tested by a real gem dealer, and only 50% likely for a normal merchant to accept.
370	Falconer Herman Falcon, riding through city in employ of visiting nobleman, 1d10gp. (10% chance he is being shadowed by secret police as suspected spy).
371	Farmers market, small, 2d6 farmers with carts selling vegetables and eggs (10% chance for thieves guild enforcers to arrive, 2d6 as light guards, to demand a tax of 10%. 10% chance for city guard to arrive and demand a 10% tax).
372	Fence Quentin the Fencer, meeting with 1d4 thieves from guild (90% chance they become very suspicious that the characters are agents of the law).
373	Fence Wik Shifty, with 1d6 light guards, 150gp and 1d100 in stolen items.
374	Fighter Brewer Brokenchin (2HD, AC 4[15]). Just fired from city guard for accepting bribes.
375	Fighter Yantoro Blue-helm (4HD, AC 2[17]) and his +1 sword. Yantoro has very long moustaches and a cheerful disposition. (10% chance that he was just approached by a patron about a mission).
376	Fighting-man Jared Olkery (3HD, AC 6[13]), riding the ugliest horse anyone has ever seen.

377	Fighting-man Wardog Warne (3HD, AC 4[15]) riding trained giant lizard (4HD).
378	Fighting-man Xan Thaarnu (3HD) materializes in the street after stepping onto a metal platform during a dungeon adventure. He carries a 10ft pole and a lit torch.
379	Figurine maker Brian Kallistes, who makes clay models of major buildings in the city, such as the city Overlord's palace, 2d6gp. (25% probability that such a model may show the location of a secret entry upon close inspection).
380	Figurine maker Fandofius Goor, who makes ceramic figures of cats and dogs with silly smiles for 1gp each. These are a popular item among those with no taste.
381	Figurine maker Wendigon Waterside, selling three delicate porcelain figurines that appear to be of the city's Overlord, for 200gp each, actually a sort of voodoo doll that allows the user to spy upon the Overlord, 1d100gp. (25% probability that he is being watched by the secret police, 100% chance that if the party purchases a figure and doesn't kill Wendigon, they will be pursued by all kinds of people who want the figurine).
382	Firewood seller Newin, selling wood from handcart (10% chance of being arrested for cutting wood in the City Overlord's parks).
383	Firewood seller Otho Bodwick, selling wood from a handcart, 1d6gp. (10% chance of giant ant stowed away in the handcart).
384	Fireworks-maker Akhmar Sheng, selling fireworks.
385	Fishermen (2d6) from the boat Salt-Jumper, angry about a bad day's catch.
386	Fishermen (2d6) from the boat Sea-Sweeper, celebrating a good day's fishing.
387	Fishermen (3d6) from various local fishing boats, gathered together for a party. (10% chance one of them saw something very strange beneath the waters yesterday).
388	Fishmonger Coltore the Catfish, selling fresh fish (5% chance a fish contains a 100gp gem).
389	Fishmonger Thaskis Fishman, selling fresh fish (25% being accosted by moneylender's thugs to whom he owes money).
390	Fishmonger Wilbry Monger, selling fresh fish, 1d6gp. (10% chance of poison).
391	Fletcher Herman Fletcher, selling "arrows of certain death" for 10gp each. (5% chance that one is +1 or that one curves back to hit the archer).
392	Flock of chickens loose in street, 2d6+3 loose chickens.
393	Flock of ducks follows Merrillinda Perrin, kept together by her small dog Yarky.
394	Flower-girl Gwenyth Pauper, selling flowers (10% chance being beaten by her employer).
395	Flower-girl Harmony Helder, selling flowers (10% chance to be accosted by 1d6 ruffians).
396	Flower-girl Winifred Fair, selling flowers (10% chance that flowers cause a Charm Person effect on buyer and put buyer under Winifred's control if save is failed).
397	Flying carpet of the Wizard known only as the Tattered Man (10HD) drifts overhead.

398	Food vendor Ardulf, selling rat on a stick, 10 for 1gp, 1d6gp.
399	Food vendor Ethel, selling blue apples 10 for 1gp, 1d6gp.
400	Food vendor Goswyn Loudvoice, selling river trout steamed in grape leaves, 10 for 1gp, 1d6gp. (10% chance his stall is in the process of being repossessed by a moneylender).
401	Food vendor Istemo, selling fried green-bat fritters, 10 bats for 1gp. (25% chance flock of crows try to steal food from party if a purchase is made).
402	Food vendor Miriam Cobble, selling roast cat parts on a stick, 10 for 1gp, 1d6gp. (10% chance to be attacked by 1d6+1 wild dogs in view of adventurers).
403	Food vendor Omar Tabooli, selling fried chickpea paste on flatbread, 10 for 1gp, 1d6gp, has 1 attack dog (1HD). (50% chance for him to mistake a character in a helmet for someone who ran away without paying – and to call the city guard).
404	Food vendor Quon Tam, selling roast parrot, 10 for 1gp, 1d6gp. (10% chance of intelligent parrot in cage squawking to be set free before being cooked).
405	Food vendor Simon Gaunt, selling grilled venison, 10 servings for 1gp, 1d6gp. (15% chance one of the steaks contains a piece of leather with plea for help written on it by kidnap victim forced to work in butcher shop).
406	Food vendor Smark, selling steamed eels, 10 for 1gp, 1d6gp.
407	Food vendor Thnin, selling monkey stew, 10 bowls for 1gp, 1d6gp. (10% chance of food poisoning).
408	Food vendor Uldric, selling lamprey sausage, 10 for 1gp, 1d6gp. (40% chance of 2d6 urchins asking party to buy sausages for them).
409	Food vendor Wallis Barker, selling roasted chicken legs, 10 for 1gp, 1d6gp.
410	Foreclosure: the sheriff's men are beating down the door of a house to reposess its contents, 4 sheriff's men (light guards) and Gesrin the Under sheriff (1HD), with 5 slave laborers and a wagon.
411	Forger Haspian Cape, selling fake pardons for various crimes (murder, assault, theft, and forgery) for 20gp each. (25% chance for the forgery to be good enough for use).
412	Forger Maa-Rel, selling forged IOUs from various merchants at 75% chance of face value. The IOUs generally expire in a week, although some are old and expire in a day or two. The IOUs are only 10% likely to stand up to inspection by the city's law enforcers.
413	Fortune-Teller Endara the Mysterious, telling fortunes on street for 1gp (50% accurate), 20gp. (10% chance of arrest by guards for being a thieves' guild scout).
414	Fortune-Teller Xen Shio, telling fortunes on street for 2gp (60% accurate). Xen is a scout and fence for the thieves' guild and purchases stolen goods on the side. 300gp hidden on person. (10% chance thieves guild representative arrives to exchange goods).
415	Fruit-seller Lawlion Redder, selling bizarre fruits from distant countries for 5gp each, 10% chance to increase strength by +1 for 1 day.

416	Fruit-seller Tambalon Yas, selling sacks of apples from cart, 10% are worm-eaten. 2d12gp. (10% chance of person dropping dead nearby with apple in hand).
417	Funeral procession for Garvus the Moneylender, with 3d6 professional mourners, 2 relatives, 4 prayer-windmill bearers, 1 dove-releaser, 3 bell-ringers, and a priest (4HD) of Cerberus with 5 attack dogs.
418	Funeral procession for Lily Wetherin, famous thief and actress, with 1d100 mourners, 1d10 city guardsmen, 1 priest of Hades (2HD), 1 priest of Zeus (3HD), a marching band of 5 minstrels, a troupe of 5 mimes, 1 Horn-of-Remembrance player, and a dancing bear (50% chance of pickpocket attempt).
419	Fur dealer Barbain Qwar, selling ten wolf-skin cloaks for 25gp each. (10% chance to be arrested by city guard for stealing cloaks from high-level adventuring party).
420	Fur dealer Panthamar Pantho, selling bearskin cloak for 50gp. (10% chance of attack by werebear).
421	Fur dealer Zar Ghal, selling squirrel and rabbit furs for 1gp each, 1d6gp. Snakeskin boots for 10gp per pair.
422	Gemcutter Barziban the Brilliant, with 6 light guards and 1 heavy guard (mounted) traveling to noble's household for consultation on cutting gems, 200gp. (10% being shadowed by famous thief).
423	Gemcutter Harolo Diamond, desperate and broke after being robbed (60% chance to offer adventurers half his gems if they can be recovered from the thieves).
424	Gem-dealer Bartholomew Emerald, exchanging gems for gold at 90% of assessed value. He has 3 guards, each with 3HD. Carries gems worth 500gp, but has more at his well-guarded shop.
425	Ghoul, hides in a small alleyway, waiting for someone to pass by and be snatched in for killing.
426	Giant hornets (1d6) descend on street and attack passers-by. (10% chance they are ridden by pixie-like creatures with evil, contorted faces, summoned by angry magic-user with grudge).
427	Giant, dehydrated, is splashed with water and grows to full size.
428	Gladiator Marcus Carpalli (4HD), armed as elite guards, with 2d6 fans and followers. (10% chance that a mod of 1d100 admirers forms).
429	Gladiator Tempus Farus (2HD) with 1d6 other gladiators (1HD), carousing, armed as heavy guards.
430	Glassblower Xar Largelungs, with 1d6 light guards, delivering huge and elaborate glass structure of many tubes and flanges to a powerful magic-user.
431	Glazier Jarra Panther, offering to install windows, 1d6gp.
432	Glue-maker Paragon Vestment, selling pots of very, very adhesive glue for 10gp each, has 10gp, doing demonstrations to a crowd of 2d6 peasants and laborers, 1d6gp each. Has 10 pots of glue.
433	Goat herder Ojiwaat and his 10 goats, blocking traffic and getting into everyone's way.
434	Goblins (20) wearing hooded cloaks, making their way into the city as infiltrators to rob and raid by night.

435	Goldsmith Denzol Wargeno, selling gold trinkets 1gp each (100 for sale). (90% chance that they creep back to him through the streets after midnight).
436	Goldsmith Tarth Goldensmolder, selling gold crown (100gp) and gold vase (200gp), 1d6 heavy guards.
437	Golem, stone, crashes into street (10% chance it is trying to kill a particular rich merchant standing near party, in revenge for an insult to a powerful magic-user).
438	Griffon from the household of a city noble breaks its training and goes on a rampage, flying into the street to kill horses and people.
439	Grocer Markony Greengrocer, selling turnips, parsnips, and leeks from his hand-cart, all at reasonable prices. He has two sacks of rotten potatoes for 1sp if anyone needs rotten potatoes before he gives them to beggars. (65% chance an obnoxious person begins shouting insults at the characters from a second story window).
440	Groom Georg Matakri, exercising 2 very nice riding horses (100gp each), 1d6gp.
441	Groom Parthius Horserider, barbarian (2HD) grooms horses for passing riders, at a cost of 1gp. He does an excellent job. (40% chance of 2 noble customers waiting nearby as horses are groomed).
442	Groomer Tospius Parkanopolis, with chair in street, turns filthy peasant into coiffed, perfumed, powdered thing of beauty in 10 minutes for 10gp. (10% chance that recipient has charm person effect on opposite sex for 24 hours, 10% chance that scent attracts rats for 24 hours).
443	Guide Garth Guider, guides anyone to places in the city for 10gp per day (10% chance of getting lost).
444	Guide Lesper Towman, can guide anyone anywhere in the city for 1gp.
445	Guide Mensar Walker, guides tourists for 1gp, but works with a group of ruffians to waylay clients, 2d10gp.
446	Guide Seth Streetsman, can guide anyone anywhere in city (5% chance that this is his evil doppelganger).
447	Guildmaster Jthomas Par, of the Guild of Guardsmen (HD 7), with 20 elite guards, he is mounted, they are not. 5000gp in gems.
448	Gypsy wagons parked in street. Gypsy Leader is Gennavny the Knife.
449	Harness maker Kyan Maruk, delivering harness (20gp) with 1 apprentice, 1d6gp. (10% chance of violent dispute when the workmanship is rejected).
450	Hatmaker Jaramass Ladoon, selling flamboyant hats for 10gp each, 2d10gp.
451	Hedge-witch Jasmine the Enchantress (1HD) selling 10 luck charms for 1gp each. One of the ten actually gives +5 to the owner's first attack, then becomes non-magical. All of the charms are magical, but the other 9 are simply flawed and do nothing.
452	Hedge-witch Pandiax telling fortunes for 1gp. The fortunes are interesting, but she makes them up.
453	Herbalist Dagna Torune, returning from wilds with sacks of herbs, 1d6 light guards, 1d10gp (10% chance all were inflicted with lycanthropy while away).

454	Herbalist Samilia the Hag, organizing expedition into the wilds to find lotus blossoms, 2d6 light guards and wagon (90% chance to offer job to party).
455	Herbalist Uspicio Yar, selling pots of unguent (10% chance to be oil of ethereality), 3 pots for sale at 5gp each, 1d20gp.
456	Horse. A loose horse bolts down the street, running from something that has frightened it badly. (10% chance its saddlebags contain a treasure map, 10% chance saddlebags contain the signet ring of a missing nobleman).
457	Household slave Kieran Zailo, well dressed but with slave collar, walking his master's attack dog (2HD), 1d6gp.
458	Huge shambling mound (twice normal size) slogs its way through the street, apparently completely unnoticed by any but the characters. It makes its way to the palace, and attempts to kill the city's Overlord.
459	Hunter Misk the Hunter, carrying a deer into the city (10% chance the deer is poached, and he will be stopped by a city guardsman).
460	Illuminator of manuscripts Wonomir Wardaj purchasing parchment and quills, 1d6gp, currently working for powerful high priest, has suspicions about corruption within the temple.
461	Importer Lalanu Ezshar, organizing wagons of goods for delivery to warehouse, 2d6 light guards, 3 heavy guards, 1 elite guard. Goods are worth 350gp.
462	Importer Mazan Mazuun, seeking guards to protect caravan on a journey, 100gp, 1 light guard.
463	Importer Vaan Quarzan, seeking guards for ship voyage, 100gp, 1 heavy guard (10% chance to shanghai employees as galley slaves).
464	Ink-maker Lewn Ghar, selling normal and special inks, 1d10gp, from stall. (10% chance for customer to be 6th level magic-user Haru Benobius).
465	Innkeeper Borth, negotiating with butcher for delivery of meat, 2d20gp. (25% chance party notices a human or goblin finger in the meat).
466	Ironmonger Iram Jar, with ton of iron on wagon, 1d6 light guards, 2d6gp.
467	Jamno Keer, selling "magic" sword for 100gp. The sword radiates magic, but has no other enchantment.
468	Jester, with small crowd of 3d6 onlookers, prepares to leap from a tall building holding a sparrow in each hand.
469	Jeweler Amanad Parooth, mounted, with 5 elite guards, mounted. 2,000gp in jewelry, guarded by circling crow that is actually a magically disguised manticores. (10% chance that he needs guards to protect workshop from the thieves' guild since he hasn't paid protection money).
470	Jeweler Racknia Vanderin, calling out to attract people to his nearby store, 1d100gp.
471	Judge/Justiciar Romnoon the Fat, extremely high placed official of the city, with 10 elite guards and a bodyguard (5HD), all mounted. 5,000gp worth of jewelry. (10% chance that guards have been hired to kidnap him and spirit him away for ransom).

472	Knight Uderzo the Hawk (4HD, AC 2[17]), mounted, angry that commoners are wearing plate mail, which he feels should be reserved for the nobility (90% likely to insult anyone wearing plate mail and try to provoke a fight).
473	Lamp oil merchant Ospidius the Oily, with slave laborer rolling barrel of lamp oil down street to make delivery to customer, 20gp. (10% chance slave attempts to escape while characters are watching).
474	Lantern-seller Tokney Gabar, selling lanterns and oil, 1d6gp. He has 2 pots of highly explosive gel for 20gp each. (10% chance of a pot exploding for damage in vicinity, and resulting panic and riot).
475	Lawyer Tabard the Glib, making inquiries about a recent murder on behalf of his accused client, 50gp, 1 light guard. (60% chance to offer characters a reward for information about the true culprit).
476	Leatherworker Baroon Gaba, selling leather armor new and used, 6gp on person, 10 suits armor.
477	Leatherworker Ervandi Makouri, selling collars, whips, and corsets, 15gp.
478	Leatherworker Wixomin Thas, selling elaborately tooled troll-skin doublets of noble quality for 75gp each (he has 3). Inattentive light guardsman.
479	Lens-maker Grafton Gilsbury, delivering telescope to a magic-user with 5 light guards and one heavy guard. Telescope is worth 400gp. (10% chance to be watched in his customer's crystal ball).
480	Lens-maker Tallion Marupian, purchasing a parrot from a sailor in exchange for a kaleidoscope. (10% chance for a rival ship's company to spot and attack the sailor).
481	Leper procession, 3d6 lepers begging alms, ringing bells, contagious. 2gp each.
482	Leper Zul the Beggar is wandering through the street, people shrinking away before him (saving throw if touched or catch disease and die in 1d6 days).
483	Livestock dealer Draspoc the Bull (4HD), selling food-zebras, 50gp. (10% chance of zebras stampeding when magic-user blows up the adjacent house in an act of revenge for being jilted by a beautiful prostitute).
484	Locksmith Reddlebar the Rancid, works with thieves guild to case houses or assist in thefts, offering his services by calling out loudly to all and sundry, 20gp. (25% chance being watched by secret police).
485	Locksmith Tilbair Picklock, selling padlocks of varying quality, 25gp on person. Can be hired to assist with burglary. (10% chance under observation by thieves' guild).
486	Locksmith Ysward Shindo (9HD), opens locks by the powers of his mind, floating in crosslegged position three feet from the cobblestones, 25gp. No other powers. (10% chance to achieve enlightenment and disappear with a scent of blossoms, causing nearby crowd to acclaim him as a god).
487	Lynching. The hue and cry has captured a pickpocket, and the hanging is about to commence.
488	Mad dog: a dog with rabies (contagious bite) is attacking people.

489	Mad executioner, wanted by the city guard, is walking through the street in his black plate mail, looking for people to kill indiscriminately (4HD).
490	Madman Cole the Mongrel throws shingles at passers-by from a rooftop (1 hp damage if hit by shingle).
491	Magic item and charms dealer Knar of the Mystic Beyond (4HD), sells charms (25% of which have some effect), and occasionally (25% chance) has a true magic item for sale (60% chance that it works, 20% chance that it works at half effectiveness, 20% chance that it is cursed).
492	Magic-user Quarmab (HD 1), spells: Charm Person. He is a senior apprentice of a powerful wizard, B'Tharma Gal.
493	Magic-User Tarbius the Twitching (3HD) and his imp familiar (2HD), strolling through the streets. Spells: Level One: Charm Person, Sleep; Second Level: Mirror Image. (10% chance that he will ask the characters to guard him for a fee, because he thinks he has seen ruffians following him).
494	Magic-user Tharmultius (HD2), spells: Charm Person, Sleep. Looking for employment with a noble household (10% chance he is a spy for a guild, noble household, or another city or kingdom).
495	Magic-user Valzar (HD 3), spells: Charm Person x2, Invisibility. He is in the employ of one of the noble households of the city. (25% chance he is looking to hire adventurers for a mission on behalf of his patron noble).
496	Magic-User Yua Chi (6HD), shopping for potion ingredients. Spells: Level One: Charm Person x2, Sleep x2; Second Level: Mirror Image, Pyrotechnics; Third Level: Dispel Magic, Fireball. 4,000gp, Wand of Detecting Traps. Accompanied by 6 light guards.
497	Map seller Jalcus Cartog, selling maps. Most of these are highly questionable. 1d6gp.
498	Mercenaries (1d10) per light guards, looking for work.
499	Mercenaries (1d4) per elite guards, looking for work.
500	Mercenaries (1d4) per heavy guards, looking for work.
501	Mercenaries (1d6) per elite guards, looking for work.
502	Mercenaries (1d6) per heavy guards, looking for work.
503	Mercenaries (1d6) per light guards, looking for work.
504	Mercenaries (1d6) per light guards, who have just lost one of their number to a street assassin or ruffian gang.
505	Mercenaries (2d6) per light guards, still under contract but bored and looking for more excitement. (10% chance that hiring these mercenaries away from their contract will cause their current employer to become angry).
506	Mercenaries (2d6), per light guards, just released from their contract for cowardice.
507	Mercenaries (2d6), per light guards, looking for work.

508	Mercenary Soldiers (1d10) as per light guards, led by Forof Slivven, looking for employment (90% chance to discuss employment with the characters if they look powerful, or rob them if they look weak).
509	Messenger Hasper the Chanter, delivers singing messages for 1gp (10% chance he is attacked by ruffians hired by the Minstrels' Guild).
510	Messenger Marcus the Quick, available to deliver messages for 1gp, mounted, 1d6gp.
511	Miller Daffyd Kendlin, bringing new millstone on wagon to his mill with 6 laborers, 50gp, 1d6gp per laborer. (10% chance for wagon to be blocked by his ex-wife so that she can berate him, claiming that his mistress is a succubus demon – 25% chance this is true, as opposed to a figure of speech).
512	Miller Tammany Miller, delivering sacks of flour to a baker on wagon with 1d6 laborers, 2d20gp, laborers have 1d6gp each. (10% chance for wagon to lose a wheel).
513	Money changer Harkus the Wealthy, changing small amounts of coin for shopkeepers, 1 heavy guard, 30gp in silver and copper, 10gp.
514	Money changer Paan the Unforgiving, protected by the thieves guild, changing coin and making small loans from a fabulous throne-like chair set down on the street. He has 4 elite guards and 3 trained attack dogs. 2,000gp. (10% chance to be harassed by the city guard while the party is watching).
515	Moneylender Sarkar Mandibles, lending money to a shopkeeper, actually a 6HD were-crab who can change into massive crab, 400gp.
516	Musical instrument maker Malachai Sorian, selling harps and drums with 3 apprentices, 30gp. (10% chance that someone tests an instrument and uses it to put nearby people to sleep).
517	Mysterious hooded figure reading aloud from "The Book of Crimes." Most people do not seem to notice its presence.
518	Naked man Ghar Thaspar, dancing wearing nothing but flowers to celebrate an obscure druidic holiday. Nearby people are trying to ignore him. (10% chance that the dancing summons a powerful nature spirit, 10% chance that ruffians take notice of him and decide to cause some trouble).
519	Naked man Werthy Marksman (2HD), lying in the street, badly beaten. He ran afoul of the thieves guild and got punished. No one wants to interfere. (25% chance that a thief is observing anyone who helps him, and the guild may respond).
520	Naked man Yossopian Paremath, lying in street, badly beaten. He has just been thoroughly robbed by ruffians. People nearby are ignoring the situation, because Yossopian is a very annoying person.
521	Naked woman Belinda Zeer, standing in street looking confused. She has no memory of anything but her name.
522	Net-maker Mando Shen, selling fishing nets and butterfly nets, insane, tells of visions of giant moth attacking city from lair in graveyard, 1d6gp.
523	Net-maker Pars Nas, selling fishing nets, tells of small sea monster in harbor, 1d6 gp.

524	Noble Baron Jandarhu of House Grey (4HD), in palanquin with 6 mounted elite guards and 10 light guards, 3,000gp in gems and jewelry.
525	Nobleman Gol Rigour (1HD, AC 7[12]) mounted on trained giant lizard with 10 elite mounted guards, 3,000gp in gold and jewelry.
526	Nobleman Verrix of House Blackharp (4HD, AC 2[17]), mounted with 6 elite mounted guards, accompanied by his "wizard" Sulathoor the Skull (level 4 magic user). Verrix carries 400gp and jewelry worth 4,000gp.
527	Noblewoman Tashana Yar (2HD) mounted with 4 elite guards (also mounted), 2,000gp. (25% chance she is being watched through crystal ball by magic-user admirer or guardian).
528	Nomads visiting from beyond city walls (tribe of 3d6 milling around with goats and horses), 1gp each.
529	Notary Jiandu Harmarian, witnesses contracts and seals them to make them official for 1gp, 3d6gp. (50% chance to be in conference with 1d6 attorneys about a legal matter).
530	Ogre-mage Sathuwara Han, with his 2 attack dogs Qwaan and Ting. (10% chance one of the dogs will take an interest in the party and not leave them alone).
531	Olive oil merchant Euphemius, with 20 barrels of olive oil on wagon with 1 light guard and 3 slave laborers, 50gp. (20% chance to fly into a rage and begin beating a slave).
532	Overseer Welsey Strange, leading goblin work-gang of 10 goblins to work in the nearby mines. Goblins are chained together for security, 1d6gp. (10% chance that goblins make a break for it, assisted by other hidden goblins who attack everyone in the street).
533	Paper-maker Azimar Lone with 1 light guard and 1 slave laborer, purchasing wood from a wood-seller, 20gp (10% chance for giant beetles to swarm from the woodcart and attack him).
534	Parade of Heads: the city guard (1d6+20) carry pikes bearing the heads of all criminals executed in the last year. The city's executioners and torturers are carried on shoulders, cheered and booed by the crowd. Agents of the secret police circulate through the crowd, inconspicuously taking the names of those who ignore or boo the parade.
535	Parade of the Bakers' Guild, 1d100 bakers in their best clothes, handing out alms to beggars, 1d6gp each.
536	Parade of the followers of the Blue Faction, 1d100+10 citizens in blue togas, waving blue pennants, backing the Blue Faction. They will beat anyone wearing too much green, the color of their rival faction. Their champion gladiators and charioteers are held on their shoulders, tossing bluebonnets to the crowd.

537	Parade of the Green faction, 1d100+20 followers of the Green Faction, bearing on their shoulders a charioteer (Kharatis) and a slave gladiator (Emeraldine Thanatos) who have both just defeated the champions of the Blue Faction. The crowd may attack and beat anyone wearing too much blue, or at least throw beer on them. A cask of blue-colored beer trundles on a handcart in the midst of the parade. (10% chance that Thanatos may die of his wounds during the parade).
538	Parchment salesman Udorus Mong, selling parchment at 2 pages per gold piece, 1d6gp, 40 sheets of parchment. Also has quills and ink for sale. (10% chance attempts to connect a character with a prostitute, for he moonlights as a pimp).
539	Pawnbroker Bartholomew the Cheerful, taking a stroll with 1d6 heavy guards, 200gp. (10% chance to be stopped by the city guard for fencing stolen items, 10% chance to be shadowed by 2 protectors, ruffians hired by the thieves guild with 2HD each).
540	Pawnbroker Lysius Lavendar, inspecting a stall selling general merchandise where his slave sells repossessed items, 50gp. (10% chance stall is attacked by a swarm of 1d6x10 beggars trying to steal the merchandise).
541	Peasant girl Tarla of Lakeside, selling ducks 2 for 1gp, 10 ducks available.
542	Peasant girls, Cyllinda Farmer and 1d6 others, with 20 geese, going to market, 1gp each. (20% chance they are subjected to catcalls from a band of ruffians).
543	Peasant Ponder Thicket, with ox and 10 chickens in wicker basket, going to market, 1gp.
544	Peasants Gordo Freeman and 1d6 others, with wagon full of vegetables, going to market, 2gp each.
545	Peasants Grey Gander and 1d6 others, with sacks of potatoes, going to market, 1gp each. (10% chance to see the last one in line yanked into an alley by thieves).
546	Peasants Hamish Headbreaker and 1d10 others, drunk as lords (20% chance to insult characters as "city-folk").
547	Peasants Larkin Foxfield and 1d6 others, with pots of fresh eels, going to market, 1gp each.
548	Peasants Tom Wheat and 1d6 others, with cart of cheese, going to market, 1d6gp each.
549	Peddler of Soap Lalamu Overond, selling cakes of scented soap as well as chunks of normal lye soap, 1d6gp. (10% chance for blue parrot to land on character's shoulder and repeat, "take a bath, take a bath").
550	Penitents (2d10), lashing themselves as they march down street, chanting prayers.
551	Perfume vendor Lilac Wintertree, selling perfumes in small glass vials for 2gp each (100 vials), 1d6gp. (5% chance that a customer opens a vial to release and angry djinni).
552	Pet seller Diruks Dane, selling 2 guard dogs for 50gp each (they have 1HD and are well trained), 1d6gp.
553	Pet seller Garwan Timney, selling songbirds in cages for 2gp each, 1d6gp. (10% chance that flock of crows tries to carry off one cage and rescue the songbird).

554	Pet seller Valaria the Comely, selling cats and ferrets for 1gp each, 1d6gp. (10% chance for black cat to cross a character's path).
555	Pet-seller Iuma White-hair, selling pet ferrets for 1gp. They are trained to stay close to their owner.
556	Pickle-maker Cleris Vinegar, selling pickles from 3 barrels: herrings, walnuts, and pork, 1 pound for 1gp.
557	Pie-seller Ellen Jast, selling pies two for a gold piece. The pies are excellent. (10% chance that a pie contains a stolen jewel the city guards and secret police are trying to trace).
558	Pie-seller Viria the Baker, selling pies three for a gold piece. (10% chance for food poisoning).
559	Pilgrim Histen Gorm, became separated from his group and is asking directions, 10gp. (10% chance that ruffians are leading him into an alleyway).
560	Pilgrim Namno Baratni, leading a group of 1d6 other pilgrims, 1d6gp each. They are berating those they pass for being irreligious.
561	Pilgrims visiting a holy site in the city (2d6), gawking wide-eyed at the sights, 1d6gp each.
562	Pimp Abban with 5 slave girls, claims to be priest of the purple goddess of carnality (in her 17th manifestation), 400gp. Nightly rates: 10gp.
563	Pimp Azabdal of the Mustaches (3HD) with 5 slave girls. Nightly rates 10gp. Azabdal is very wary because his crime-lord investors are planning to repossess the slave girls and cut off Azabdal's extremities before sinking him in the river.
564	Pimp Boaran the Jeweled (5HD) with 10 slave girls. Nightly rates 10gp. Boaran is protected by an efreeti. 2,000gp. (20% chance of disease).
565	Pimp Goar the Glittering, with 10 slave girls and 3 elite guards. Nightly rates: 10gp.
566	Pimp Hadrak the Cruel, with 5 slave girls. Hadrak is a spell caster (3HD) and can summon 1d6 flying monkeys with iron claws. He has 500gp. Nightly rates: 10gp.
567	Pimp Tai Ren with 5 slave girls, actually an ogre mage. Nightly rates: 10gp. (50% chance of theft, 10% chance of disease).
568	Pimp Thasquar the Uninquisitive, with 5 slave girls and 1 elite guard. Nightly rates: 10gp. (25% chance of disease, 25% chance of theft).
569	Pirate captain Shang Fiang (8HD) of the Jade Rat leads his crew on a triumphant march to celebrate a successful voyage. 2d6x10 pirates are carousing down the street, 2d6gp each. (100% chance that the city guard will arrive, but not necessarily right away, and not necessarily with the numbers required to deal with the riot).
570	Pirates (2d6) per light guards, from the ship Dark Sailor. Recruiting, "pressing" volunteers, drinking, and gambling, 2d6gp each.
571	Pirates (3d6), per light guards, from the ship Crimson Tiger, recruiting volunteers (without mentioning that the ship is a pirate), 2d6gp each.
572	Pirates (3d6), per light guards, from the ship Tide-Tamer, with a leader of 2HD. They are skulking around on their way to sell 1,000gp worth of loot from their victims.

573	Plague wagon and driver Drum, collecting bodies of those stricken by disease. (10% chance a fugitive is hidden in the wagon with the bodies).
574	Plasterer Ecrith Whiteskin, covered in plaster dust, taking break, 1d6gp. (15% chance he knows location of secret panel in building where he just worked, seeks adventurers to help steal the contents).
575	Pornographer Sillbar Strenn, selling sketches 2 for 1gp, has 1d6gp.
576	Pornographer Task Tash, selling 3 huge erotic paintings for 50gp each.
577	Portrait and tavern-sign painter Dracos Pasheen offers to paint a device upon the characters' shields for 10gp each. 1d10gp.
578	Portrait painter Gavos Gavarian is on the run from an angry patron after his portrait came to life in the night and tried to strangle him. (60% chance to approach characters about hiding him and/or seeking the sorcerer who cursed him).
579	Potion dealer Maerig Harad (MU3) selling potions, most of which have no effect, for 100gp each. He has 10 potions for sale. Potion 1: Cure light wounds Potion 2: Cures 1d3 hp Potion 3-8 No effect Potion 9: Cures 1 hp Potion 10: Potion of flying. Maerig has 2 hulking guards, each the equivalent of an ogre.
580	Potter Manteous Clay, selling earthenware pots and jars, with 1 apprentice, 1d6gp. (20% chance he knows of a powerful spell caster working on a golem of clay, to be used for nefarious purposes).
581	Pottery seller Latricia Mimnos, selling earthenware pots and amphorae of all sizes and shapes, at reasonable prices.
582	Poultry-seller Myrtle Mainblossom, selling chickens from coops, 1d6gp. (10% chance a mysterious cloaked figure abandons a baby near Myrtle, then runs).
583	Poultry-seller Phineous Partridge, selling chickens, pheasants, and quail, 1d6gp.
584	Press gang leader Boroft the Bald (2HD) with 4d6 professional "recruiters," per light guard. They are currently working for the captain of the Burgundar, a merchant vessel that needs sailors.
585	Press gang leader Jarvis Randor (2HD) with 2d6 sailors from the Swift Eagle, looking for "recruits." Jarvis has 20gp, sailors have 1d6gp each. (25% chance they already have three unconscious recruits and are on their way back to the ship).
586	Press gang leader Kar Severix (2HD) with 1d6 thugs, drafting people into employment to work on repairing the city wall. (10% chance he already has his "recruits," but one of them is making trouble and struggling).
587	Press gang leader Kron the Heartless (2HD) with 1d20 heavy guards, subduing and "drafting" undesirables to serve in the city's grave-digging force, 100gp.

588	Press gang leader Tabik Longhair (3HD) with 3d6 light guards, "recruiting" galley rowers for the merchant vessel "Green Willow," departing on the morrow, 200gp.
589	Priest Ourzan (3HD) of the Seventh Dynasty of Lesser Gods, soliciting funds for temple.
590	Prophet Bogbearden, foretelling that the city will perish by fire and divine vengeance if the old traditions are not revived, 1d6gp (10% chance that a crowd begins to gather – 3d6 people or so – and they decide to either kill the prophet or put his advice into action immediately).
591	Prophet Uphor the Strident, foretelling that there will be a plague of locusts within the next four days unless a particular prisoner is not released from the dungeons of the city's Overlord.
592	Prophet Xeu Hass, claiming that the dead are rising from their graves and that more will do so unless the city's Overlord restricts ostentatious fashions.
593	Prostitute Liale of the Lakes (20% chance to be working with 1d6 thieves or ruffians), protected by thieves' guild. Nightly rates: 10gp.
594	Prostitute Radalia the Red, works with slavers to kidnap customers. Nightly rates: 10gp. 25gp.
595	Prostitutes Gailia Goldenhair and 1d4 others, protected by big ruffian Tiny Dornu (2HD), 1d10gp each. Nightly rates: 10gp.
596	Prostitutes Xai Maila and 1d6 others, protected by ogre bodyguard, 200gp total. Nightly rates: 10gp.
597	Rabble-rouser Sarvius Rain, speaking to 3d6 laborers about how the working people of the city should have a voice in deciding how taxes are spent. (60% chance to be observed by secret police and/or informers).
598	Recruiter Gonfalon Goric, for the city guard, with 1d3 recruits, offers pardons for crimes in exchange for 3 year tour of duty with the guards, has pay-chest with 20gp (90% chance to offer employment for 1gp/week).
599	Recruiter Lovas Guire, for the bandit troop of Karfail the Forlorn, with 3d6 recruits (per light guards) and 1 sergeant (heavy guard with 1HD). Lovas is mounted and has a pay-chest with 100gp. (90% chance to offer employment to the characters).
600	Recruiter Tempus Kasraal, for the pirate galley Redbones, with 1d6 recruits (light guard), 40gp (90% chance to offer employment as pirates for a pirate's fair share).
601	Religious procession for Odin, with 1d6x10 Norse warriors (1HD), 4 priests with pine branches, and High Priest Leif Skurnson (9HD). Spells: First Level: Cure Light Wounds x3; Second Level: Bless, Hold Person x2; Third Level: Locate Object, Prayer, Remove Curse; Fourth Level: Cure Serious Wounds, Sticks to Snakes; Fifth Level: Finger of Death, Quest. The high priest wears jewels worth 10,000gp, and there is a chest of 5,000gp carried with the procession.

602	Religious procession for the Leper God, with 2d12+10 lepers marching with the high priest (Ashamarg, 8HD) and 5 other priests (1HD). All are waving wax human limbs, ringing bells, and dragging a chain behind them. They are demanding alms from all they pass, and will attack to infect anyone failing to pay dues to the god. Ashamarg's spells: First Level: Cure Light Wounds x2; Second Level: Hold Person x2; Third Level: Cure Disease, Prayer; Fourth Level: Cure Serious Wounds x2; Fifth Level: Finger of Death x2.
603	Religious procession for the Rat God, led by High Priest Shassa-Iss (9HD). 1d100 followers led by 10 priests wearing elaborate lacquered wooden rat heads with a white giant rat on each shoulder. The high priest is borne upon a platform where he sits surrounded by 20 giant rats. Spells of Shassa-Iss: First Level: Cure Light Wounds x3; Second Level: Find Traps, Hold Person x2; Third Level: Continual Light, Prayer, Speak with the Dead; Fourth Level: Speak with Plants, Sticks to Snakes; Fifth Level: Finger of Death, Insect Plague. Shassa-Iss wears jewelry worth 20,000gp, but it is cursed to anyone not a high priest of the rat god.
604	Religious procession of Set, evil god of the dead, led by Hasumet, High Priest of Set (9HD). 5d6 followers are in the procession carrying snakes, 10 slaves bear Hasumet upon a gold-plated throne, and 3 priests walk before the procession chanting words dating back to the beginning of the world. Hasumet's spells: First Level: Cure Light Wounds x3; Second Level: Bless, Hold Person, Snake Charm; Third Level: Cure Disease, Locate Object, Prayer; Fourth Level: Cure Serious Wounds x2; Fifth Level: Finger of Death, Quest. The throne is worth 20,000gp, but no one would buy it. Hasumet wears jewelry worth 25,000gp.
605	Rich merchant Vandır the Trader, 50gp, walking alone. (10% chance that he drops dead from a stroke).
606	Rioters (1d100) pour into the street, angry about grain prices.
607	Ropemaker Deegan Twist, selling coils of rope of varying sizes and prices, 1d6gp. (10% chance that city hangman is consulting with him about an upcoming execution).
608	Ruffian gang: Leader Hengist the Red (3HD, AC 4[15]) 3d6 thugs (1d6hp, AC 7[12]), 1d6gp each 1d4 attack dogs 300gp
609	Ruffian gang: Leader King Lars of the Streets (2HD, AC 4[15]) 3d6 thugs (1d6hp, AC 7[12]), 1d6gp each 1d4 attack dogs 200gp Very friendly to adventurers, Lars is a charismatic new power in the politics of street crime. (20% chance to offer to split proceeds from some gang-related enterprise).

610	Ruffian gang: Leader Jenquil the Thug (1HD, AC 4[15]) 3d6 thugs (1d6hp, AC 7[12]), 1d6gp each 1d4 attack dogs 100gp.
611	Ruffian gang: Leader Quan Rashaan (3HD, AC 4[15]) 3d6 thugs (1d6hp, AC 7[12]), 1d6gp each 300gp.
612	Ruffian gang: Leader Black Hashurap (2HD, AC 4[15]) 3d6 thugs (1d6hp, AC 7[12]), 1d6gp each 200gp.
613	Ruffian gang: Leader Medolo the Alleyhawk (3HD, AC 4[15]) 3d6 thugs (1d6hp, AC 7[12]), 1d6gp each 300gp.
614	Ruffian gang: Leader Zam the Baker (2HD, AC 4[15]) 3d6 thugs (1d6hp, AC 7[12]), 1d6gp each 200gp.
615	Ruffian gang: Leader Plaice Parson (1HD, AC 4[15]) 3d6 thugs (1d6hp, AC 7[12]), 1d6gp each 100gp.
616	Ruffian gang: Leader Mad Weffer (3HD, AC 4[15]) 3d6 thugs (1d6hp, AC 7[12]), 1d6gp each 300gp.
617	Ruffian gang: Leader Yarci the Bold (3HD, AC 4[15]) 3d6 thugs (1d6hp, AC 7[12]), 1d6gp each 300gp.
618	Ruffian gang: Leader Haja the Green Gem (3HD, AC 4[15]) 3d6 thugs (1d6hp, AC 7[12]), 1d6gp each 300gp.
619	Ruffian gang: Leader Jack One-Eye (3HD, AC 4[15]) 3d6 thugs (1d6hp, AC 7[12]), 1d6gp each 300gp.
620	Ruffian gang: Leader Long Rik Riderman (3HD, AC 4[15]), mounted 3d6 thugs (1d6hp, AC 7[12]), 1d6gp each 300gp.
621	Running thief Mawn the Footpad, member of thieves guild, dashes down street and drops a bag of 20 50gp rubies. He does not stop to pick up the bag, having more loot. He is being pursued by several city guardsmen, who may question other people on the street about what they saw.
622	Saddle-maker Raftin Rake, delivering war-saddle to city barracks on pack horse with 1 apprentice, 20gp. (10% chance for pack horse to shy at a rat and bolt away).
623	Sage Initiatus Ba, expert in philosophical understanding of history, botany, and subjects in between, taking contemplative stroll with his 2 bodyguards (3HD), 300gp. (10% chance that a courier meets him to deliver payment for his last researches on behalf of a powerful magic-user – a chest with 4,000gp).

624	Sailmaker Periander Polcroyn, supervising 3d6 apprentices loading sails onto a wagon. These are sails bound for delivery to the Dancing Dolphin, a ship preparing for a voyage. (10% chance the party sees a stowaway slip into the wagon with the sails).
625	Sailors (1d6) from the sailing ship Devil May Care, on shore leave.
626	Sailors (2d10) from the Cathayan junk Golden Lucky Fortune, on a mission to kidnap the daughter of a particular merchant.
627	Sailors (2d10) from the merchant galley Sea-Lion, looking for work since the Sea-Lion suffered so much damage on its last voyage. They have tales of a jungle island where there is much treasure in a lost temple (or city).
628	Sailors (2d10) from the merchant galley Slut of Poseidon, hunting sailors from their rival ship the Green Squid. They are armed for a fight and fairly drunk. All are per light guards.
629	Sailors (2d10) from the ship Sea-Gorgon, on shore leave. The Sea-Gorgon is widely believed to be a pirate vessel.
630	Sailors (2d10) from the war galley Tanis Thar, carousing. They are led by an officer, Reldoss (2HD). All are per light guards.
631	Sailors (2d10) with parrots and monkeys, just returned from a tropical port known as Daarunos.
632	Sailors (2d6) from the Arabian Dhow Wind of the Fifty Blessings, looking for women and wine.
633	Sailors (2d6) from the slave-trading galley Grey Wind, on shore leave. They know that a particular captive is being held secretly aboard their ship.
634	Sailors (3) from the merchant galley Stygos Dar, following up on a rumor that a chest of gold is buried beneath a particular crossroads in the city.
635	Scribe Jamno Taizer, writing letters in the street for 1d6 peasants, 1d6gp.
636	Scribe Kalakris the Illigrapher, offers to make copies of documents, 2d20gp. (25% chance to mention that he recently copied a treasure map and remembers some details).
637	Shepherd Fanawok, with 10 sheep, going to market. 2 dogs Spot and Shep, 1d6gp.
638	Shepherd Peldar, with 30 sheep, blocking street on the way to market. 2 attack dogs Jake and Brak, 1d6gp.
639	Shepherd Tas with 20 ewes and one bad-tempered ram, going to market. 3 dogs, Rover and Reaver, 1d6gp.
640	Shipwright Master Vilaair with 1d3 master carpenters, checking on progress of various craftsmen who are working on parts of a ship, 200gp. (10% chance for messenger to arrive with the dire news that the ship's frame has been set afire by arsonists at the dock).
641	Silversmith Bangal the Journeyman, selling various items of silver (200gp in inventory), 20gp. (10% chance that 3d6 prostitutes are crowding around purchasing trinkets).
642	Slaterns solicit the characters for dalliance in alleyway (70% chance of disease if accepted).
643	Slave coffle (3d6 slave laborers) led by Tashi the Whip-handed (2HD), chained and carrying sacks of grain to the prison.

644	Slave laborers (2d10) washing statues. Guarded by Pothwin Meed, light guard, 1d6gp.
645	Slave laborers, 3d6, working on street, with overseer Mepteh the Unforgiving (2HD) (10% chance a slave tries to escape).
646	Slaver Suhar the Merciless, in palanquin, with 4 mounted elite guards (3HD) and 10 slaves, 400gp.
647	Slaver Tanang Kang (3HD) with 3d6 thugs AC 8[12], kidnapping people and selling them into slavery.
648	Slaver Taurok the Slavetaker, with 1d6 toughs (per light guards) and 2 recaptured slaves in chains.
649	Slaver Yagarok the Capturer, with 10 light guards and 2 elite guards, leading chained line of 6 slaves to the slave market, 100gp.
650	Snake charmer Uluk Udawar, charming a cobra with pipes (10% chance that the cobra escapes from the charm).
651	Snake seller Hathoo Tanawan, with snakes for sale kept in large earthenware pot. 20 snakes, each has a 5% chance to be venomous.
652	Sorcerer Himanar (4HD) leading two cloaked and hooded trolls through the city to his secret hideout. Spells: Level One: Charm Person, Magic Missile, Light; Second Level: Mirror Image, Web. Himanar has a potion of healing and a potion of flying. There is a reward of 5,000gp for his head.
653	Sorcerer Ultima Chiang, floating through the crowd in his Emerald Globe of Perfect Contemplation (the generator is in a laquered wood box strapped to his forehead). His long fingernails are poisonous and his eyes can deliver twin death spells. Spells: Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Darkness (15ft radius), ESP, Mirror Image, Web; Third Level: Dispel Magic, Fly, Lightning Bolt x2; Fourth Level: Charm Monster, Dimension Door, Ice Storm; Fifth Level: Teleport, Transmute Rock to Mud, Wall of Stone. He wears jewelry worth 75,000gp.
654	Souvenir seller Lawkin Landros, selling tin plates with the city's name stamped upon them, 1d6gp.
655	Souvenir seller Oskos Bankerman, selling figurines of a city guardsman with the city's name on the base, and rings with the city's name on them.
656	Souvenir seller Patran Lipp, selling figurines of the city's overlord, a plaster model of his palace, and medallions with the city's name carved upon them, 1d6gp.
657	Souvenir seller Wat the Weaver, selling cloaks with the city's name embroidered on them. (10% chance that thieves wearing such cloaks are wanted by the city guard).
658	Souvenir seller Yappny Nassko, selling bronze coins with the face of the city's overlord on each side.
659	Souvenir seller Zammi Overnos, selling earthenware mugs with the city's name on them, 1d6gp.
660	Spice Dealer Cardamom Salah, selling spices from 3 small wooden cabinets, with 4 heavy guards (2HD). Total inventory is 2,000gp worth of spices. (10% chance for thieves guild to attempt complex theft involving misdirection and several thieves working together).

661	Sporgo Frogface, carrying the Pennant of the city's overlord, exhorting all to courage in the face of adversity, and loyalty to the city's government, 1d6gp.
662	Sting operation, agent selling stolen goods cheaply, 2d6 city guardsmen watching to see who purchases.
663	Stonemason Brand Barbican (2HD), working with 1d10 laborers on the façade of a stone house or wall, 3d6gp. (10% chance that the work frees an imprisoned gargoyle).
664	Stonemason Farley Horgel (2HD), working with 1d10 laborers on the façade of a stone house or wall, 3d6gp. (10% chance that the work uncovers a hidden corpse of an important person that has been missing for days).
665	Stonemason Kouros Kos (2HD), taking a break with 1d6 apprentice stonemasons, 1d60gp, 1d6gp per apprentice. (10% chance to know where a hidden magic ring has been hidden in the masonry of a wall, 10% chance to be attacked by ruffians hired by the ring's owner, to silence this knowledge).
666	Street choir, led by Vospus the God-chanter. 10 robed singers chanting praises to various gods of the Greek pantheon: Zeus, Poseidon, Artemis, and Ares, predominantly. 1d6 gp each. (10% chance that a rival pantheon's followers may make a disturbance).
667	Street circus: 1d10 jugglers and tumblers, 1 magician, 1d10 musicians, 1d10 mimes and clowns. (10% chance of attack by rival street entertainers, 10% chance shakedown by city guard, 10% shakedown by ruffians).
668	Street Gambling run by Miscovar the Hawk (4HD, AC 6[13]), 1,000gp, priest of the Luck-goddess (fighter, not cleric). Craps: The "shooter" makes a bet, then rolls 2d6. A result of 2, 3, or 12 is an instant loss. A roll of 7 or 11 is an instant win. Otherwise, the shooter keeps rolling until he gets the same number he originally rolled (thus winning) or rolls a 7 (thus losing). Miscovar owns two intelligent hawks, "Gain" and "Loss," granted to him by the goddess, and they help keep the games clean. Proceeds of the game go to the goddess' temple.
669	Street gambling, run by Acqwal the Dicemaster (3HD, AC 5[14]), 500gp. Craps: The "shooter" makes a bet, then rolls 2d6. A result of 2, 3, or 12 is an instant loss. A roll of 7 or 11 is an instant win. Otherwise, the shooter keeps rolling until he gets the same number he originally rolled (thus winning) or rolls a 7 (thus losing). Acqwal has a bouncer, Thangu the Mountain, standing by with clubs to make sure everyone stays honest. Thangu should be treated as an ogre, even though he is human.

670	Street gambling, run by Quick Jack Bignose (3HD, AC 5[14]), 500gp. Craps: The "shooter" makes a bet, then rolls 2d6. A result of 2, 3, or 12 is an instant loss. A roll of 7 or 11 is an instant win. Otherwise, the shooter keeps rolling until he gets the same number he originally rolled (thus winning) or rolls a 7 (thus losing). Quick Jack has 3 toughs (8hp) standing by with clubs to make sure everyone stays honest. He pays dues to the Thieves Guild, so this game is a dangerous one to rob or cheat.
671	Street performers, 1d6+3 dancing girls on improvised stage, guarded by 2 off-duty city guardsmen. There will be a crowd of 3d6 onlookers (10% chance that some sort of fight breaks out between the guards and the audience).
672	Street theater: Molmox the Magnificent, his 3 trained parrots and 2 actors are performing "The Donkey and the Overlord," which is a banned and also very bad play written in rhyming couplets. The area around the performance is empty of people ... except one.
673	Street theater: Yasmine the Beautiful and her troupe of 6 actors are performing the morally-uplifting tragedy of "The Theft of the Temple Ravens," which is very popular due to the three nude scenes. (60% chance of pickpocket attempt, 10% chance for solicitation by prostitutes).
674	Tattoo artist Lasker the Limner, offering tattoos for 10gp each, 1d10gp.
675	Tattoo artist Wu Shen Wu, offering tattoos for 1gp each, 1d6gp.
676	The City's Overlord is passing through in procession, flanked by mounted knights with a column of infantry. Trumpets are blaring, and some of the knights are tossing coins into the crowd along with loaves of bread.
677	Thief Quentir Palatar, following a merchant with the intention of robbing him. The party may observe how he hides and lurks as he follows his quarry.
678	Thief-taker Kendall Haut tries to place pouch with distinctive bracelet into a character's possession (50% chance of success without being detected) then raise a hue and cry so he can collect a bounty for catching a thief.
679	Thieves guild observer Randall Kar, keeping lookout as his associates rob a nearby dwelling. The party will observe how alert he is, looking for something (approaching city guards). The thieves guild will not appreciate interference.
680	Thieves guild observer Yacti Massto, who will follow any mounted group or a group in which people are wearing plate mail, reporting their sleeping-place to the thieves. (25% chance to "tip" the players they might get robbed, hoping for payment in return – he obviously won't mention that he's the informer).
681	Thieves guild operative, trading fake gold pieces for true – he will approach adventurers with the scheme and explain how it works. He sells them 100 fake gp for 25 real ones. The fake gold pieces are fairly good, with a 25% chance to be accepted by a merchant. (10% chance that he is being observed by the city guard or secret police).

682	Thieves guild recruiter Sly Simon, needs adventurers to threaten/punish a merchant who has a fortified house, guards, and dogs. The pay is good, and bribes for prison release are guaranteed by the guild. 2d10gp.
683	Three high priests of major gods, Zeus, Poseidon, and Hades, are riding together to the convocation of an ecclesiastical trial. They are surrounded by various lesser priests, and their guards are ranging ahead of the procession to block off crowds as the priests pass by.
684	Toolmaker Larence Makree, selling hammers, pliers, etc., at cheap prices. 1d6gp. (10% chance of epileptic fit).
685	Town crier announcing an immediate tax upon anyone wearing plate mail, 5gp.
686	Town crier Blando Tang, crying out the bounty on a thief with black hair, wearing a red hood, with a long mustache (75% chance, of course, that the characters will spot such a person).
687	Town crier Hadrian Halbert, crying out that there is a new law forbidding the wearing of plate mail on the city streets (the law will be revoked in two days by those who oppose it).
688	Town crier Pieter VanDeer, announcing times of slave auctions, tournaments, gladiatorial battles, and executions.
689	Town crier Tanth Tirian, announcing that there will be a tournament outside the city grounds tomorrow.

690	Tribal Chief Obote M'zar (3HD) with 2d6 warriors (1HD), visiting city.
691	Twin peasants Anga and Tara, who move in tandem and have spooky eyes.
692	Unexplained vision: a mist-shrouded lady walks through the street, apparently not real.
693	Washerwoman Leileen Laundrier and 1d10 other washerwomen hanging out laundry on clotheslines across street.
694	Washerwoman Patsy Ashendell and 1d6 other washerwomen, doing laundry in wooden tubs at the side of the street. (25% chance that various ruffians have gathered to catcall and flirt).
695	Werewolf Gan Matterby, pretending to be a servant for hire at low prices.
696	Winged men T'Saasha and 1d6 others from their far aeries, visiting the city to sell 3 hippogriff eggs.
697	Witch-doctor Kaarmuun, selling shrunken heads for 5gp each.
698	Witch-doctor Waggu, selling "charmed" rat skulls that aren't magical for 1gp each. He claims they bring good luck.
699	Wrestling match: two peasants, Mathec and Bother, are preparing to wrestle on a bet.

City Guard Subtable

Die Roll	Day (d20)	Die Roll	Night (d20)
1-4	Single Guardsman 1 light guard	1-4	Small Patrol: 3 light guards 1 heavy guard
5-9	Small Patrol: 3 light guards 1 heavy guard	5-10	Patrol: 5 light guards 1 heavy guard 1 runner 1 sergeant-at-arms, 1HD
10-16	Patrol: 5 light guards 1 heavy guard 1 runner 1 sergeant-at-arms, 1HD	11-18	Heavy Patrol: 10 light guards 3 heavy guards 1 elite guard 3 sergeants-at-arms, 1HD 2 runners *At night, heavy patrols may not be responding to particular threats; nighttime patrols are simply composed of larger groups to ensure safety in the face of the higher risks involved in night patrols.
17-19	Heavy Patrol: 10 light guards 3 heavy guards 1 elite guard 3 sergeants-at-arms, 1HD 2 runners *Heavy Patrols will be involved in a particular task, such as blocking a road to search passers-by, searching houses, or responding to major disturbances of the peace.	19	Battered Patrol: Roll again with a –2 on the die roll to determine what sort of patrol has been battered in combat. Each member of the patrol has lost one hit point in a previous combat.
20	Battalion: 40 light guards 10 heavy guards 10 elite guards 6 sergeants-at-arms, 1HD 3 lieutenants, 2HD 1 captain, 4HD *Battalions will only be found involved in a particular task, and it will only be a task that involves a fairly major problem.	20	Defeated Patrol Roll again with a –2 on the die roll to determine what sort of patrol has been battered in combat. Subtract one quarter of the patrol as dead (they may be carried by the survivors), and the remainder of the patrol have all lost two hit points in the previous combat.

Night Encounters

Die Roll	Encounter (1d100)
01-02	Assassins (50% lone assassin, 50% 1d4)
03-08	Bandits, roll on d6. 1: 1d6 as per light guards, 2: 2d6 as per light guards, with 1 heavy guard, 3: 3d6 with 1 heavy guard and one elite guard, 4: 4d6 with one leader (4HD, AC 3[16]) 5: 4d6 with one leader (4HD, AC 3[16] and spell-caster (3HD, AC 9[10] spells: magic missile, sleep, mirror image), 6: 2d10 bandits, all as heavy guards.
09-14	Beggars, roll on d6. 1-3: 1 beggar, 4-5: 1d6 beggars, 6: swarm of 4d6 beggars, possibly turning violent if not paid.
15-20	Brigands, roll on d6. 1: 1d6 as per light guards, 2: 2d6 as per light guards, with 1 heavy guard, 3: 3d6 with 1 heavy guard and one elite guard, 4: 4d6 with one leader (4HD, AC 3[16]) 5: 4d6 with one leader (4HD, AC 3[16] and spell-caster (3HD, AC 9[10] spells: magic missile, sleep, mirror image), 6: 2d10 bandits, all as heavy guards.
21-26	City Guards, see subtable
27	Watchman
28	Cleric
29	Demon
30	Doppelganger
31-36	Drunks, 1d10
37	Lone fighter
38-39	Ghouls, roll 1d6. 1: 1 ghoul, 2-4: 1d6 ghouls, 5: 2d6 ghouls, 6: 3d6 ghouls.
40	Ghost
41-42	Giant rats, roll d6. 1: single, diseased giant rat, 2-4: 2d6 giant rats, 5: 3d6 rats, 6: 1d100 giant rats.
43-48	Harlots, 1d4.
49-50	Laborers or peddlers

51	Magic user, roll d6. 1: lone magic user level 1-4, 2: lone magic user level 5-8, 3: magic user level 1d4 with 1d6 light guards, 4: magic user level 5-8 with 1d6 heavy guards, 5: magic user level 1-8 with 1d10 light guards and 1d6 heavy guards, 6: magic user level 8-11 with 1d6 elite guards.
52-53	Mercenaries, roll on d6. 1: 1d6 as per light guards, 2: 2d6 as per light guards, with 1 heavy guard, 3: 3d6 with 1 heavy guard and one elite guard, 4: 4d6 with one leader (4HD, AC 3[16]) 5: 4d6 with one leader (4HD, AC 3[16] and spell-caster (3HD, AC 9[10] spells: magic missile, sleep, mirror image), 6: 2d10 mercenaries, all as heavy guards.
54	Merchant, roll 1d6. 1: solitary rich merchant, lost, 2-5: rich merchant with 1d10 light guards and 1 elite guard, 6: rich merchant with 1d10 heavy guards and 1d6 elite guards.
55	Noble, mounted, with retinue and 2d10 guards.
56-61	Press gang, roll on d6. 1: 1d6 as per light guards, 2: 2d6 as per light guards, with 1 heavy guard, 3: 3d6 with 1 heavy guard and one elite guard, 4: 4d6 with one leader (4HD, AC 3[16]) 5: 4d6 with one leader (4HD, AC 3[16] and spell-caster (3HD, AC 9[10] spells: magic missile, sleep, mirror image), 6: 2d10 press gang, all as heavy guards.
62	Rakshasa
63-68	Ruffians, roll 1d6. 1-3: 1d6 ruffians with shields and clubs, 4-5: 2d6 ruffians with swords, leather armor, and shields, 6: 3d6 ruffians with swords, leather armor, and shields, plus leader (3HD)
69	Shadows, roll 1d6. 1-2: 1 shadow, 3-4: 1d4 shadows, 5: 1d6 shadows, 6: 1d8 shadows.

70	Specter
71-74	Thieves, 1d6.
75-76	Wererat, 1 (50%) or wererats 1d6 (50%).
77	Werewolf
78-79	Outlaw, 1d6HD.
80-85	Evil religious procession with 1d20+5 cultists and spell-casting leader (5HD).
86-87	Oozes or slimes
88	Madman
89	Vampire

90	Sewer crocodile
91	Sewer-dwellers on nightly raid/scavenging expedition (4d10).
92	Goblins
93	Moon-worshippers
94-95	Stirges
96-97	Giant spiders
98	Zombies (3d10).
99	Wight
00	Wraith

Non-Player Characters

Quick-generators for NPC Personalities

Note that you can get some interesting results if you use this table for monsters from time to time. “Friendly” zombies might actually form up and escort the party. “Distracted” stirges might be found already feeding: a grisly discovery. One might definitely hope for a “Tolerant” vampire!

These tables are much shorter than they could be, but short tables make for quick resolution at the gaming table.

Personality Quirks	
Die Roll	Basic Personality Quirks (d20)
1	Cowardly
2	Generous
3	Hasty in judgment
4	Heavy drinker
5	Merry or jovial
6	Miserly
7	Moralist or teetotaler
8	Naïve or innocent
9	Optimistic
10	Peaceful
11	Pessimistic
12	Poorly educated
13	Raving lunatic
14	Somewhat insane
15	Superstitious
16	Suspicious or paranoid
17	Unreliable
18	Very efficient
19	Violent
20	Wastes money on junk

Attitude	
Die Roll	Initial Attitude (d6)
1	Amused
2	Angry and hostile
3	Annoyed or grumpy
4	Distracted
5	Friendly
6	Tolerant

Spellcasters

Clerics

Level 2 Cleric (1/0)		
Die Roll	Spell (d10)	Magic Items (d10)
1-7	First Level: Cure Light Wounds	None
8	First Level: Detect Magic	None
9	First Level: Protection from Evil	None
10	First Level: Light	25% chance for +1 mace

Level 3 Cleric (2/0)		
Die Roll	Spell (d10)	Magic Items (d10)
1-7	First Level: Cure Light Wounds x2	None
8	First Level: Cure Light Wounds, Detect Magic	25% chance for +1 mace
9	First Level: Cure Light Wounds, Protection from Evil	25% chance for 1 potion of healing
10	First Level: Cure Light Wounds, Light	25% chance for +1 mace

Level 4 Cleric (2/1)		
Die Roll	Spell (d10)	Magic Items (d10)
1-2	First Level: Cure Light Wounds x2; Second Level: Hold Person	None
3-4	First Level: Cure Light Wounds x2; Second Level: Silence (15ft radius)	None
5-6	First Level: Cure Light Wounds x2; Second Level: Bless	40% chance for +1 mace
7-8	First Level: Cure Light Wounds, Light; Second Level: Hold Person	50% chance of 1 healing potion
9-10	First Level: Cure Light Wounds, Protection from Evil; Second Level: Hold Person	50% chance of scroll with 3 cure Light Wounds spells

Level 5 Cleric (2/2/1)		
Die Roll	Spells (d10)	Magic Items (d10)
1	First Level: Cure Light Wounds x2; Second Level: Hold Person x2; Third Level: Prayer	40% chance of +1 mace
2	First Level: Cure Light Wounds x2; Second Level: Hold Person x2; Third Level: Prayer	40% chance of +1 shield
3	First Level: Cure Light Wounds x2; Second Level: Hold Person x2; Third Level: Prayer	40% chance of +1 armor
4	First Level: Cure Light Wounds x2; Second Level: Bless, Hold Person; Third Level: Locate Object	40% chance of +1 mace
5	First Level: Cure Light Wounds x2; Second Level: Hold Person, Silence (15ft radius) ; Third Level: Prayer	40% chance of +1 shield
6	First Level: Cure Light Wounds x2; Second Level: Bless, Silence (15ft radius) ; Third Level: Prayer	40% chance of +1 armor

7	First Level: Cure Light Wounds x2; Second Level: Silence (15ft radius), Speak with Animals; Third Level: Cure Disease	Scroll with 1 Cure Light Wounds spell
8	First Level: Cure Light Wounds x2; Second Level: Bless, Silence (15ft radius) ; Third Level: Prayer	Scroll with 1 Cure Light Wounds spell and 1 Bless spell
9	First Level: Cure Light Wounds x2; Second Level: Hold Person, Speak with Animals; Third Level: Prayer	1 Potion of Cure Light Wounds
10	First Level: Cure Light Wounds x2; Second Level: Silence (15ft radius), Snake Charm; Third Level: Remove Curse	1 Potion of Levitation

Level 6 Cleric (2/2/1/1)		
Die Roll	Spells (d10)	Magic Items (d10)
1	First Level: Cure Light Wounds x2; Second Level: Hold Person x2; Third Level: Prayer; Fourth Level: Animate Object	60% chance of +1 mace
2	First Level: Cure Light Wounds x2; Second Level: Hold Person x2; Third Level: Prayer; Fourth Level: Cure Serious Wounds	60% chance of +1 shield
3	First Level: Cure Light Wounds x2; Second Level: Hold Person x2; Third Level: Prayer; Fourth Level: Sticks to Snakes	60% chance of +1 armor
4	First Level: Cure Light Wounds x2; Second Level: Bless, Hold Person; Third Level: Prayer; Fourth Level: Cure Serious Wounds	60% chance of +1 mace
5	First Level: Cure Light Wounds x2; Second Level: Hold Person, Silence (15ft radius); Third Level: Prayer; Fourth Level: Cure Serious Wounds	60% chance of +1 shield
6	First Level: Cure Light Wounds x2; Second Level: Bless, Silence (15ft radius); Third Level: Prayer; Fourth Level: Cure Serious Wounds	60% chance of +1 armor
7	First Level: Cure Light Wounds x2; Second Level: Silence (15ft radius), Speak with Animals; Third Level: Prayer; Fourth Level: Protection from Evil 10ft Radius	Scroll with 2 Cure Light Wounds spells
8	First Level: Cure Light Wounds x2; Second Level: Bless, Silence (15ft radius); Third Level: Prayer; Fourth Level: Cure Serious Wounds	Scroll with 2 Cure Light Wounds spell and 1 Bless spell
9	First Level: Cure Light Wounds x2; Second Level: Hold Person, Speak with Animals; Third Level: Prayer; Fourth Level: Cure Serious Wounds	2 Potions of Cure Light Wounds
10	First Level: Cure Light Wounds x2; Second Level: Silence (15ft radius), Snake Charm; Third Level: Prayer; Fourth Level: Cure Serious Wounds	1 Potion of Levitation, 1 potion of Animal Control

Level 7 Cleric (2/2/2/1/1)		
Die Roll	Spells (d10)	Magic Items (d10)
1	First Level: Cure Light Wounds x2; Second Level: Hold Person x2; Third Level: Prayer, Remove Curse; Fourth Level: Animate Object; Fifth Level: Finger of Death	70% chance of +1 mace
2	First Level: Cure Light Wounds x2; Second Level: Hold Person x2; Third Level: Cure Disease, Prayer; Fourth Level: Cure Serious Wounds; Fifth Level: Finger of Death	70% chance of +1 shield
3	First Level: Cure Light Wounds x2; Second Level: Hold Person x2; Third Level: Continual Light, Prayer; Fourth Level: Sticks to Snakes; Fifth Level: Finger of Death	70% chance of +1 armor
4	First Level: Cure Light Wounds x2; Second Level: Bless, Hold Person; Third Level: Locate Object, Prayer; Fourth Level: Cure Serious Wounds; Fifth Level: Finger of Death	70% chance of +1 mace
5	First Level: Cure Light Wounds x2; Second Level: Hold Person, Silence (15ft radius); Third Level: Prayer, Remove Curse; Fourth Level: Cure Serious Wounds; Fifth Level: Insect Plague	70% chance of +1 shield
6	First Level: Cure Light Wounds x2; Second Level: Bless, Silence (15ft radius); Third Level: Prayer, Remove Curse; Fourth Level: Cure Serious Wounds; Fifth Level: Insect Plague	70% chance of +1 armor
7	First Level: Cure Light Wounds x2; Second Level: Silence (15ft radius), Speak with Animals; Third Level: Continual Light, Prayer; Fourth Level: Protection from Evil 10ft Radius; Fifth Level: Dispel Evil	Scroll with 2 Cure Light Wounds spells
8	First Level: Cure Light Wounds x2; Second Level: Bless, Silence (15ft radius); Third Level: Continual Light, Prayer; Fourth Level: Cure Serious Wounds; Fifth Level: Quest	Scroll with 2 Cure Light Wounds spell and 1 Bless spell
9	First Level: Cure Light Wounds x2; Second Level: Hold Person, Speak with Animals; Third Level: Continual Light, Prayer; Fourth Level: Cure Serious Wounds; Fifth Level: Quest	2 Potions of Cure Light Wounds
10	First Level: Cure Light Wounds x2; Second Level: Silence (15ft radius), Snake Charm; Third Level: Cure Disease, Prayer; Fourth Level: Cure Serious Wounds; Fifth Level: Quest	50% chance of Ring of Protection +2

Level 8 Cleric (2/2/2/2/2)		
Die Roll	Spells (d10)	Magic Items (d10)
1	First Level: Cure Light Wounds x2; Second Level: Hold Person x2; Third Level: Prayer, Remove Curse; Fourth Level: Cure Serious Wounds, Sticks to Snakes; Fifth Level: Finger of Death, Quest	90% chance of +1 mace
2	First Level: Cure Light Wounds x2; Second Level: Hold Person x2; Third Level: Cure Disease, Prayer; Fourth Level: Cure Serious Wounds x2; Fifth Level: Finger of Death x2	90% chance of +1 shield
3	First Level: Cure Light Wounds x2; Second Level: Hold Person x2; Third Level: Continual Light, Prayer; Fourth Level: Speak with Plants, Sticks to Snakes; Fifth Level: Finger of Death, Insect Plague	70% chance of +1 armor, 20% chance of +2 armor
4	First Level: Cure Light Wounds x2; Second Level: Bless, Hold Person; Third Level: Locate Object, Prayer; Fourth Level: Cure Serious Wounds x2; Fifth Level: Finger of Death, Quest	70% chance of +1 mace, 20% chance of +2 mace
5	First Level: Cure Light Wounds x2; Second Level: Hold Person, Silence (15ft radius); Third Level: Prayer, Remove Curse; Fourth Level: Cure Serious Wounds, Speak with Plants; Fifth Level: Finger of Death, Insect Plague	90% chance of +1 shield
6	First Level: Cure Light Wounds x2; Second Level: Bless, Silence (15ft radius); Third Level: Prayer, Remove Curse; Fourth Level: Cure Serious Wounds x2; Fifth Level: Insect Plague x2	70% chance of +1 armor, and 100% chance of scroll of Cure Serious Wounds
7	First Level: Cure Light Wounds x2; Second Level: Silence (15ft radius), Speak with Animals; Third Level: Continual Light, Prayer; Fourth Level: Cure Serious Wounds, Protection from Evil 10ft Radius; Fifth Level: Dispel Evil, Finger of Death	60% chance of Ring of Fire Resistance, 100% chance of Scroll with 2 Cure Light Wounds spells and 1 Hold Person Spell
8	First Level: Cure Light Wounds x2; Second Level: Bless, Silence (15ft radius); Third Level: Continual Light, Prayer; Fourth Level: Cure Serious Wounds x2; Fifth Level: Insect Plague, Quest	60% chance of Bag of Holding, and 100% chance of Scroll with 2 Cure Light Wounds spell and 1 Bless spell
9	First Level: Cure Light Wounds x2; Second Level: Hold Person, Speak with Animals; Third Level: Continual Light, Prayer; Fourth Level: Cure Serious Wounds x2; Fifth Level: Finger of Death, Quest	60% chance of Cloak of Protection +1, and 100% chance of 2 Potions of Cure Light Wounds and a scroll of Sticks to Snakes
10	First Level: Cure Light Wounds x2; Second Level: Silence (15ft radius), Snake Charm; Third Level: Continual Light, Prayer; Fourth Level: Cure Serious Wounds x2; Fifth Level: Quest x2	50% chance of Ring of Protection +2, 100% chance of a potion of Human Control.

Level 9 Clerics (3/3/3/2/2)		
Die Roll	Spells (d10)	Magic Items (d10)
1	First Level: Cure Light Wounds x3; Second Level: Bless, Hold Person x2; Third Level: Locate Object, Prayer, Remove Curse; Fourth Level: Cure Serious Wounds, Sticks to Snakes; Fifth Level: Finger of Death, Quest	Magic mace: 80% chance of +1 shield, 20% chance of +2 mace
2	First Level: Cure Light Wounds x2, Detect Magic; Second Level: Hold Person x2, Silence 15ft Radius; Third Level: Cure Disease, Prayer, Remove Curse; Fourth Level: Cure Serious Wounds x2; Fifth Level: Finger of Death x2	Magic mace: 80% chance of +1 shield, 20% chance of +2 mace
3	First Level: Cure Light Wounds x3; Second Level: Find Traps, Hold Person x2; Third Level: Continual Light, Prayer, Speak with the Dead; Fourth Level: Speak with Plants, Sticks to Snakes; Fifth Level: Finger of Death, Insect Plague	Magic armor: 60% chance of +1 armor, 40% chance of +2 armor
4	First Level: Cure Light Wounds x2, Protection from Evil; Second Level: Bless, Hold Person, Snake Charm; Third Level: Cure Disease, Locate Object, Prayer; Fourth Level: Cure Serious Wounds x2; Fifth Level: Finger of Death, Quest	90% chance of Horn of Valhalla (silver), 100% chance of scroll with 6 Cure Light Wounds spells.
5	First Level: Cure Light Wounds x2, Detect Magic; Second Level: Hold Person x2, Silence (15ft radius); Third Level: Locate Object, Prayer, Remove Curse; Fourth Level: Cure Serious Wounds, Speak with Plants; Fifth Level: Finger of Death, Insect Plague	90% chance of +1 shield
6	First Level: Cure Light Wounds x2, Detect Magic; Second Level: Bless, Hold Person, Silence (15ft radius); Third Level: Prayer, Remove Curse; Fourth Level: Cure Serious Wounds x2; Fifth Level: Insect Plague x2	80% chance of +1 armor, and 100% chance of scroll of Cure Serious Wounds
7	First Level: Cure Light Wounds x3; Second Level: Hold Person, Silence (15ft radius), Speak with Animals; Third Level: Continual Light, Prayer, Speak with the Dead; Fourth Level: Cure Serious Wounds, Protection from Evil 10ft Radius; Fifth Level: Dispel Evil, Finger of Death	70% chance of Ring of Fire Resistance, 100% chance of Scroll with 2 Cure Light Wounds spells and 1 Hold Person Spell
8	First Level: Cure Light Wounds x3; Second Level: Bless, Hold Person, Silence (15ft radius); Third Level: Continual Light, Cure Disease, Prayer; Fourth Level: Cure Serious Wounds x2; Fifth Level: Insect Plague, Quest	70% chance of Bag of Holding, and 100% chance of Scroll with 2 Cure Light Wounds spell and 1 Bless spell
9	First Level: Bless, Cure Light Wounds x2; Second Level: Hold Person x2, Speak with Animals; Third Level: Continual Light, Prayer, Remove Curse; Fourth Level: Cure Serious Wounds x2, Sticks to Snakes; Fifth Level: Finger of Death, Quest	70% chance of Cloak of Protection +1, and 100% chance of 2 Potions of Cure Light Wounds and a scroll of Sticks to Snakes

10	First Level: Cure Light Wounds x3; Second Level: Hold Person, Silence (15ft radius), Snake Charm; Third Level: Cure Disease, Locate Object, Prayer; Fourth Level: Cure Serious Wounds x2; Fifth Level: Quest x2	50% chance of Ring of Protection +2, 100% chance of a potion of Human Control.
----	--	--

Magic-Users

Level 1 Magic-User Spells (1/0)		
Die Roll	Spell (d10)	Magic Items (d10)
1-2	Charm Person	None
3-4	Magic Missile	None
5-6	Protection from Evil	10% chance of 1 healing potion
7-8	Shield	10% chance of scroll with Charm Person
9-10	Sleep	10% chance of +1 dagger or +1 staff

Level 2 Magic-Users (2/0)		
Die Roll	Spells (d10)	Magic Items (d10)
1-2	Level One: Charm Person, Shield	None
3	Level One: Charm Person, Sleep	None
4	Level One: Magic Missile, Sleep	10% chance of scroll with Magic Missile and Sleep
5	Level One: Charm Person, Detect Magic	10% chance of 1 healing potion
6	Level One: Hold Portal, Sleep	10% chance of a scroll with Charm Person
7	Level One: Read Languages, Sleep	10% chance of a +1 dagger
8	Level One: Charm Person, Light	10% chance of a +1 staff
9	Level One: Charm Person, Magic Missile	10% chance of a potion of flying
10	Level One: Read Magic, Sleep	10% chance of a scroll with Sleep

Level 3 Magic-Users (2/1)		
Die Roll	Spells (d10)	Magic Items (d10)
1	Level One: Charm Person, Shield; Second Level: ESP	20% chance of scroll with Magic Missile and Sleep
2	Level One: Charm Person, Sleep; Second Level: Levitate	20% chance of 1 healing potion
3	Level One: Charm Person, Sleep; Second Level: Mirror Image	20% chance of a scroll with Charm Person
4	Level One: Magic Missile, Sleep; Second Level: Web	20% chance of a +1 dagger
5	Level One: Charm Person, Detect Magic; Second Level: Pyrotechnics	20% chance of a +1 staff
6	Level One: Hold Portal, Sleep; Second Level: Invisibility	20% chance of a potion of flying
7	Level One: Read Languages, Sleep; Second Level: Invisibility	20% chance of a scroll with Sleep
8	Level One: Charm Person, Light; Second Level: Mirror Image	10% chance of Boots of Speed
9	Level One: Charm Person, Magic Missile; Second Level: Mirror Image	10% chance of a Wand of Fireballs with 1d6 charges remaining
10	Level One: Read Magic, Sleep; Second Level: Web	10% chance of a potion of Fire Resistance

Level 4 Magic-Users (3/2)		
Die Roll	Spells (d10)	Magic Items (d10)
1	Level One: Charm Person x2, Shield; Second Level: ESP, Mirror Image	30% chance of scroll with Magic Missile and Sleep
2	Level One: Charm Person x2, Sleep; Second Level: Invisibility, Levitate	30% chance of 1 healing potion
3	Level One: Charm Person x2, Sleep; Second Level: Mirror Image, Pyrotechnics	30% chance of a scroll with Charm Person
4	Level One: Magic Missile x2, Sleep; Second Level: Mirror Image, Web	30% chance of a +1 dagger
5	Level One: Charm Person x2, Detect Magic; Second Level: Pyrotechnics, Web	30% chance of a +1 staff
6	Level One: Charm Person, Hold Portal, Sleep; Second Level: Invisibility, Web	30% chance of a potion of flying
7	Level One: Magic Missile, Read Languages, Sleep; Second Level: Invisibility, Web	30% chance of a scroll with Sleep
8	Level One: Charm Person, Magic Missile, Light; Second Level: Mirror Image, Web	20% chance of Boots of Speed
9	Level One: Charm Person, Magic Missile x2; Second Level: Mirror Image, Web	20% chance of a Wand of Fireballs with 1d6 charges remaining
10	Level One: Charm Person, Read Magic, Sleep; Second Level: Invisibility, Web	20% chance of a potion of Fire Resistance

Level 5 Magic-Users (4/2/1)		
Die Roll	Spells (d10)	Magic Items (d10)
1	Level One: Charm Person x2, Protection from Evil, Shield; Second Level: ESP, Mirror Image; Third Level: Fireball	50% chance of scroll with Magic Missile and Sleep
2	Level One: Charm Person x2, Protection from Evil, Sleep; Second Level: Invisibility, Levitate; Third Level: Fly	50% chance of 1 healing potion
3	Level One: Charm Person x2, Sleep x2; Second Level: Mirror Image, Pyrotechnics; Third Level: Fireball	50% chance of a scroll with Charm Person
4	Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Mirror Image, Web; Third Level: Fly	50% chance of a +1 dagger
5	Level One: Charm Person x2, Detect Magic, Sleep; Second Level: Pyrotechnics, Web; Third Level: Dispel Magic	50% chance of a +1 staff
6	Level One: Charm Person, Hold Portal, Shield, Sleep; Second Level: Invisibility, Web; Third Level: Clairaudience	50% chance of a potion of flying
7	Level One: Charm Person, Magic Missile, Read Languages, Sleep; Second Level: Invisibility, Web; Third Level: Fireball	50% chance of a scroll with Sleep

8	Level One: Charm Person, Magic Missile, Light, Sleep; Second Level: Mirror Image, Web; Third Level: Fireball	40% chance of Boots of Speed
9	Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Mirror Image, Web; Third Level: Lightning Bolt	40% chance of a Wand of Fireballs with 1d6 charges remaining
10	Level One: Charm Person x2, Read Magic, Sleep; Second Level: Invisibility, Web; Third Level: Lightning Bolt	40% chance of a potion of Fire Resistance

Level 6 Magic-Users (4/2/2)		
Die Roll	Spells (d10)	Magic Items (d10)
1	Level One: Charm Person x2, Protection from Evil, Shield; Second Level: ESP, Mirror Image; Third Level: Fireball, Dispel Magic	Scroll with Magic Missile and Sleep
2	Level One: Charm Person x2, Protection from Evil, Sleep; Second Level: Invisibility, Levitate; Third Level: Dispel Magic, Fly	1 Healing Potion
3	Level One: Charm Person x2, Sleep x2; Second Level: Mirror Image, Pyrotechnics; Third Level: Dispel Magic, Fireball	Scroll with Charm Person
4	Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Mirror Image, Web; Third Level: Fly, Lightning Bolt	+1 Dagger
5	Level One: Charm Person x2, Detect Magic, Sleep; Second Level: Pyrotechnics, Web; Third Level: Fireball, Lightning Bolt	+1 Staff
6	Level One: Charm Person, Hold Portal, Shield, Sleep; Second Level: Invisibility, Web; Third Level: Clairaudience, Hold Person	1 Potion of Flying
7	Level One: Charm Person, Magic Missile, Read Languages, Sleep; Second Level: Invisibility, Web; Third Level: Fireball, Haste	Scroll with Sleep
8	Level One: Charm Person, Magic Missile, Light, Sleep; Second Level: Mirror Image, Web; Third Level: Fireball, Rope Trick	Boots of Speed
9	Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Mirror Image, Web; Third Level: Lightning Bolt, Slow	Wand of Fireballs with 1d6 charges remaining
10	Level One: Charm Person x2, Read Magic, Sleep; Second Level: Invisibility, Web; Third Level: Lightning Bolt, Suggestion	1 Potion of Fire Resistance

Level 7 Magic-Users (4/3/2/1)		
Die Roll	Spells (d10)	Magic Items (d10)
1	Level One: Charm Person x2, Protection from Evil, Shield; Second Level: ESP, Mirror Image, Stinking Cloud; Third Level: Fireball, Dispel Magic; Fourth Level: Confusion	Scroll with Magic Missile and Sleep and 25% chance for 2 additional spells (Web and Fireball)
2	Level One: Charm Person x2, Protection from Evil, Sleep; Second Level: Invisibility, Levitate, Web; Third Level: Dispel Magic, Fly; Fourth Level: Polymorph Self	1 Healing Potion and 1 potion of Levitation
3	Level One: Charm Person x2, Sleep x2; Second Level: Mirror Image, Pyrotechnics, Web; Third Level: Dispel Magic, Fireball; Fourth Level: Fear	Scroll with Charm Person, Continual Light, Clairaudience, and Extension I.
4	Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Darkness (15ft radius), Mirror Image, Web; Third Level: Fly, Lightning Bolt; Fourth Level: Charm Monster	+1 Dagger (25% chance for +2)
5	Level One: Charm Person x2, Detect Magic, Sleep; Second Level: Invisibility, Pyrotechnics, Web; Third Level: Fireball, Lightning Bolt; Fourth Level: Polymorph Other	+1 Staff (25% chance for +2)
6	Level One: Charm Person, Hold Portal, Shield, Sleep; Second Level: ESP, Invisibility, Web; Third Level: Clairaudience, Hold Person; Fourth Level: Monster Summoning II	1 Potion of Flying, 1 potion of gaseous form, 1 potion of plant control
7	Level One: Charm Person, Magic Missile, Read Languages, Sleep; Second Level: Detect Invisibility, Invisibility, Web; Third Level: Fireball, Haste; Fourth Level: Charm Monster	Scroll with Sleep, Invisibility, and ESP.
8	Level One: Charm Person, Magic Missile, Light, Sleep; Second Level: Invisibility, Mirror Image, Web; Third Level: Fireball, Rope Trick; Fourth Level: Confusion	Wand of Cold (50%) or Wand of Fear (50%)
9	Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Levitate, Mirror Image, Web; Third Level: Lightning Bolt, Slow; Fourth Level: Confusion	Wand of Fireballs (50%) or Wand of Secret Door and Trap Detection (50%)
10	Level One: Charm Person x2, Read Magic, Sleep; Second Level: Levitate, Invisibility, Web; Third Level: Lightning Bolt, Suggestion; Fourth Level: Confusion	1 Potion of Fire Resistance, 1 Potion of Growth, 1 Potion of Slipperiness

Level 8 Magic-Users (4/3/3/2)		
Die Roll	Spells (d10)	Magic Items (d10)
1	Level One: Charm Person x2, Protection from Evil, Shield; Second Level: ESP, Mirror Image, Stinking Cloud; Third Level: Fireball, Dispel Magic, Invisibility (10ft radius); Fourth Level: Confusion, Wall of Fire	Scroll with Magic Missile, Sleep, Invisibility, Web, and Fireball
2	Level One: Charm Person x2, Protection from Evil, Sleep; Second Level: Invisibility, Levitate, Web; Third Level: Dispel Magic, Fireball, Fly; Fourth Level: Confusion, Polymorph Self	60% chance for Bracers of Defense AC 3[16], 100% chance of 1 Healing Potion and 1 Potion of Levitation
3	Level One: Charm Person x2, Sleep x2; Second Level: Mirror Image, Pyrotechnics, Web; Third Level: Dispel Magic, Fireball x2; Fourth Level: Fear, Dimension Door	90% chance for Cloak of Protection +1, 100% chance for scroll with Fireball x2, Invisibility, and Dimension Door
4	Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Darkness (15ft radius), Mirror Image, Web; Third Level: Fly, Lightning Bolt x2; Fourth Level: Charm Monster, Dimension Door	+1 Dagger (25% chance for +2), and 50% chance for crystal ball
5	Level One: Charm Person x2, Detect Magic, Sleep; Second Level: Invisibility, Pyrotechnics, Web; Third Level: Dispel Magic, Fireball, Lightning Bolt; Fourth Level: Fear, Polymorph Other	Staff of Polymorph (50%) or Fear (50%)
6	Level One: Charm Person, Hold Portal, Shield, Sleep; Second Level: ESP, Invisibility, Web; Third Level: Clairaudience, Fireball, Hold Person; Fourth Level: Dimension Door, Monster Summoning II	90% chance for Ring of Fire Resistance, 100% chance for 1 Potion of Flying, 1 potion of gaseous form, 1 potion of plant control
7	Level One: Charm Person, Magic Missile, Read Languages, Sleep; Second Level: Detect Invisibility, Invisibility, Web; Third Level: Fireball, Fly, Haste; Fourth Level: Charm Monster x2	Scroll with Dispel Magic x2, Charm Person, Sleep, Invisibility, ESP, Fireball x2.
8	Level One: Charm Person, Magic Missile, Light, Sleep; Second Level: Invisibility, Mirror Image, Web; Third Level: Fireball x2, Rope Trick; Fourth Level: Charm Monster, Confusion	Wand of Cold (50%) or Wand of Fear (50%)
9	Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Levitate, Mirror Image, Web; Third Level: Haste, Lightning Bolt, Slow; Fourth Level: Confusion, Dimension Door	Wand of Fireballs (50%) or Wand of Secret Door and Trap Detection (50%)
10	Level One: Charm Person x2, Read Magic, Sleep; Second Level: Levitate, Invisibility, Web; Third Level: Lightning Bolt x2, Suggestion; Fourth Level: Charm Monster, Confusion	+1 staff, 1 Potion of Fire Resistance, 1 Potion of Growth, 1 Potion of Slipperiness

Level 9 Magic-Users (4/3/3/2/1)		
Die Roll	Spells (d10)	Magic Items (d10)
1	Level One: Charm Person x2, Protection from Evil, Shield; Second Level: ESP, Mirror Image, Stinking Cloud; Third Level: Fireball, Dispel Magic, Invisibility (10ft radius); Fourth Level: Confusion, Wall of Fire Fifth Level: Feeblemind	Scroll with Magic Missile, Sleep, Invisibility, Web, and Fireball x2
2	Level One: Charm Person x2, Protection from Evil, Sleep; Second Level: Invisibility, Levitate, Web; Third Level: Dispel Magic, Fireball, Fly; Fourth Level: Confusion, Polymorph Self; Fifth Level: Wall of Iron	80% chance for Bracers of Defense AC 3[16], 100% chance of 1 Healing Potion and 1 Potion of Levitation
3	Level One: Charm Person x2, Sleep x2; Second Level: Mirror Image, Pyrotechnics, Web; Third Level: Dispel Magic, Fireball x2; Fourth Level: Fear, Dimension Door; Fifth Level: Teleport	90% chance for Cloak of Protection +2, 100% chance for scroll with Fireball x2, Invisibility, and Dimension Door
4	Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Darkness (15ft radius), Mirror Image, Web; Third Level: Fly, Lightning Bolt x2; Fourth Level: Charm Monster, Dimension Door; Fifth Level: Transmute Rock to Mud	+1 Dagger (60% chance for +2), and 90% chance for crystal ball
5	Level One: Charm Person x2, Detect Magic, Sleep; Second Level: Invisibility, Pyrotechnics, Web; Third Level: Dispel Magic, Fireball, Lightning Bolt; Fourth Level: Fear, Polymorph Other; Fifth Level: Cloudkill	Wand of Polymorph (50%) or Fear (50%)
6	Level One: Charm Person, Hold Portal, Shield, Sleep; Second Level: ESP, Invisibility, Web; Third Level: Clairaudience, Fireball, Hold Person; Fourth Level: Dimension Door, Monster Summoning II; Fifth Level: Wall of Stone	100% chance for Ring of Fire Resistance, 100% chance for 1 Potion of Flying, 1 potion of gaseous form, 1 potion of plant control, scroll of Dispel Magic x2.
7	Level One: Charm Person, Magic Missile, Read Languages, Sleep; Second Level: Detect Invisibility, Invisibility, Web; Third Level: Fireball, Fly, Haste; Fourth Level: Charm Monster x2; Fifth Level: Cloudkill	100% chance of Bracers of Defense AC 4[15], Scroll with Dispel Magic x2, Charm Person x2, Sleep, Invisibility, ESP, Fireball x2.
8	Level One: Charm Person, Magic Missile, Light, Sleep; Second Level: Invisibility, Mirror Image, Web; Third Level: Fireball x2, Rope Trick; Fourth Level: Charm Monster, Confusion; Fifth Level: Cloudkill	Wand of Cold (50%) or Wand of Fear (50%)
9	Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Levitate, Mirror Image, Web; Third Level: Haste, Lightning Bolt, Slow; Fourth Level: Confusion, Dimension Door; Fifth Level: Monster Summoning III	Wand of Fireballs (50%) or Wand of Secret Door and Trap Detection (50%)
10	Level One: Charm Person x2, Read Magic, Sleep; Second Level: Levitate, Invisibility, Web; Third Level: Lightning Bolt x2, Suggestion; Fourth Level: Charm Monster, Confusion; Fifth Level: Wall of Iron	25% chance for Staff of Wizardry, 100% chance of +1 dagger, 1 Potion of Fire Resistance, 1 Potion of Growth, 1 Potion of Slipperiness

Level 10 Magic-User Spells (4/4/3/2/2)		
Die Roll	Spells (d10)	Magic Items (d10)
1	Level One: Charm Person x2, Protection from Evil, Shield; Second Level: ESP, Mirror Image, Stinking Cloud x2; Third Level: Fireball, Dispel Magic, Invisibility (10ft radius); Fourth Level: Confusion, Wall of Fire; Fifth Level: Feeblemind, Wall of Iron	Wand of Secret Door Detection, Scroll with Magic Missile, Sleep, Invisibility, Web, and Fireball x2
2	Level One: Charm Person x2, Protection from Evil, Sleep; Second Level: Invisibility, Levitate, Mirror Image, Web; Third Level: Dispel Magic, Fireball, Fly; Fourth Level: Confusion, Polymorph Self; Fifth Level: Feeblemind, Wall of Iron	100% chance for Bracers of Defense AC 3[16], 100% chance of 1 Healing Potion and 1 Potion of Levitation, 100% chance of Scroll of Cloudkill.
3	Level One: Charm Person x2, Sleep x2; Second Level: Mirror Image, Pyrotechnics, Web x2; Third Level: Dispel Magic, Fireball x2; Fourth Level: Fear, Dimension Door; Fifth Level: Teleport, Wall of Stone	100% chance for Cloak of Protection +2, 100% chance for scroll with Fireball x2, Invisibility, and Dimension Door
4	Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Darkness (15ft radius), ESP, Mirror Image, Web; Third Level: Fly, Lightning Bolt x2; Fourth Level: Charm Monster, Dimension Door; Fifth Level: Transmute Rock to Mud, Wall of Stone	+2 Dagger (60% chance for +3), and crystal ball
5	Level One: Charm Person x2, Detect Magic, Sleep; Second Level: Invisibility, Mirror Image, Pyrotechnics, Web; Third Level: Dispel Magic, Fireball, Lightning Bolt; Fourth Level: Fear, Polymorph Other; Fifth Level: Cloudkill, Wall of Stone	Wand of Polymorph (50%) or Fear (50%)
6	Level One: Charm Person, Hold Portal, Shield, Sleep; Second Level: ESP, Invisibility, Mirror Image, Web; Third Level: Clairaudience, Fireball, Hold Person; Fourth Level: Dimension Door, Monster Summoning II; Fifth Level: Teleport, Wall of Stone	100% chance for Ring of Fire Resistance, 100% chance for 1 Potion of Flying, 1 potion of gaseous form, 1 potion of plant control, scroll of Dispel Magic x2.
7	Level One: Charm Person, Magic Missile, Read Languages, Sleep; Second Level: Detect Invisibility, Invisibility, Stinking Cloud, Web; Third Level: Fireball, Fly, Haste; Fourth Level: Charm Monster x2; Fifth Level: Cloudkill, Wall of Iron	100% chance of Bracers of Defense AC 4[15], Scroll with Dispel Magic x2, Charm Person x2, Sleep, Invisibility, ESP, Fireball x2.
8	Level One: Charm Person, Magic Missile, Light, Sleep; Second Level: Darkness 15ft Radius, Invisibility, Mirror Image, Web; Third Level: Fireball x2, Rope Trick; Fourth Level: Charm Monster, Confusion; Fifth Level: Cloudkill, Teleport	Wand of Cold (50%) or Wand of Fear (50%)

9	Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Levitate, Mirror Image, Pyrotechnics, Web; Third Level: Haste, Lightning Bolt, Slow; Fourth Level: Confusion, Dimension Door; Fifth Level: Monster Summoning III, Wall of Stone	Wand of Fireballs (50%) or Wand of Secret Door and Trap Detection (50%)
10	Level One: Charm Person x2, Read Magic, Sleep; Second Level: Levitate, Invisibility, Web x2; Third Level: Lightning Bolt x2, Suggestion; Fourth Level: Charm Monster, Confusion; Fifth Level: Teleport, Wall of Iron	50% chance for Staff of Wizardry, 100% chance of +1 dagger, 1 Potion of Fire Resistance, 1 Potion of Growth, 1 Potion of Slipperiness

Level 11 Magic-User Spells (4/4/4/3/3)		
Die Roll	Spells (d10)	Magic Items (d10)
1	Level One: Charm Person x2, Protection from Evil, Shield; Second Level: ESP, Mirror Image, Stinking Cloud x2; Third Level: Fireball x2, Dispel Magic, Invisibility (10ft radius); Fourth Level: Confusion, Dimension Door, Wall of Fire; Fifth Level: Animal Growth, Feeblemind, Wall of Iron	Wand of Secret Door Detection, Bracers of Defense AC 4[15], Scroll with Magic Missile, Sleep, Invisibility, Web, and Fireball x2
2	Level One: Charm Person x2, Protection from Evil, Sleep; Second Level: Invisibility, Levitate, Mirror Image, Web; Third Level: Dispel Magic x2, Fireball, Fly; Fourth Level: Confusion, Fear, Polymorph Self; Fifth Level: Cloudkill, Feeblemind, Wall of Iron	100% chance for Bracers of Defense AC 2[17], 100% chance of 1 Healing Potion and 1 Potion of Levitation, 100% chance of Scroll of Cloudkill.
3	Level One: Charm Person x2, Sleep x2; Second Level: Mirror Image, Pyrotechnics, Web x2; Third Level: Dispel Magic, Invisibility 10ft Radius, Fireball x2; Fourth Level: Fear, Dimension Door, Polymorph Other; Fifth Level: Telekinesis, Teleport, Wall of Stone	100% chance for Cloak of Protection +2, 100% chance for scroll with Fireball x2, Invisibility, and Dimension Door
4	Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Darkness (15ft radius), ESP, Mirror Image, Web; Third Level: Dispel Magic, Fly, Lightning Bolt x2; Fourth Level: Charm Monster, Dimension Door, Ice Storm; Fifth Level: Teleport, Transmute Rock to Mud, Wall of Stone	+2 Dagger (60% chance for +3), and crystal ball
5	Level One: Charm Person x2, Detect Magic, Sleep; Second Level: Invisibility, Mirror Image, Pyrotechnics, Web; Third Level: Dispel Magic, Fireball, Haste, Lightning Bolt; Fourth Level: Fear, Polymorph Other, Polymorph Self; Fifth Level: Cloudkill, Conjure Elemental, Wall of Stone	Wand of Polymorph (50%) or Fear (50%), and Scroll of Charm Person and Dispel Magic.

6	Level One: Charm Person, Hold Portal, Shield, Sleep; Second Level: ESP, Invisibility, Mirror Image, Web; Third Level: Clairaudience, Dispel Magic, Fireball, Hold Person; Fourth Level: Dimension Door, Monster Summoning II x2; Fifth Level: Cloudkill, Teleport, Wall of Stone	100% chance for Ring of Fire Resistance, 100% chance for 1 Potion of Flying, 1 potion of gaseous form, 1 potion of plant control, scroll of Dispel Magic x2.
7	Level One: Charm Person, Magic Missile, Read Languages, Sleep; Second Level: Detect Invisibility, Invisibility, Stinking Cloud, Web; Third Level: Dispel Magic, Fireball, Fly, Haste; Fourth Level: Charm Monster x2, Confusion; Fifth Level: Cloudkill, Conjure Elemental, Wall of Iron	100% chance of Bracers of Defense AC 3[16], Scroll with Dispel Magic x2, Charm Person x2, Sleep, Invisibility, ESP, Fireball x2.
8	Level One: Charm Person, Magic Missile, Light, Sleep; Second Level: Darkness 15ft Radius, Invisibility, Mirror Image, Web; Third Level: Dispel Magic, Fireball x2, Rope Trick; Fourth Level: Charm Monster, Confusion, Fear; Fifth Level: Cloudkill, Telekinesis, Teleport	Wand of Cold (50%) or Wand of Fear (50%)
9	Level One: Charm Person, Magic Missile x2, Sleep; Second Level: Levitate, Mirror Image, Pyrotechnics, Web; Third Level: Dispel Magic, Haste, Lightning Bolt, Slow; Fourth Level: Charm Monster, Confusion, Dimension Door; Fifth Level: Monster Summoning III x2, Wall of Stone	Wand of Fireballs (50%) or Wand of Secret Door and Trap Detection (50%)
10	Level One: Charm Person x2, Read Magic, Sleep; Second Level: Levitate, Invisibility, Web x2; Third Level: Dispel Magic, Lightning Bolt x2, Suggestion; Fourth Level: Charm Monster x2, Confusion; Fifth Level: Telekinesis, Teleport, Wall of Iron	50% chance for Staff of Wizardry, 100% chance of +1 dagger, 1 Potion of Fire Resistance, 1 Potion of Growth, 1 Potion of Slipperiness

Names

Male Sword & Sorcery Names

Male Sword & Sorcery Names	
Die Roll	Name
1	Araltuk
2	Artai
3	Balaborth
4	Balobab
5	Bandar
6	Banthar
7	Baruk
8	Bashar
9	Baskeer
10	Beorog
11	Beowar
12	Bothar
13	Braath
14	Bron
15	Bulwar
16	Carcolian
17	Cartai

18	Ceran
19	Clayn
20	Coriomedes
21	Crothior
22	Daar
23	Daktash
24	Darnor
25	Dashtar
26	Daskor
27	Deolon
28	Deopolis
29	Dereel
30	Dolorn
31	Dularan
32	Dupaar
33	Emesh
34	Eothuun
35	Eprath
36	Eptan
37	Erastor

38	Eulogos
39	Eulor
40	Eumenides
41	Euripides
42	Farshi
43	Fartha
44	Farthoon
45	Faulzar
46	Felzak
47	Feodraan
48	Fex
49	Fez
50	Fezaar
51	Fimaar
52	Galgar
53	Galrath
54	Ganesh
55	Gar
56	Garnak
57	Garnna

58	Garok
59	Garuk
60	Ghaz
61	Gheshi
62	Ghindor
63	Gnamnor
64	Gnosticus
65	Graazu
66	Gral
67	Gram
68	Grinko
69	Hakartha
70	Hakim
71	Hamtak
72	Hangog

73	Hantar
74	Harg
75	Hargath
76	Hargosh
77	Harkaar
78	Hasdrubal
79	Hashaam
80	Hashim
81	Horlog
82	Kargan
83	Korgan
84	Kortan
85	Leoroon
86	Margat
87	Markeen

88	Martuk
89	Ombool
90	Oortan
91	Orgad
92	Sarkeen
93	Tarkeen
94	Thargad
95	Throne
96	Thronn
97	Tulwar
98	Urgat
99	Urgath
100	Yarakoor

Female Sword & Sorcery Names

Female Sword & Sorcery Names	
Die Roll	Name
1	Alherin
2	Alissa
3	Ariala
4	Ashenil
5	Ashtara
6	Azira
7	Belinn
8	Bezantia
9	Briakana
10	Briatha
11	Carcalia
12	Cerilin
13	Corithina
14	Dacia
15	Dala
16	Dartara
17	Deleen
18	Diana
19	Eleen
20	Elina
21	Estheer
22	Fara
23	Fasareena
24	Fasha
25	Genveera
26	Gleer
27	Harabeth
28	Hatar
29	Ilweera
30	Imishar
31	Irith
32	Jalashara

33	Jalcea
34	Janna
35	Jennah
36	Jenvir
37	Jiira
38	Jinnessa
39	Kaleena
40	Kira
41	Koraleen
42	Larala
43	Leena
44	Lilith
45	Liska
46	Malahara
47	Mareth
48	Meerga
49	Naleena
50	Naliai
51	Nimia
52	Nin
53	Ocalla
54	Octavia
55	Pashai
56	Pavia
57	Quasquia
58	Qesith
59	Razaala
60	Reolin
61	Ruth
62	Saaja
63	Salai
64	Salcea
65	Seraphina
66	Sestia
67	Shaarzad
68	Shiraan

69	Solia
70	Sulinn
71	Tais
72	Tarasaia
73	Tarina
74	Thalcea
75	Tiraala
76	Trallia
77	Trelaza
78	Ulaasa
79	Ulmeen
80	Ulosia
81	Valarinn
82	Valnia
83	Vana
84	Varra
85	Varsheen
86	Veenai
87	Xana
88	Xara
89	Yasmin
90	Yetar
91	Yishaara
92	Ylfin
93	Yzara
94	Zaliantha
95	Zana
96	Zashaan
97	Zashila
98	Zenobia
99	Zenopatra
100	Zilshana

Male Titles and Nicknames

Male Titles and Nicknames	
Die Roll	Nickname
1	Brown-hair
2	Green-eyes
3	Long-beard
4	One-eye
5	Red-hair
6	Silver-tongue
7	the Arrogant
8	the Bandy-legged
9	the Bankrupt
10	the Bastard
11	the Bear
12	the Beggar
13	the Blasphemer
14	the Brawny
15	the Brilliant
16	the Bull
17	the Canny
18	the Carefree
19	the Careful
20	the Cautious
21	the Changeling
22	the Charming
23	the Cheap
24	the Cowardly
25	the Crippled
26	the Cruel
27	the Cunning
28	the Curious
29	the Dagger
30	the Dandy
31	the Dreamer
32	the Drunken
33	the Eunuch

34	the Fat
35	the Fearless
36	the Flatterer
37	the Flatulent
38	the Follower
39	the Foolish
40	the Forgetful
41	the Generous
42	the Gentleman
43	the Glorious
44	the God-fearing
45	the Godly
46	the Grim
47	the Groveler
48	the Handsome
49	the Hard-headed
50	the Haughty
51	the Heretic
52	the Honest
53	the Horse-faced
54	the Inquisitive
55	the Jealous
56	the Joker
57	the Lyrical
58	the Masterful
59	the Merry
60	the Mighty
61	the Miserly
62	the Noble-hearted
63	the Odorous
64	the Persuasive
65	the Pig
66	the Pious
67	the Poetic
68	the Prophetic

69	the Proud
70	the Quick
71	the Rat
72	the Red
73	the Ribald
74	the Rotund
75	the Scholarly
76	the Servile
77	the Short
78	the Silent
79	the Sleeper
80	the Sly
81	the Smiling
82	the Sober
83	the Strong
84	the Suave
85	the Sullen
86	the Suspicious
87	the Swift
88	the Talker
89	the Tall
90	the Thin
91	the Truthful
92	the Unmannerly
93	the Unpleasant
94	the Unready
95	the Untrustworthy
96	the Vain
97	the Wary
98	the Wealthy
99	the Whiner
100	the Whisperer

Female Titles & Nicknames

Female Titles and Nicknames	
Die Roll	Nickname
1	Brown-hair
2	Green-eyes
3	of the Mustache
4	One-eye
5	Red-hair
6	the Arrogant
7	the Bandy-legged
8	the Baroness
9	the Beautiful
10	the Bitch
11	the Blasphemous
12	the Bounteous
13	the Brawny
14	the Brilliant
15	the Buxom

16	the Canny
17	the Carefree
18	the Careful
19	the Cat
20	the Cautious
21	the Celibate
22	the Changeling
23	the Charming
24	the Cheap
25	the Cow
26	the Crippled
27	the Cruel
28	the Cunning
29	the Curious
30	the Dreamer
31	the Fat
32	the Fearless
33	the Flatterer

34	the Flatulent
35	the Foolish
36	the Forgetful
37	the Forthright
38	the Generous
39	the Glorious
40	the God-fearing
41	the Gorgeous
42	the Gossip
43	the Hag
44	the Hard-headed
45	the Haughty
46	the Inquisitive
47	the Jealous
48	the Kind-hearted
49	the Knife
50	the Lady
51	the Lovely

52	the Luscious
53	the Lyrical
54	the Maiden
55	the Man-killer
56	the Merry
57	the Miserly
58	the Mistress
59	the Mysterious
60	the Noble-hearted
61	the Odorous
62	the One over there
63	the Persuasive
64	the Pig
65	the Pious
66	the Poetic
67	the Prophetess
68	the Proud

69	the Quick
70	the Ribald
71	the Scholarly
72	the she-tiger
73	the Short
74	the Silent
75	the Sinuous
76	the Slatern
77	the Sly
78	the Smiling
79	the Sober
80	the Strong
81	the Sullen
82	the Suspicious
83	the Sweet
84	the Swift
85	the Tall

86	the Thin
87	the Truthful
88	the Twin
89	the Unmannerly
90	the Unpleasant
91	the Untrustworthy
92	the Vain
93	the Vicious
94	the Virtuous
95	the Wary
96	the Wealthy
97	the Well-shaped
98	the Whisperer
99	the Wicked
100	the Witch

Legal

OPEN GAME CONTENT:

Open Game Content may only be Used under and in terms of the Open Game License Version 1.0a (OGL).

This entire work is designated as Open Game Content under the OGL, with the exception of the trademarks "Swords & Wizardry," "S&W," and "Mythmere Games," and with the exception of all artwork. These trademarks, and the Trade Dress of this work (font, layout, style of artwork, etc.) are reserved as Product Identity.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

City Encounters, Copyright 2008, Matthew J. Finch

END OF LICENSE