

Grinning Skull Design Studios

Grim's Amazing D100 Tables

1000

City Encounters & Adventure Hooks

for all fantasy RPGs

By Allen Farr

Grim's Amazing D100 Tables

**Suitable for
ANY FANTASY
ROLE-PLAYING
GAME SYSTEM**

100 exciting and interesting city encounters & adventure hooks for Games Masters to use in their fantasy RPGs. For use with virtually any fantasy Role Playing game.



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**Grinning Skull Design Studios Present:
Grim's Amazing D100 Tables**

100

**City Encounters & Adventure Hooks
For all fantasy RPGs**

By Allen Farr



**100 exciting fantasy city encounters and adventure hooks
for your fantasy RPG games. Suitable for all fantasy RPGs.**

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About the Author



Like many gamers, Allen's first introduction to Role Playing games was **Dungeons & Dragons**. This in no way helped calm his already overactive imagination, but did surprisingly give it an outlet for the many crazy adventure stories he would frequently invent.

Already an avid fan of Enid Blyton's "Famous Five" novels and having just read **Lord of the Rings**, Allen discovered **Dungeons & Dragons** and thus his RPG addiction began.

Eventually **Dungeons & Dragons** ran its course, but gaming shifted to FASA Corporation's **Shadowrun** cyberpunk RPG, and eventually its prequel setting, **Earthdawn**. Now approaching his mid-forties Allen still runs a regular **Earthdawn** game.

In that time Allen has published two short stories and had his work published in number of RPGs. Some of those works include:

Tales From The Frontier:

A Game of Death -

Official companion fiction to the epic
Elite: Dangerous video game

Arcane Synthesis: Spectre of war -
Fiction set in the Cosmoverse campaign setting

Like Moths to a Flame:

An adventure framework for **Earthdawn**

Ugly Things:

A monster compendium for End
Transmission Games' **Splinter** RPG

Codex Infernus:

The Savage Guide to Hell -
A **Savage Worlds** compatible setting



Roll D100

1. A young man flees from the candle maker's shop screaming for help, a swarm of angry bees pursuing him. Inside the shop is an ornate candle, its bright flame producing a heavy smoke that's coalescing into another swarm of bees or perhaps something worse.
2. Anonymity is one of the joys of living in the city. With so many folk coming and going almost no one recognises you. Not today. Everyone seems to be throwing glances your direction. It's then you notice the wanted posters. Your likeness is unmistakable.
3. A chain gang of newly purchased slaves parades past, the slave master screaming at people to clear the streets. Freshly acquired from the markets, you can't help feel sympathy for their plight, even if some are likely deserving criminals. As one slave passes, you recognise the distinctive mark of a royal dynasty tattooed on his skin. In a land to the north this slave is a prince, perhaps even a king.
4. Crying foul, a magician's apprentice chases a giant chicken through the streets. The apprentice shouts for help stopping the beast before it crosses the road.
5. Just before sunrise, the player characters are in a street busy with the tell-tale hustle and bustle of vendors preparing for the early morning trade. People nod and smile as they pass, and the aroma of freshly baked bread fills the air. As the sun rises, the people slowly fade, the smell of freshly baked bread replaced with mould in the air, the streets slowly transforming into a decayed state of ruin.
6. The player characters are awoken early to a furore in the streets. An army of unknown origin is camped outside the city walls, its intentions unknown.
7. A group of performers burst enthusiastically from a row of barrels as the player characters pass, and begin their routine. After a few moments they stop, confused looks on their face. It seems not only do they not speak the local language, but they have no idea where they are.
8. Having left their sword into the armoury for repair, the player character returns to collect their weapon. On arrival the smith is repairing another weapon and nods to the corner where the player character's blade lies sharp and polished, telling them to take a practice swing. As the player character takes swing with their blade, the blade the smith is working on jumps from the anvil and slashes him, mimicking the player characters actions.
9. The market square is in uproar. A large merchant vessel lies on its side, the cobbles ankle deep in cold salt water. Inside a booming voice shouts commands, but the deck remains clear.
10. A young lad is being arrested at the city gates. As the player characters pass by, the lad points at them, crying 'They saw what happened, they can vouch for me.' The player characters have never seen the lad before. He insists otherwise.

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Roll D100

- 11. On the way to the city the player characters are accompanied by a troubadour, who swaps tales at the roadside fire. Later in the city, the player characters watch street performers while waiting for their employer to show up. After a few minutes of watching the performance, the player characters realise the performers are acting out the scenes of some of their most heroic deeds, but attributing them to one of their greatest rivals.**
- 12. One of the player characters is mistaken for someone of great importance and asked to accompany a lady or gentleman to dinner. Things take a turn for the worst, when the dinner, rather than being an intimate affair, turns out to be a feast in the palace and the guests are likely to know the player character isn't who their companion believes them to be.**
- 13. A great storm rages across the city. As the player characters watch from their window, a demonic face forms from the boiling clouds. A lightning strike creates a stairway of ethereal flame. From a portal, at the top of the stairs, emerges a line of twisted creatures that begin their decent into the city. From the highest rooftops the player characters can just make out figures in robes, chanting.**
- 14. Woken by a noise in the middle of the night, the player characters leave their room in the tavern to investigate. They discover a number of guests missing from their rooms. In the kitchen, the floor has collapsed revealing a set of dank stairs descending into the darkness. The innkeeper pleads with the player characters to investigate.**
- 15. A group of questing knights ride out from the city. As is tradition, each knight hands out tokens to those lining the streets to see them off. One of the knights hands a sealed velum envelope to the player characters. The velum is magically sealed, but when the player characters open it, it is the title and deeds to a keep and a small holding, and a letter conferring ownership of the bearer in the event the knight's death. When the knight fails to return, the player characters put forward their claim, only to be opposed by the knight's family. A magistrate rules the first to return with evidence of the knight's death is the rightful owner. The player characters find themselves in a race against the family who seem to have something to hide.**
- 16. Champion's Day – The player characters are asked by a small child to represent them in the arena games. The games all sound harmless enough, but turn out to be a diabolical series of punishing events.**
- 17. Awakening in the middle of the night, the player characters realise something is amiss. With a little investigation they quickly realise everyone in the city seem to be under some form of magical sleep. With the city as their playground, the player characters have a choice, enjoy the freedom to do as they like, or investigate the mystery and also discover why they haven't been affected.**
- 18. Rounding the corner, the player characters discover a burglar jammed tight in the window frame of house.**

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Roll D100

19. A dog continually follows the player characters wherever they go. It waits for them outside anywhere they stay. Hidden in the dog's collar is a key made of quartz. Who does the dog belong to, why is it following them, and what does the key open?
20. Dogs tear at a corpse that has been lying in the street. As the player characters pass by they realise whoever it is, is still alive.
21. While doing business in the city the player characters hear someone screaming for help in a nearby book store. Inside, in a bloodied robe, is a scribe attempting to keep a vicious looking book at bay with a broom. The book has a set of bulbous eyes on the cover and the clasps have grown into razor sharp teeth.
22. People stand gawking in amazement as a rock that has sat in the middle of the junction for centuries appears to have uprooted itself and is gently rolling up hill towards the palace.
23. A noble stops the player characters and invites one of them to ride with his entourage for the day. Perhaps the noble just wants a change in riding companions or perhaps is fed up hunting for boar and is looking for something more sporting, the player character.
24. Each night, a series of strange markings appear on the city walls. Over a period of a week, it becomes clear that the markings are forming a map. The city is engulfed in hysteria when a local sage declares the map shows the location of the old kingdom's lost treasury and before long the population is emptying into the wilderness. Do the player characters go looking for the treasure, or do they wait for the map to be finished, or is there some other nefarious plot afoot?
25. Screams of panic fill the streets as a huge tower appears to be in the process of collapsing. Underneath stands a robed figure, arms raised, grunting with effort, the avalanche of rock seemingly paused in mid-air, only the occasional small stone falling to the ground. Is the mage as heroic as he appears or is he an illusionist simply getting a rise out of the crowd?
26. The player characters enter the King's Cup, a famous tavern in the city. On a stone plinth, just inside the door sits a tankard. It is said that anyone who can lift the tankard and drain it in one quaff will be the next king in the west. Every day the patrons try to lift the tankard, even the player characters have tried and failed. There is a gasp of surprise when a young lad, perhaps no older than twelve years lifts the tankard. As the astonished patrons gather round to see if he can quaff it in one, the lad's mother arrives, scolding him for running off, refusing to let him drink the ale and dragging him off by the ear.
27. During the night beautiful writing appears on the palace walls. Scribes from all over the realm are summoned to decipher it. When the player characters pass by on an errand they don't see what all the fuss is about, for they can read it. It's a love letter to the princess; something the Archduke might not be too pleased about as he has just asked the King for the Princess' hand in marriage. How can the player characters read it when no one else can?
28. A distraught woman begs the player characters for help. A ship is sailing out of the harbour and her son has stowed away on board.

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Roll D100

29. While watching the sunset from the window in their room, the player characters see a group assassins setting up an ambush. Perhaps it's a distraction and the real assassins are waiting for the player characters to leave the tavern as they go to intervene.
30. A terrified squealing kobold is being chased down the street by a group of teenagers. The kobold is dressed in rags and doesn't appear to know where it is.
31. During a harvest festival dance, a handsome elf or beautiful maiden catches the eye of one of the player characters as they whirl past. Suddenly the elf is beside the character kissing them on the cheek. The player character sees a village of elves in terrible danger from a malign presence.
32. During a street festival the player characters watch a mime artist entertain the crowd. The artist feels along the edge of his invisible cell, searching for a way out. With a smile and a gesture with his palm he indicates he has found the door and reaches to open it. With an agonised scream he braces himself as if against the door frame, light illuminating his features. It's when a pair of tentacles snake out of thin air, snaking around the artist's waist that the player characters realise this isn't part of the show.
33. The local bakery is on fire. The owner insists everyone is safe, but the player characters are sure they can still see someone in there.
34. The player characters hear reports of a basilisk loose on the streets and reports of people being turned to stone, though they see no direct evidence of it. It only concerns the player characters until one evening their employer doesn't show with the payment for their last job. They eventually find their employer turned to stone in his back yard, along with the bulging bag of gold he promised them, and a trail of lizard like footprints across his perfectly manicured lawn. What the player characters don't realise is that this is just a scam this particular employer uses to get out of paying his debts. This is in fact a statue of him he had commissioned several years ago.
35. A thief who stole money from the player characters during a previous visit to the city returns the sum to them with interest.
36. A group of children challenge the player characters to a snowball fight.
37. A number of new graves have appeared overnight in the city's graveyards. The Magistrate has ordered them exhumed. The Priests of the Silent God have other ideas, however, and block any attempt to do so. The player characters are asked to investigate the matter, they have a week and after that the Magistrate promises to storm the graveyard and remove the priests by force if necessary.



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Roll D100

- 38. The King has taken a second wife and the whole city is celebrating. Surprisingly, even old enemies have come to offer gifts and congratulations. The elves bring a simple gift, a small silver casket full of acorns. With all the other guests presenting gifts truly fit for a king, the King is angered by disrespect shown by the elves. In a rage he throws the casket from the balcony into the street where it smashes, scattering the acorns in the crowd close to where the player characters are standing. It was a mighty gift indeed. Trapped inside each acorn and held intact by the magic of the silver box was the hatred of each of the Kings enemies. Unless the acorns are returned to the casket, the king's enemies will regain their hatred, and now, together inside the city, they will unite to bring down the King.**
- 39. The player characters come across a badly beaten member of the city watch lying unconscious in the street. They arrived just in time disturbing his assailants who have fled the scene. Helping the watchman puts the player in good standing with the city watch, however, it also makes them a target, for the local crime boss paid good money to have the watchman killed.**
- 40. A once in millennia celestial event is due to occur and hysteria sweeps the city. The temples are full of people seeking refuge, and all manner of odd events are being reported across the city.**
- 41. The player characters are offered a lucrative job. Their employer has heard of their reputation and has got his hands on a genuine treasure map. Just as the player characters accept the job another group of adventurers arrives. Their employer turns a funny shade of white and looks like he's going to be sick. He's mistaken the player characters for the group of adventurers who have just arrived and who he promised the job to. Well, to be fair, they do look remarkably like the player characters. This might explain some of the other encounters of mistaken identity.**
- 42. The merchant's guild has had a number of its members murdered and it has hired the player characters to investigate. All the murders have taken place in the Fortune's Favour, an exclusive members club, where the very rich can mingle, do business and relax in opulence. The murderer is not a person but a very expensive armchair, upholstered in very rare material. Prior to the murders there was a séance, something the members regularly indulge in. This time, however, they have unintentionally summoned a demon who has possessed the armchair. The armchair is a favourite for those who like to read into the small hours of the night.**
- 43. A drunken soldier challenges anyone who passes by to a fight. If the player characters oblige, people start taking bets.**
- 44. The player characters get themselves invited to a royal banquet. The King and Queen are discussing the disappearance of the Baron during the meal when a finger bearing the Baron's signet ring is found in the venison pie.**
- 45. The sky over the city seems to have turned green, and a smoky haze builds up making it difficult to breathe. There also seems to be some kind of disturbance at the city gates. No one can seem to believe what they are seeing. The city appears to have been placed in a bottle.**

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Roll D100

46. The reputation of the player characters has reached a tipping point. Now when they walk along the city's streets, they gather a following wherever they go.
47. A large, angry and clawed creature comes crashing through the roof of the tavern the player characters are staying at. Overhead, a giant bird flies over the city dropping giant snails, giant crabs and other similar creatures. It's trying to crack the shells to get at the flesh but it's causing chaos, buildings are being damaged, and some strange creatures are running amok around the city.
48. A teenage boy and girl approach the player characters. They wear ill-fitting armour and carry rusted weapons. They want to join the player characters on their next adventure.
49. All the bells in the city start to ring, but no one knows why. Listening carefully the player characters can discern a strange haunting melody.
50. Three gigantic rats race through the streets as people desperately try to get out of their way. What is more astonishing than three giant rats loose on the streets, is that each one has a small raggedy child as a rider, their squeals of delight as loud as the squeals of the rats.
55. A procession of white robed figures moves slowly up the choked city streets, people scrambling to get out of their way. When the player characters ask who the robed figures are, no one seems to know.
56. A letter is delivered to the player characters by mistake and it contains something damning about someone important. The player characters may choose to do something about the information they hold, or worse, the sender might realise the mistake and try to retrieve it.
57. A package is delivered to the player characters by mistake. It contains the severed head of someone important.
58. As a coach races by, something is flung out of the window, hitting either the player characters or someone standing close beside them. No one is sure who the intended target was.
59. A group of young pickpockets makes its way up the street, moving from mark to mark, pocketing coin and other items. The pickpockets have no idea the player characters have spotted them. Brazen beyond belief, they continue their light-fingered advance in the player character's direction. The thieves are skilful pickpockets, but they believe a wizard has cast a spell on them that makes them barely noticeable. The wizard previously caught them stealing from him and told them if they returned his property he would help them out with a spell. There is, of course, no spell, but their misplaced confidence that has so far worked to their advantage.
60. Each day the player characters pass the same building where appears to be some kind of standoff between the city tax collectors and the owner of the property. As word spreads that someone is making a stand against the hated bureau of taxes, a crowd gathers and continues to grow each day in a show of support. The owner of the property is actually dead, and the property commandeered by foreign agents. Unfortunately, they have been mistakenly corralled by the tax men, and are currently trying to find a way to escape. At first they started digging tunnel, but with a hostile crowd growing outside, they might use that to their advantage.

Roll D100

61. The player characters come across an old book in a library or market. The book at first appears to be a history book about a land the player characters have never heard of. After careful examination, they recognise the land as their own, only the place names have changed. It's only then they realise the first entry in the book is in a week's time. Do they have a glimpse into the future or have they become involved in some kind of complex con?
62. The player characters suddenly find they are being offered more jobs than they can possibly cope with, and soon they can command a high price for their services. After a number of missions they realise that it's not the amount of work that has increased, but the number of adventurers, explorers, and mercenaries that have decreased. The player characters can continue to reap the rewards of being the only show in town, or they can investigate. Investigating bring them to a small book shop where the proprietor offers to sell them an ancient looking treasure map.
63. There is a crowd gathering for a public execution. Just before the execution is about to begin, the player characters realise the condemned person is someone they know, or someone they have been searching for, or even their latest employer who still owes them a bucket load of money.
64. An old woman begs the player characters for their help. Her prize cow is missing. She stopped by her friend's house on the way to sell it at market and when she came out the cow was gone. Should the player characters choose to track down the cow, they find it grazing in a garden nearby. They are, however, surprised when the cow talks to them. The cow is in fact a wizard who transformed himself into a cow to avoid being recognised. Unfortunately, he can't seem to undo the magic and needs to return to his tower. He has no intention of being taken to the market for slaughter.
65. A ship of unknown origin is drifting just outside the city harbour. Its design is unlike anything anyone has seen before. Its sails are in tatters and its hull is blackened and battle scarred. The harbour watch have already sent a team to secure the vessel, but they have not been seen since they went below deck. With rumours of a curse on the ship now circulating, the harbour master turns to the player characters for help. Perhaps the sailors simply found a stash of brandy below deck, or perhaps there is something more sinister going on.
66. In the market square prisoners are being held in stocks and the crowd are lining up to throw rotten fruit at them. After watching the spectacle for a little while, the player realise the prisoners are in a real state of distress, several of them bleeding badly from serious head wounds. Someone is putting stones in the fruit and the crowd are unwittingly stoning the prisoners to death.
67. A wizard approaches the player characters asking them if they would be interested in selling their souls in the event of their deaths. He offers a large sum of money, and represents an organisation attempting to advance magical research. Anyone that agrees must sign a writ of authority and agree to wear special ring at all times that will trap their soul at the time of death.

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Roll D100

68. People are being found murdered all across the city, many of them having one of their fingers removed. Investigation leads to an organisation that promotes experimental magic. The murder victims are all part of the Lost Soul Magical Research Program (LSMRP), having all sold their souls in the event of their deaths. It's not the LSMRP that is carrying out the murders, but a shadowy organisation called Whisper. Unfortunately the LSMRP have inadvertently turned their donors into targets. Not only do they have money, but they wear expensive rings. A ring with a captured soul is something of exceptional value to any organisation regardless if their motives are for good or ill.
69. Flood water from an overnight storm has cut a deep crevasse in the street and an enterprising group of children have spanned the gap with some roughhewn boards and are charging a toll for people to cross. Any number of things could happen as the player characters approach the scene. A corrupt city official shakes the children down for the money they have earned. Something lurks unseen beneath the street and is ready to pounce. Someone crossing the planks suffers from vertigo and is trapped midway, causing a build-up of angry pedestrians. A goods wagon races down the street, its driver in a hurry and oblivious to the crevasse. The player characters may simply jump the crevasse, but if they don't offer a payment to the children are jeered by the crowd.
70. The player characters are offered a lucrative assassination job. They have to kill a nobleman's pet poodle, it's been shitting on the neighbour's lawn and he's sick and tired of it. The player characters have to make it look like an accident.
71. A dog runs through the street with an old bone in its mouth. In its wake is a mob of priests and acolytes. They claim the dog has run off with the last known bone of their god when she last walked the world several hundred years ago. The poor mutt has been sentenced to death.
72. A ghostly carriage races through the streets of the city, drawn by a team of hideous spectral horses. From inside the carriage a young child looks out, their big wide eyes begging for help as the carriage races toward the harbour.
73. The owner of a large city estate hires the player characters to discover who is stealing water from the lake in the forested grounds of his home. The lake is fed by several small underground springs located beyond his estate. He believes someone has diverted some of the water as the small rocky island in the centre of the lake has become more prominent over the last few days, and it is normally submerged. The rocky island is in fact an ancient tower that has lain buried in the lake and is now slowly rising out of the water.
73. Word of the player characters' latest quest precedes them. One of the city's rulers is wanting to draw attention from the latest political scandal hears of their deeds and decides they should be celebrated. As the player characters arrive in the city a holiday is declared, and a great public feast laid on in their honour.
74. A press gang attempts to get the player characters so drunk they can be pressed into the king's navy.

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Roll D100

75. A commotion in the city park draws the attention of the player characters. A hole has opened in the perfectly manicured lawn and a crowd of onlookers have gathered round. As the player characters arrive a ladder appears out of the hole and a large group of tired and dirty looking miners climb out.
76. At a junction in the city three carriages lie smashed and intertwined, horses broken and screaming. While the footmen desperately try to free the horses, three nobles face off against each other, weapons drawn, blaming each other for the accident.
77. A traveling arms fair arrives in the city. The player characters have the chance to place orders for almost any conceivable weapon or piece of armour. The merchants are even happy to provide finance for those who can't afford a single payment.
78. Something is shadowing the player characters, using the rooftops to hide its presence. Once it knows the player characters are aware of its presence it drops down into a shadow filled alley, and awaits patiently for them to approach. The creature is a gargoyle. It wishes to hire the player characters. A new cathedral is being built in the city and with a shortage of masons, the priests have discovered it is quicker and cheaper to capture actual gargoyles and have them petrified, rather than have them sculpted. The gargoyle wants the perpetrators brought to justice, and an end to the practice.
79. A series of explosions during the night rouses the entire city from its slumber. A number of meteorites have fallen from the sky, some within the city, and some outside it. Collectors, cults, jewellers, priests and wizards all want get their hands on one of the sky rocks. Explorers and opportunists rush to find the lucrative rocks. That's when the disappearances begin.
80. A pall of smoke can be seen in the distance rising high into the sky. A day later, the first refugees arrive in the city, however, they can't tell anyone anything, for they have all had their tongues cut out.
81. People run screaming and shouting. A naga or other large snake like creature has been spotted slithering through the city's sewage system. The city guard, cowards that they are, don't fancy their chances and insist the player characters investigate. It's not looking good when the player characters find several corpses floating in the effluent channel. Then they spot the snake like creature, a roll of carpet rolled tightly in an oil skin. It's a heist gone wrong. The thieves have stolen an expensive carpet or tapestry from the palace and tried to escape via the sewers. Unfortunately, their timing coincided with the palace sewers being flushed, drowning the thieves in the processes. The carpet has been seen floating past the open gratings in the streets. Unknown to all, there is a map drawn on the back of the carpet, perhaps it shows the location of the old kingdom's lost treasury.
82. A pair of imps or other winged creatures holds a child in the air above the street, demanding a ransom be paid, or some other task be completed. The threaten to drop the child if their demands aren't met.

Roll D100

83. The residents of the city awaken to discover the entire city has been covered in a massive spider's web. Threads of spun silk glisten in the morning sun as they hang, suspended in the air between the great towers of the city.
84. In the market place a street artist asks permission to paint the characters' portraits. If a character is painted in a heroic combat pose, they gain a onetime bonus to the next heroic act they perform, if they look dashing or sophisticated, they may get the bonus to the next social act they perform etc. If the player characters purchase the artwork, the bonus renews itself each year on eve of the artwork's creation. Should someone else purchase them, they gain a permanent bonus when interacting with the characters. The same applies if the player characters purchase impressions of the artist's other subjects.
85. The circus has come to the city, and the big top can be seen towering above even some of the city's tallest buildings. Clowns parade along the street handing out flyers. The player characters are handed a flyer, on the back of it reads, 'please come tonight, save me!'
86. The player characters witness a group of thugs grappling a one legged man to the ground, before running off with his wooden leg. The man is a courier. Whatever is in the leg is of great importance. If the player characters return the leg, they make a friend of the courier and perhaps even a token of his client's appreciation, though they may gain the unwanted attention of his client's rivals. The player characters may catch a glimpse of what is in the leg. Whatever it is, it should make the characters think long and hard before it is returned to the courier.
87. The player characters have been hired to find something vitally important, but their search has been fruitless. They report back to their employer who grants them additional time. That night the player characters hear a disturbance at the tavern where they are staying, only to discover an escaped slave searching for them. The slave belongs to the player characters' employer. The slave claims to know what the player characters are looking for and where to find it and wants help to escape the city. Just then the guards begin banging on the tavern door. The slave has been spotted entering the building.
88. An old man with a stick shepherds a giant dung beetle through the city street. It pushes an enormous ball of semi dry dung in front of it. As it passes the player characters they are sure they can see something metallic sticking out of the ball of dung.
89. It's been snowing heavily for days. As the player characters make their way up a steep incline, they see a giant snowball balanced precariously at the top of the street. Behind it a dozen or more small children are using a large plank as a lever.
90. As the player characters sleep, there is a loud thump on the window of the room. On investigation a bird or other creature such as a bat lies dead on the sill. There is a message attached. It's not for the player characters, but for someone else. Perhaps it's a message for the King warning of an imminent invasion, or perhaps a command to a cultist to initiate whatever diabolical plan they have for the city.

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Roll D100

91. There has been an outbreak of the plague and the sector of the city the player characters are in becomes quarantined. There is no plague in the sector, but tensions are high and could boil over at any moment. Any sign of sickness could be the target of persecution by terrified residents, stranded residents from other parts of the city may try to escape or return home, and even food may become scarce.
92. The player characters are woken in the middle of the night. There has been a break-in at the building across the street. The owners are away, and the city watch are already in pursuit of the burglars, however, the neighbours believe there to be someone still in the house. Should the player character investigate, they discover the doors lying open, groans issuing from the basement. In the basement are a series of locked cages. In each cage is a naked man or woman. They appear to be delirious and have a fever. There is a neat pile of clothes outside each cage, and a key for each lock sits on top. The owners of the building are in the cages. They lock themselves in the cages before the full moon with a silver key, so they can't escape and kill anyone when they lose control. They are just about to undergo the change when the player characters arrive.
93. Something has been spotted on the horizon. As it gets closer, it appears to be a huge lump of floating rock. It floats on the air like a leaf on the river, being pulled here and there by unseen currents. As it passes over the city it is clear it's not just a rock, but an entire hill, seemingly ripped from the ground. Clods of earth and stone fall from it, damaging property and scattering people. On top are a group of people and their cries for help can just be heard.
94. There are a number of adventuring groups in the tavern and the ale is flowing, a sure sign dragons have been slain and hoards plundered. A troubadour strikes up a tale, and soon is challenging the various adventuring groups to share tales of their latest quest. Eventually the player characters are asked to share their tale. Assuming the adventurers do so, they are awoken the next morning, the troubadour at their door. A troubadour he may be, but he is also a member of His Majesty's Customs and Excise and has come to collect taxes from all the adventurers in the tavern.
95. The player characters inadvertently become involved in the feuding between two families when they are tasked with delivering a parcel. The parcel contains the head of the courier who delivered the last parcel.
96. After an overnight stay in a tavern, one of the player characters pours a bowl of water for washing. As they lean down to wash their face, the water turns to quicksilver and a vision slowly forms. The player characters can see and overhear some diabolical plan being hatched. There is a wizard or cultist using the wash basin as a scrying device in the room directly below them and has inadvertently turned the player character's bowl in to one also.

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Roll D100

97. In the morning, the player characters open the curtains of the room they are staying in. Instead of the back alley view they were expecting, they see something completely different. Opening and closing the curtains again brings up a different view, including the alley they were expecting. Constantly opening and closing the curtains cycles through the views. The views could be anything from the King's throne room to an island dotted with sheep and ruins. They should recognise some of them, others are unknown. The views are live, and the player characters hear as well as see what is happening, assuming there is anything to see and hear. They learn the previous resident of the room vanished and when he failed to pay the rent, it was rented to them instead. Should the player characters climb through the window, they are transported to the place in the view and cannot return to their room except by normal means. Each place can only be visited once, prompting the player characters to use their new found transport wisely. Perhaps at some point, the original tenant of the room returns to complicate matters.
98. After what seems to be a random conversation with a stranger over a drink in a back alley tavern, the player characters are surprised when they receive invitations from a number of influential persons. For good or for ill, the stranger is the recruiter for a local cult or secret society and believes the player characters would make perfect members. The invitations may seem like casual affairs, but are in fact a series of assessments to determine eligibility prior to a formal offer of initiation.
99. Locals have objected to the cutting down of an ancient tree. A local business man is trying to expand his business by building an extension to his existing premises. The workmen have been scared off, and the player characters have been hired by the business man to find who is behind the trouble. The business man's rivals are stirring trouble. The local thieves use the tree to bridge the gap between rooftops. Several locals have been married beneath the tree during the spring bloom and have no wish to see it desecrated. The local children play in it and even the fairies have taken issue. Unknown to all, the tree is growing on a fairy ring.
100. The country fair has arrived in the city. It is a time of celebration and even old rivals have put aside their differences to celebrate the harvest. As is traditional, royalty, political and religious leaders, business men, guardsmen, adventurers and local celebrities are paired up in the three legged race. If the player characters can be convinced to enter they should be paired with interesting but random NPCs from an ongoing campaign. At the starting line the contestant's legs are bound to one another with freshly braided cornstalk rope. As the contestants cross the finish line they discover their legs have melded with that of their partner. It could take several days to figure out exactly what has happened and put it right. Until then the contestants are in for an interesting time as they are physically attached to their race partner.

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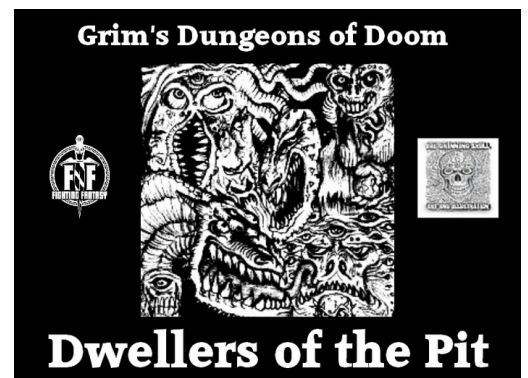
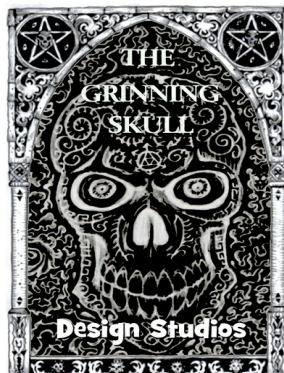
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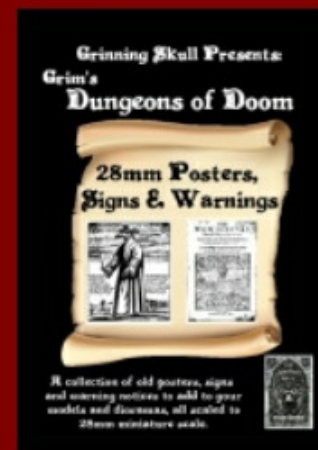
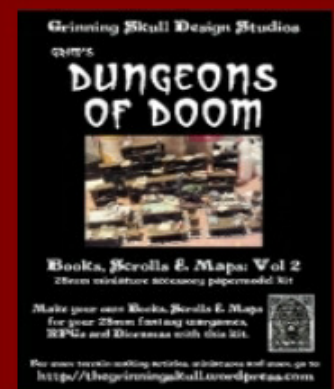
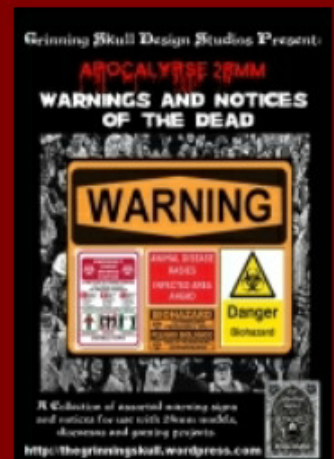
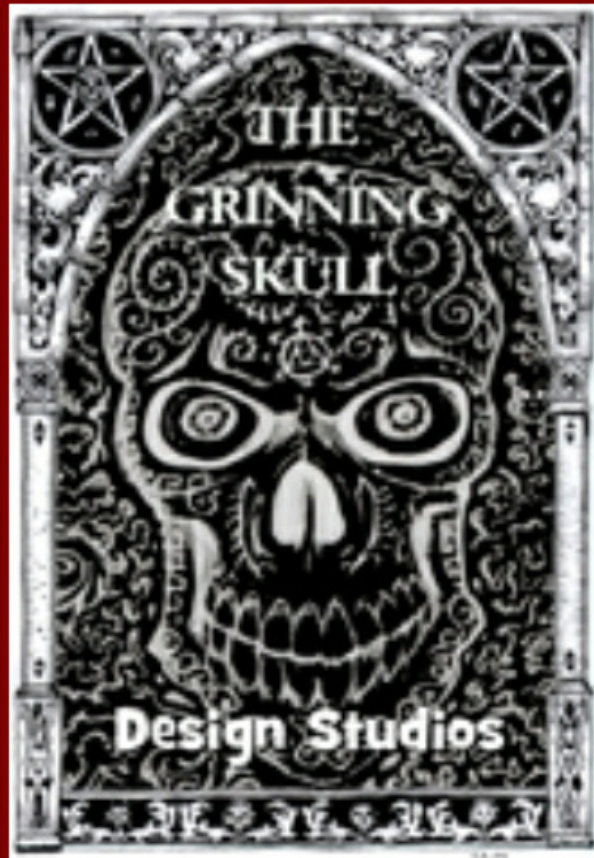
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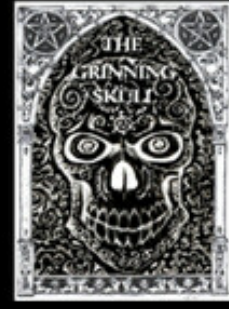
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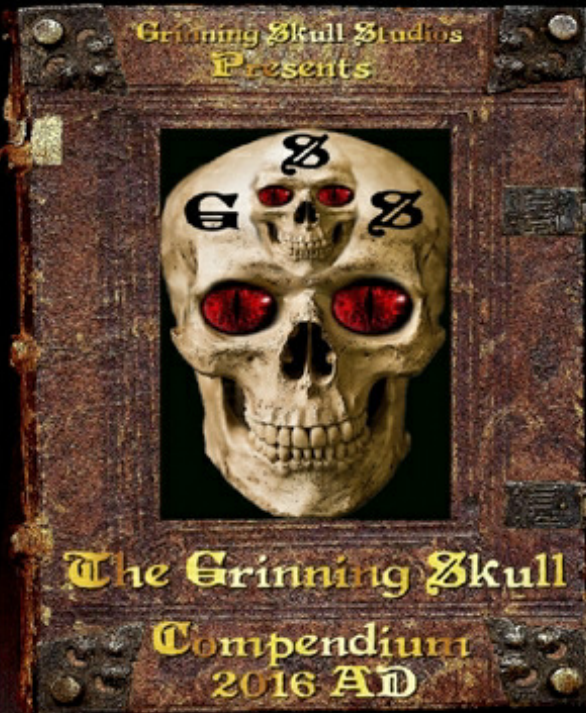
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