

The image shows two knights in full plate armor, including helmets with visors, carrying a body on a stretcher. They are standing on a wooden plank floor in front of a stone wall. The scene is framed by a large, semi-transparent circular overlay. The text is centered over the top half of the image.

A Cast of Thousands Fantasy Castle Encounters

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A Cast of Thousands

Fantasy Castle Encounters

Introduction

Adventures and modules often detail the main locations that the characters are supposed to visit. Take your typical castle. Yes, you would expect guards to be on the walls and in the guard rooms and the barracks but what about on their way from the barracks to the guard room? Or how about simply chatting up a maid around the corner from where they are supposed to be?

This book contains 30 'wandering monster tables' for want of a better phrase but rather than monsters they contain perfectly normal people doing perfectly normal things. So, the next time your characters decide to go wandering around a castle at night the corridors need not be empty, there are plenty of maids carrying clean laundry and guards simply having a rest from their normal duties or helping a lost child.

Each table has [1d10] ten possible encounters and these are arranged into themed chapters. This is a book of human guards, servants and trades.

Structure of a guard

These tables are algorithmically created and take the format of <one or more> <person>><wearing something> <holding something>><moving> <doing something>.

The algorithm is building each encounter from tens of thousands of possible combinations, but they are not totally random. The algorithm is constrained to particular professions, styles of dress and the props that people use and carry. You may of course

change weapons or armour to better suit your game world.

Gender Balance

As these are intended to be fantasy encounters the mix of male to female guards, servants and trades people has been set to about 50/50. With the job roles though, most of the traditional jobs have been kept to the traditional genders. The operative word here is 'most'. Occasionally you will come across an NPC where the gender is non-traditional.

Mix of Roles

Each chapter has a setting and that setting will affect the mix between the likelihood of encountering guards, servants and trades people. It would not make sense to encounter a child's nanny in your typical castle dungeon, but they could turn up in the market place.

The three themes in this book are The Inner Castle where the balance is very much towards guards and very few tradespeople and servants. Around the Castle has a balanced mix of guards and servants and a few more trades people. Finally, In Town has the emphasis on trades people and the servant roles and guards take a back seat.

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Chapter 1

The Inner Castle

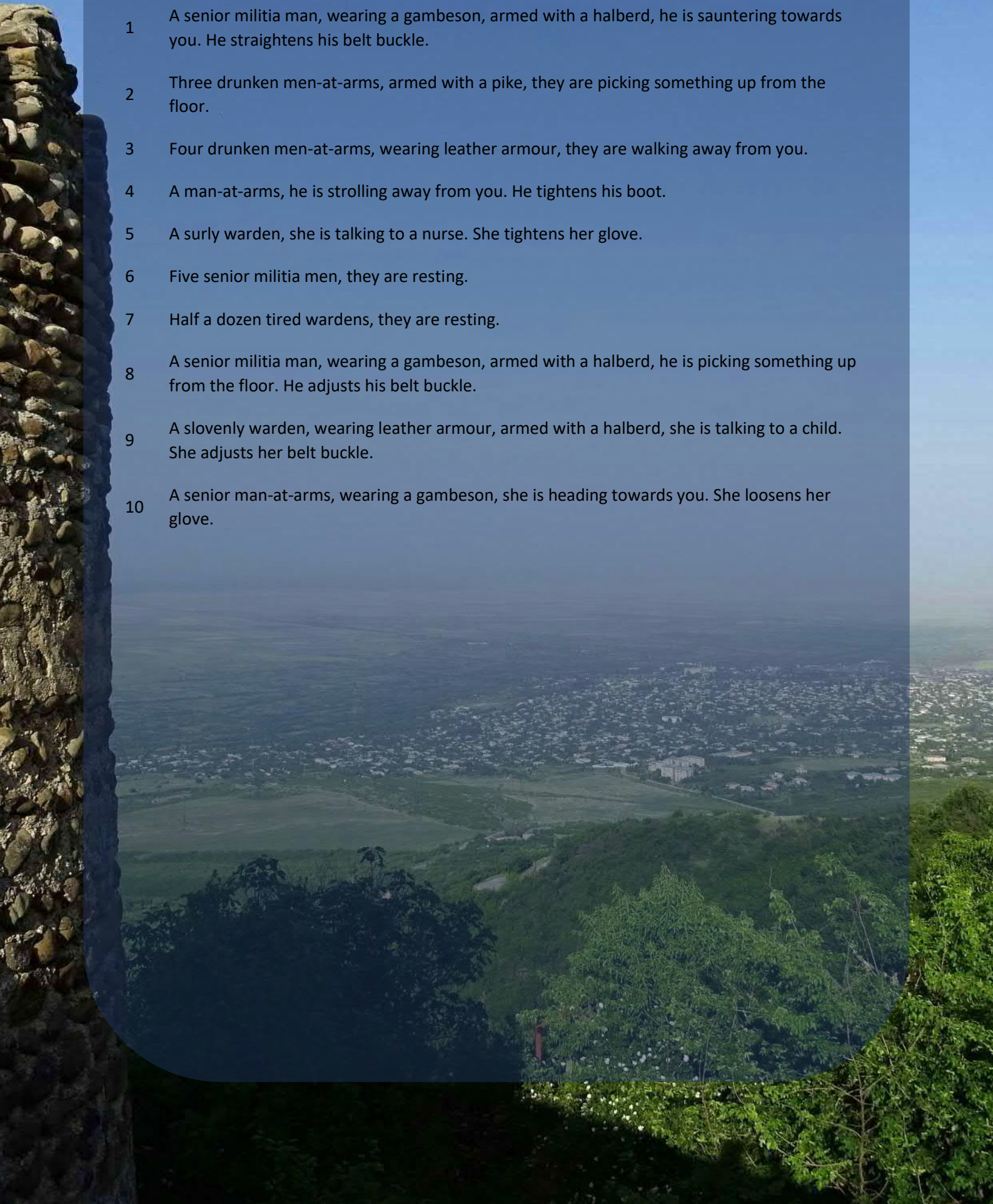
These are intended as random encounters in the more secure areas of a castle or citadel. There are very few servants and trades and the few that are here tending to be accompanied by guards.

1d10 Encounter

- 1 Three old wardens, wearing gambesons, they are picking something up from the floor.
- 2 Two slovenly militia men, they are ambling across from you.
- 3 A young warden, wearing a gambeson, carrying a halberd, he is sauntering across from you. He tightens his glove.
- 4 Half a dozen drunken man-at-arms, they are talking to a house boy.
- 5 A slovenly man-at-arms, wearing a leather armour, has a spear, she is pausing to check a piece of paper. She tightens her boot.
- 6 Three bleary-eyed guards, they are talking to a driver.
- 7 A tired guard, wearing a gambeson, she is leaning against a wall. She tightens her belt buckle.
- 8 Three senior wardens, carrying halberds, they are heading in your direction.
- 9 An old man-at-arms, armed with a halberd, he is ambling across from you. He adjusts his boot.
- 10 A tired guard, wearing a chainmail, he is talking to a maid. He loosens his boot.

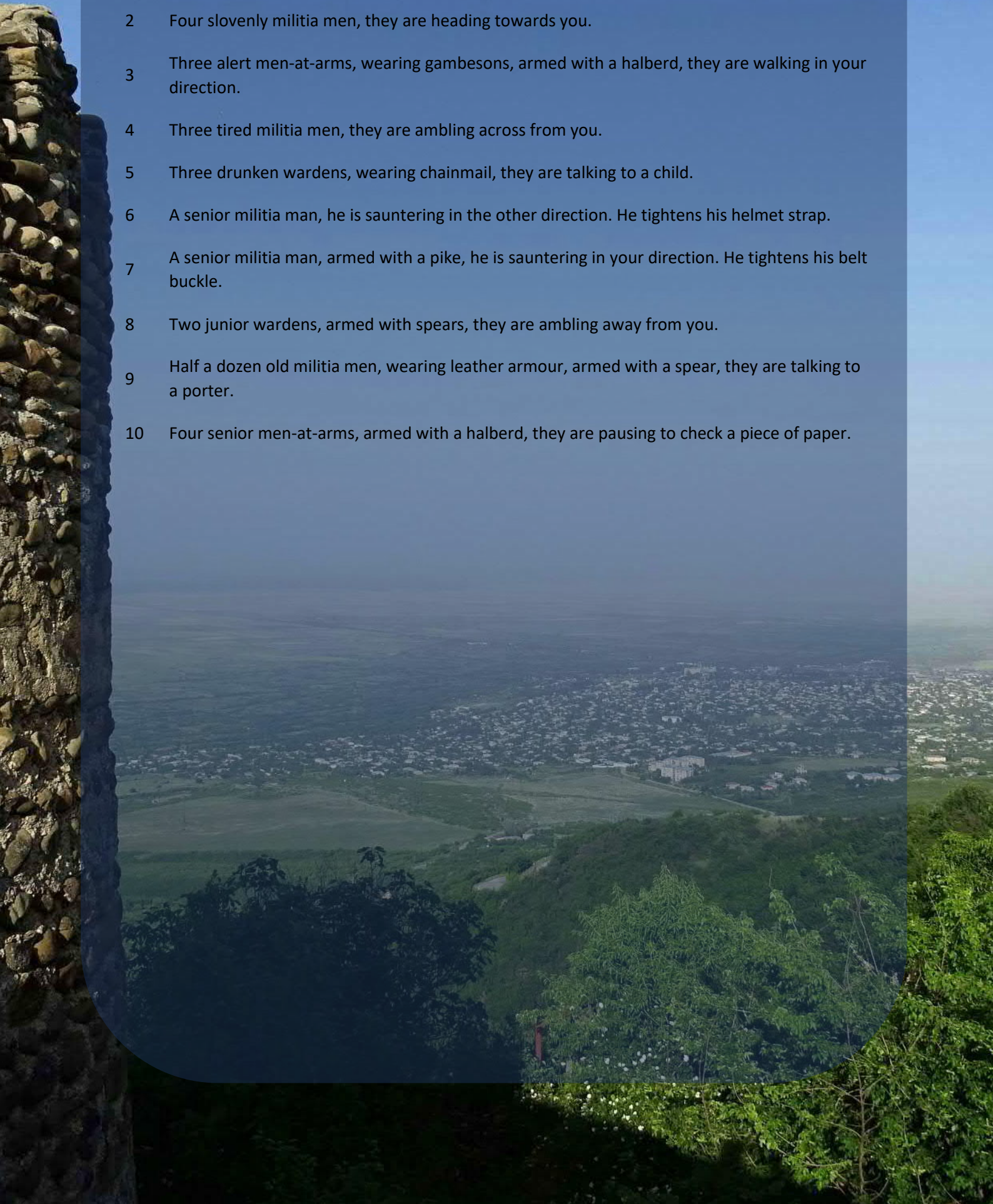
1d10 Encounter

- 1 A senior militia man, wearing a gambeson, armed with a halberd, he is sauntering towards you. He straightens his belt buckle.
- 2 Three drunken men-at-arms, armed with a pike, they are picking something up from the floor.
- 3 Four drunken men-at-arms, wearing leather armour, they are walking away from you.
- 4 A man-at-arms, he is strolling away from you. He tightens his boot.
- 5 A surly warden, she is talking to a nurse. She tightens her glove.
- 6 Five senior militia men, they are resting.
- 7 Half a dozen tired wardens, they are resting.
- 8 A senior militia man, wearing a gambeson, armed with a halberd, he is picking something up from the floor. He adjusts his belt buckle.
- 9 A slovenly warden, wearing leather armour, armed with a halberd, she is talking to a child. She adjusts her belt buckle.
- 10 A senior man-at-arms, wearing a gambeson, she is heading towards you. She loosens her glove.



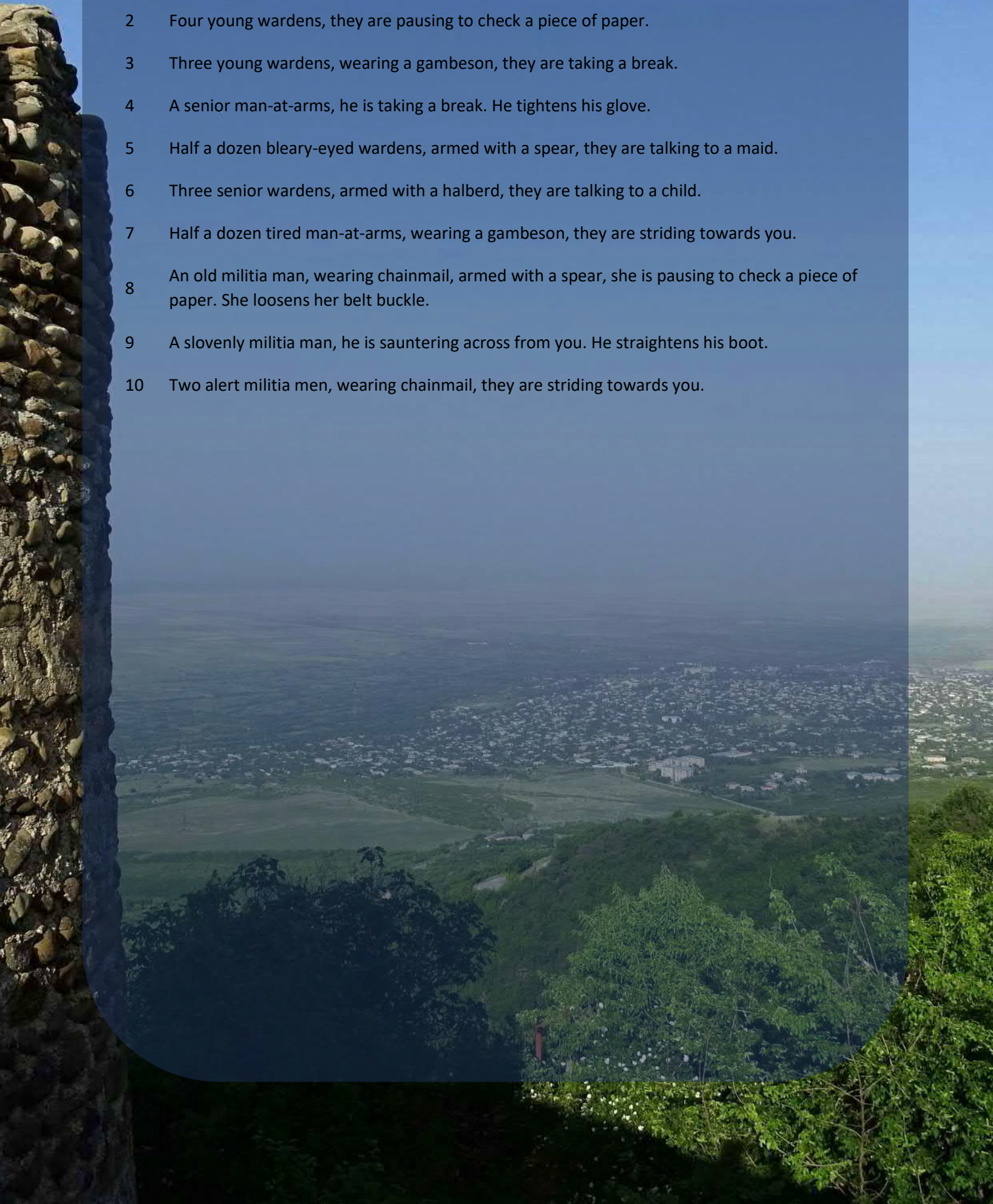
1d10 Encounter

- 1 Five militia men, they are heading in your direction.
- 2 Four slovenly militia men, they are heading towards you.
- 3 Three alert men-at-arms, wearing gambesons, armed with a halberd, they are walking in your direction.
- 4 Three tired militia men, they are ambling across from you.
- 5 Three drunken wardens, wearing chainmail, they are talking to a child.
- 6 A senior militia man, he is sauntering in the other direction. He tightens his helmet strap.
- 7 A senior militia man, armed with a pike, he is sauntering in your direction. He tightens his belt buckle.
- 8 Two junior wardens, armed with spears, they are ambling away from you.
- 9 Half a dozen old militia men, wearing leather armour, armed with a spear, they are talking to a porter.
- 10 Four senior men-at-arms, armed with a halberd, they are pausing to check a piece of paper.



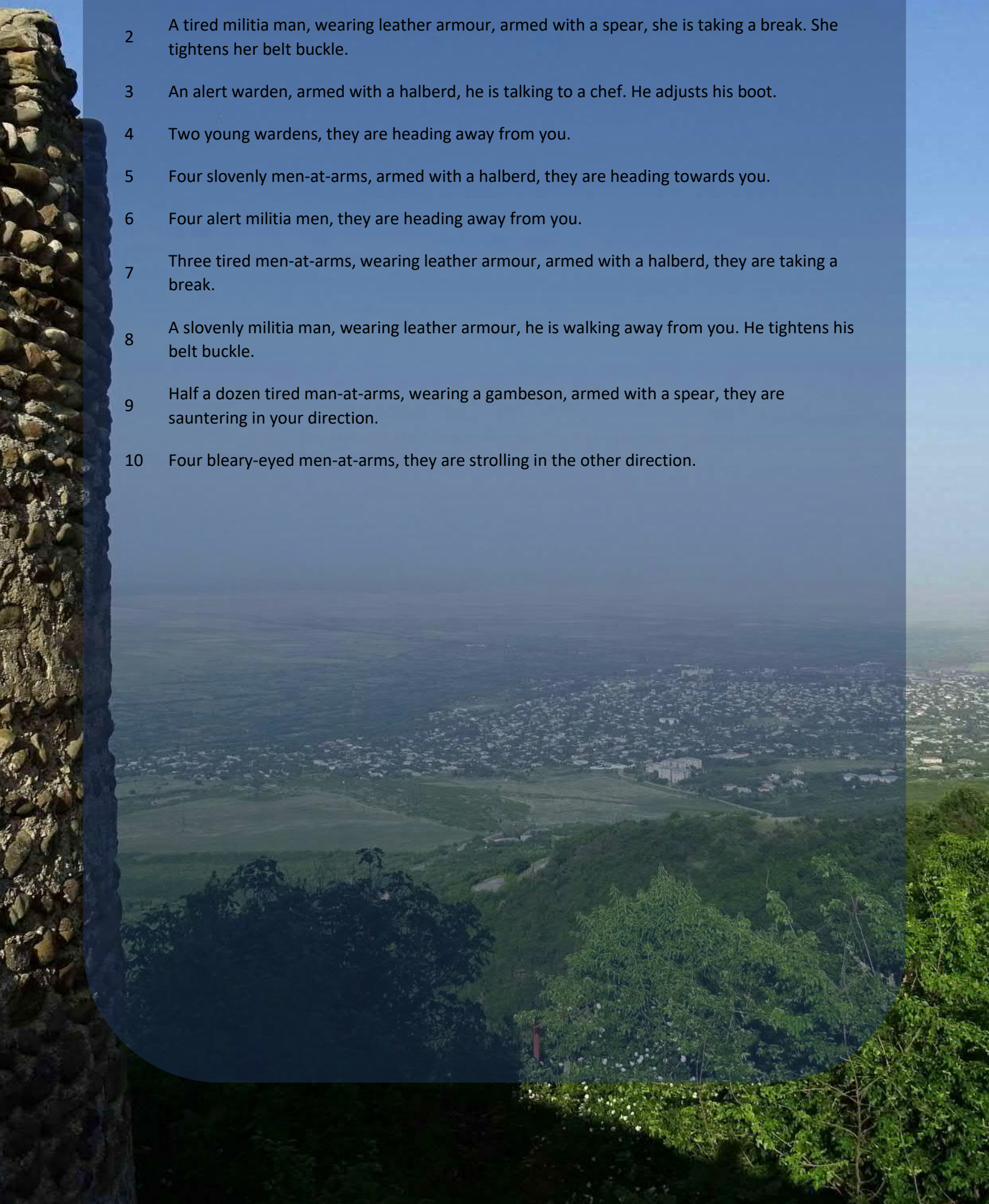
1d10 Encounter

- 1 A junior warden, she is picking something up from the floor. She straightens her boot.
- 2 Four young wardens, they are pausing to check a piece of paper.
- 3 Three young wardens, wearing a gambeson, they are taking a break.
- 4 A senior man-at-arms, he is taking a break. He tightens his glove.
- 5 Half a dozen bleary-eyed wardens, armed with a spear, they are talking to a maid.
- 6 Three senior wardens, armed with a halberd, they are talking to a child.
- 7 Half a dozen tired man-at-arms, wearing a gambeson, they are striding towards you.
- 8 An old militia man, wearing chainmail, armed with a spear, she is pausing to check a piece of paper. She loosens her belt buckle.
- 9 A slovenly militia man, he is sauntering across from you. He straightens his boot.
- 10 Two alert militia men, wearing chainmail, they are striding towards you.



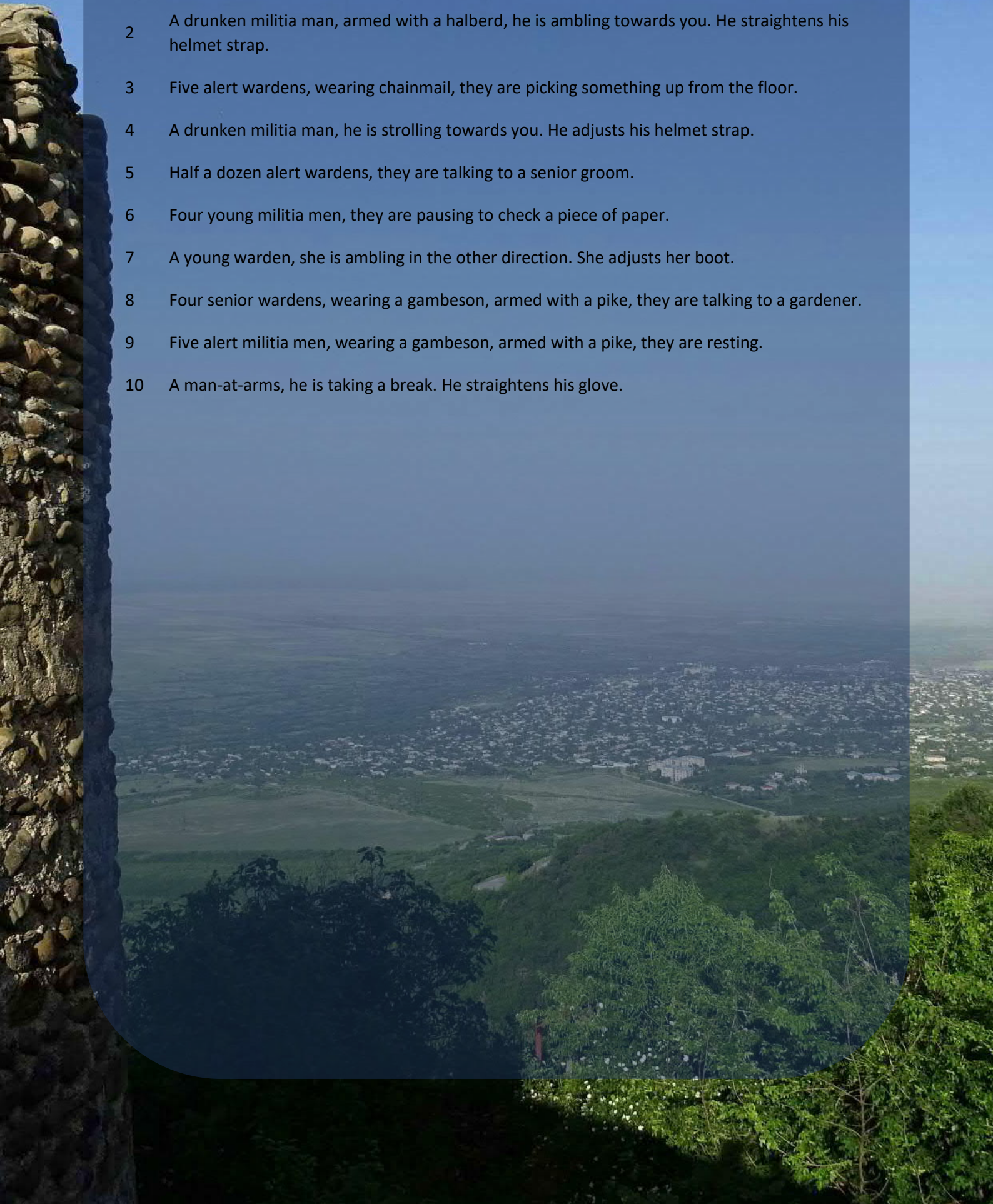
1d10 Encounter

- 1 A surly warden, she is walking in the other direction. She tightens her boot.
- 2 A tired militia man, wearing leather armour, armed with a spear, she is taking a break. She tightens her belt buckle.
- 3 An alert warden, armed with a halberd, he is talking to a chef. He adjusts his boot.
- 4 Two young wardens, they are heading away from you.
- 5 Four slovenly men-at-arms, armed with a halberd, they are heading towards you.
- 6 Four alert militia men, they are heading away from you.
- 7 Three tired men-at-arms, wearing leather armour, armed with a halberd, they are taking a break.
- 8 A slovenly militia man, wearing leather armour, he is walking away from you. He tightens his belt buckle.
- 9 Half a dozen tired man-at-arms, wearing a gambeson, armed with a spear, they are sauntering in your direction.
- 10 Four bleary-eyed men-at-arms, they are strolling in the other direction.



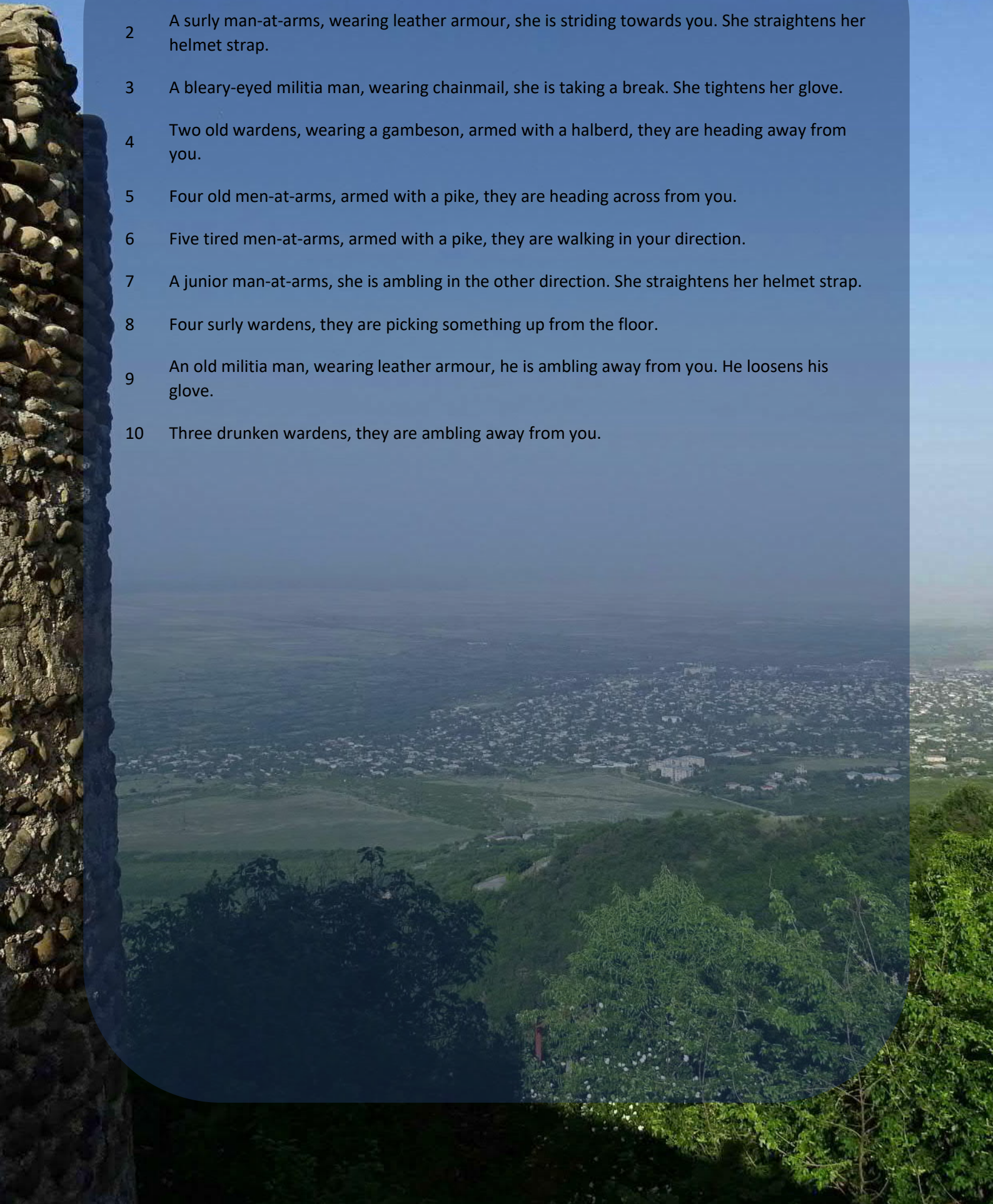
1d10 Encounter

- 1 Four drunken men-at-arms, they are taking a break.
- 2 A drunken militia man, armed with a halberd, he is ambling towards you. He straightens his helmet strap.
- 3 Five alert wardens, wearing chainmail, they are picking something up from the floor.
- 4 A drunken militia man, he is strolling towards you. He adjusts his helmet strap.
- 5 Half a dozen alert wardens, they are talking to a senior groom.
- 6 Four young militia men, they are pausing to check a piece of paper.
- 7 A young warden, she is ambling in the other direction. She adjusts her boot.
- 8 Four senior wardens, wearing a gambeson, armed with a pike, they are talking to a gardener.
- 9 Five alert militia men, wearing a gambeson, armed with a pike, they are resting.
- 10 A man-at-arms, he is taking a break. He straightens his glove.



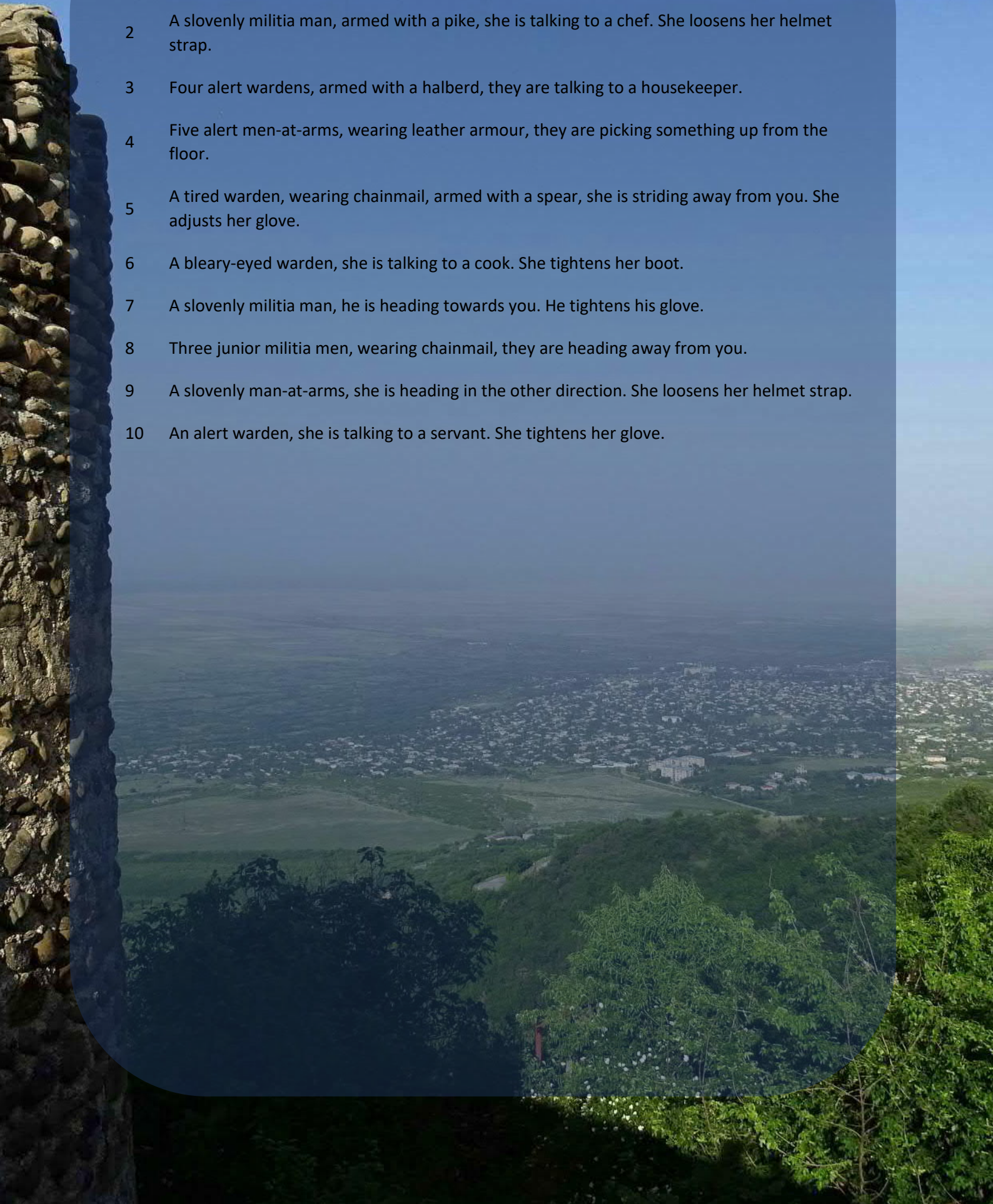
1d10 Encounter

- 1 A tired man-at-arms, he is resting. He tightens his boot.
- 2 A surly man-at-arms, wearing leather armour, she is striding towards you. She straightens her helmet strap.
- 3 A bleary-eyed militia man, wearing chainmail, she is taking a break. She tightens her glove.
- 4 Two old wardens, wearing a gambeson, armed with a halberd, they are heading away from you.
- 5 Four old men-at-arms, armed with a pike, they are heading across from you.
- 6 Five tired men-at-arms, armed with a pike, they are walking in your direction.
- 7 A junior man-at-arms, she is ambling in the other direction. She straightens her helmet strap.
- 8 Four surly wardens, they are picking something up from the floor.
- 9 An old militia man, wearing leather armour, he is ambling away from you. He loosens his glove.
- 10 Three drunken wardens, they are ambling away from you.



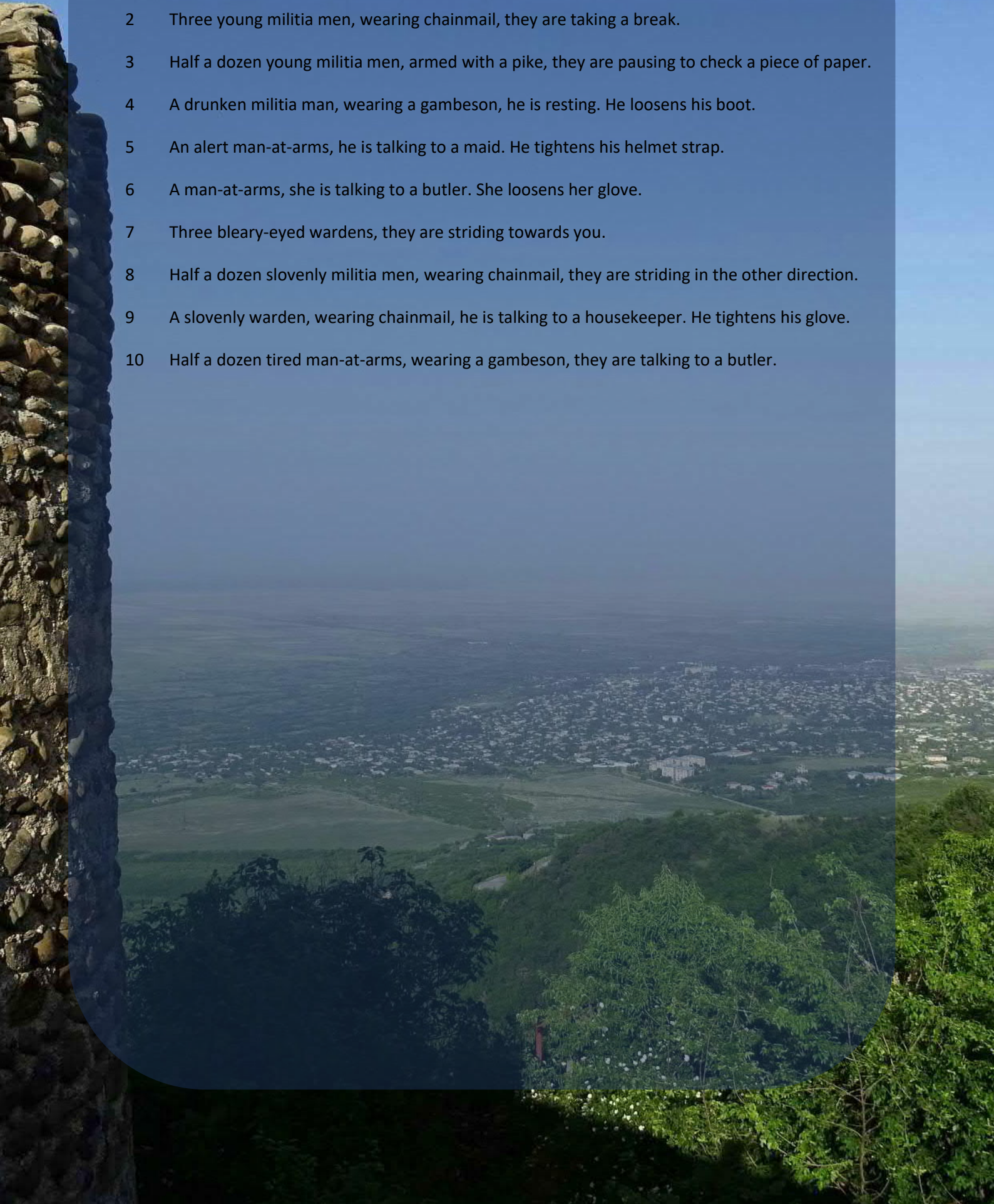
1d10 Encounter

- 1 Half a dozen alert man-at-arms, they are picking something up from the floor.
- 2 A slovenly militia man, armed with a pike, she is talking to a chef. She loosens her helmet strap.
- 3 Four alert wardens, armed with a halberd, they are talking to a housekeeper.
- 4 Five alert men-at-arms, wearing leather armour, they are picking something up from the floor.
- 5 A tired warden, wearing chainmail, armed with a spear, she is striding away from you. She adjusts her glove.
- 6 A bleary-eyed warden, she is talking to a cook. She tightens her boot.
- 7 A slovenly militia man, he is heading towards you. He tightens his glove.
- 8 Three junior militia men, wearing chainmail, they are heading away from you.
- 9 A slovenly man-at-arms, she is heading in the other direction. She loosens her helmet strap.
- 10 An alert warden, she is talking to a servant. She tightens her glove.



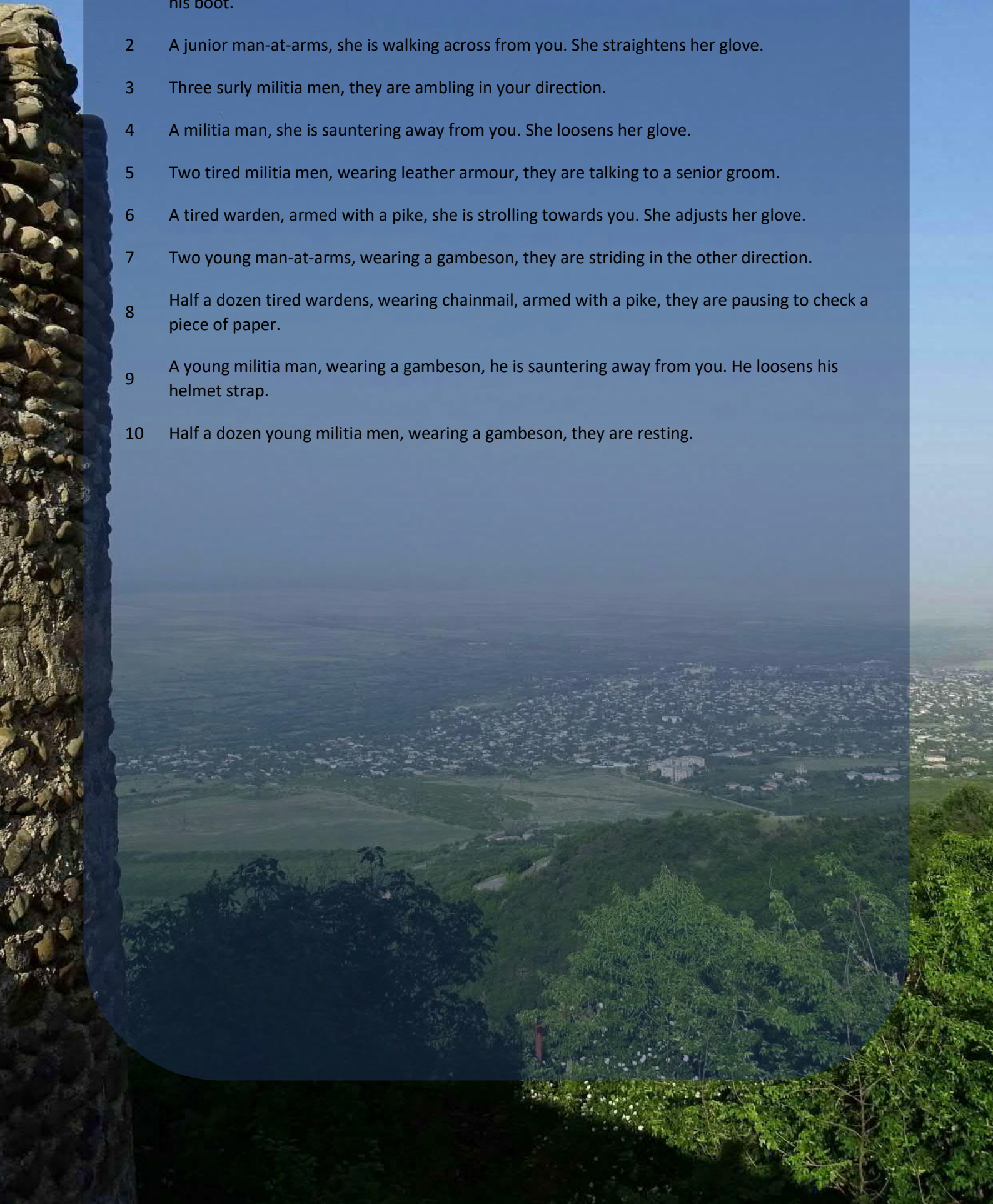
1d10 Encounter

- 1 Two old men-at-arms, armed with a pike, they are talking to a maid.
- 2 Three young militia men, wearing chainmail, they are taking a break.
- 3 Half a dozen young militia men, armed with a pike, they are pausing to check a piece of paper.
- 4 A drunken militia man, wearing a gambeson, he is resting. He loosens his boot.
- 5 An alert man-at-arms, he is talking to a maid. He tightens his helmet strap.
- 6 A man-at-arms, she is talking to a butler. She loosens her glove.
- 7 Three bleary-eyed wardens, they are striding towards you.
- 8 Half a dozen slovenly militia men, wearing chainmail, they are striding in the other direction.
- 9 A slovenly warden, wearing chainmail, he is talking to a housekeeper. He tightens his glove.
- 10 Half a dozen tired man-at-arms, wearing a gambeson, they are talking to a butler.



1d10 Encounter

- 1 A tired warden, wearing chainmail, armed with a spear, he is strolling towards you. He adjusts his boot.
- 2 A junior man-at-arms, she is walking across from you. She straightens her glove.
- 3 Three surly militia men, they are ambling in your direction.
- 4 A militia man, she is sauntering away from you. She loosens her glove.
- 5 Two tired militia men, wearing leather armour, they are talking to a senior groom.
- 6 A tired warden, armed with a pike, she is strolling towards you. She adjusts her glove.
- 7 Two young man-at-arms, wearing a gambeson, they are striding in the other direction.
- 8 Half a dozen tired wardens, wearing chainmail, armed with a pike, they are pausing to check a piece of paper.
- 9 A young militia man, wearing a gambeson, he is sauntering away from you. He loosens his helmet strap.
- 10 Half a dozen young militia men, wearing a gambeson, they are resting.



Chapter 2

Around The Castle

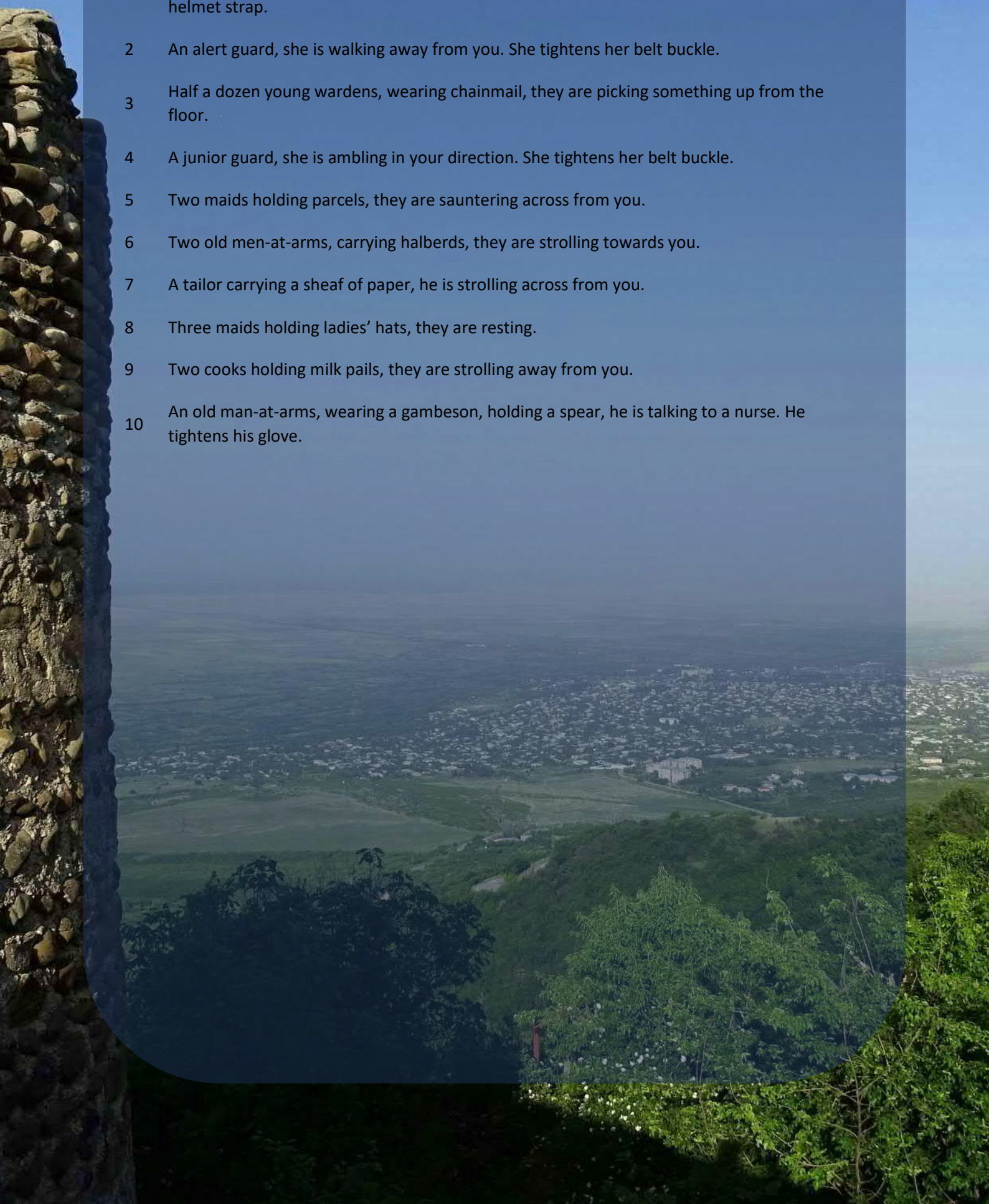
These encounters have a greater proportion of servants and trades people but the emphasis is on a balanced mix of guards, servants and trades people.

1d10 Encounter

- 1 Half a dozen surly militia men, armed with spears, they are talking to a child.
- 2 Three old militia men, armed with spears, they are walking in your direction.
- 3 A steward wearing a doublet, carrying a silver tray, he is ambling towards you. He adjusts his gloves.
- 4 A blacksmith wearing a doublet, holding a cloth pouch, he is heading away from you.
- 5 Three militia men, wearing chainmail, holding halberds, they are picking something up from the floor.
- 6 Four nannies holding children's toys, they are striding in the other direction.
- 7 A young militia man, wearing a gambeson, armed with a pike, she is taking a break. She loosens her boot.
- 8 Four nannies wearing woollen skirts, holding children's toys, they are picking something up from the floor.
- 9 Half a dozen bleary-eyed militia men, carrying halberds, they are talking to a nurse.
- 10 Four cooks have scouring pots, they are walking towards you.

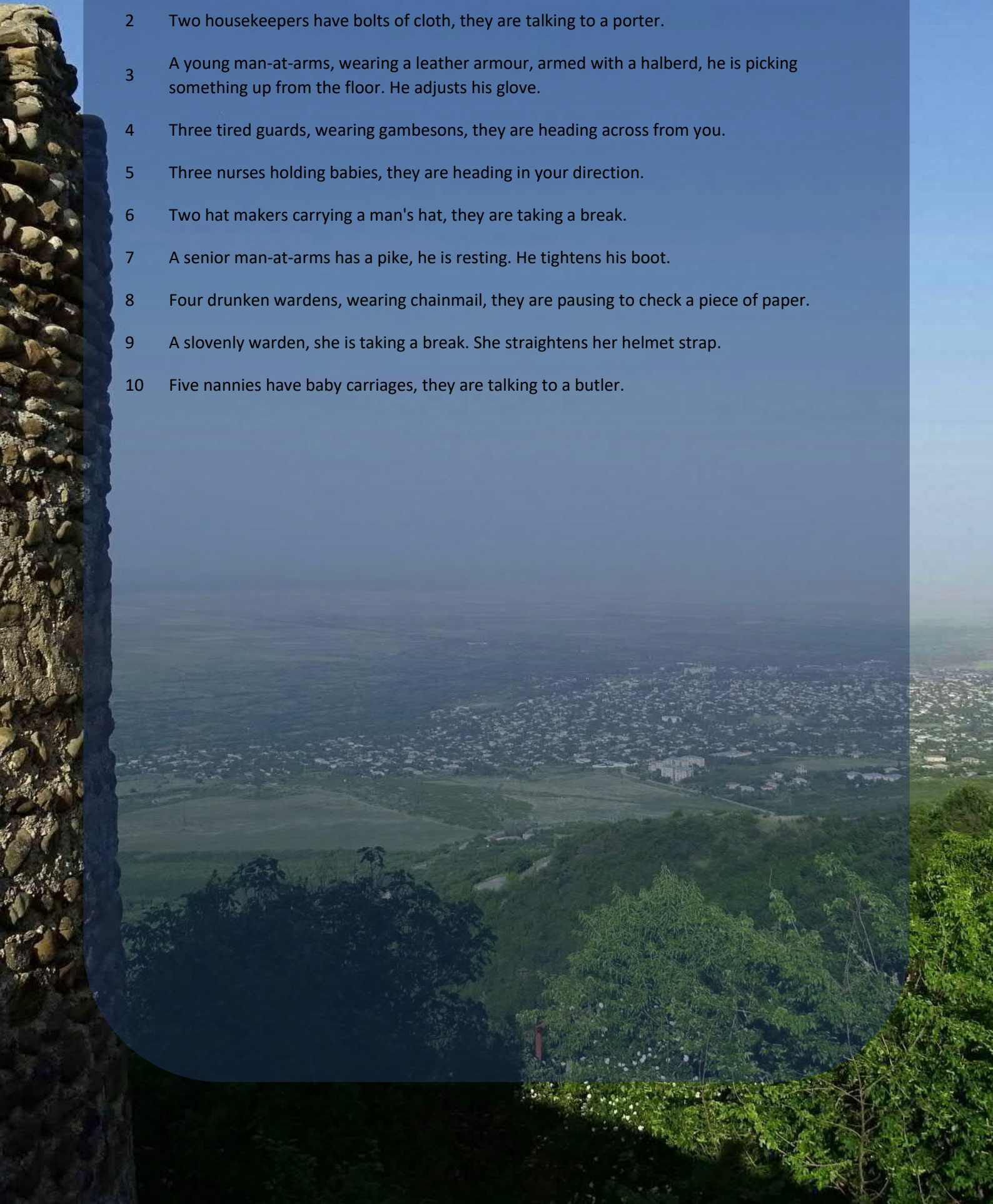
1d10 Encounter

- 1 A bleary-eyed guard, wearing a gambeson, she is strolling away from you. She tightens her helmet strap.
- 2 An alert guard, she is walking away from you. She tightens her belt buckle.
- 3 Half a dozen young wardens, wearing chainmail, they are picking something up from the floor.
- 4 A junior guard, she is ambling in your direction. She tightens her belt buckle.
- 5 Two maids holding parcels, they are sauntering across from you.
- 6 Two old men-at-arms, carrying halberds, they are strolling towards you.
- 7 A tailor carrying a sheaf of paper, he is strolling across from you.
- 8 Three maids holding ladies' hats, they are resting.
- 9 Two cooks holding milk pails, they are strolling away from you.
- 10 An old man-at-arms, wearing a gambeson, holding a spear, he is talking to a nurse. He tightens his glove.



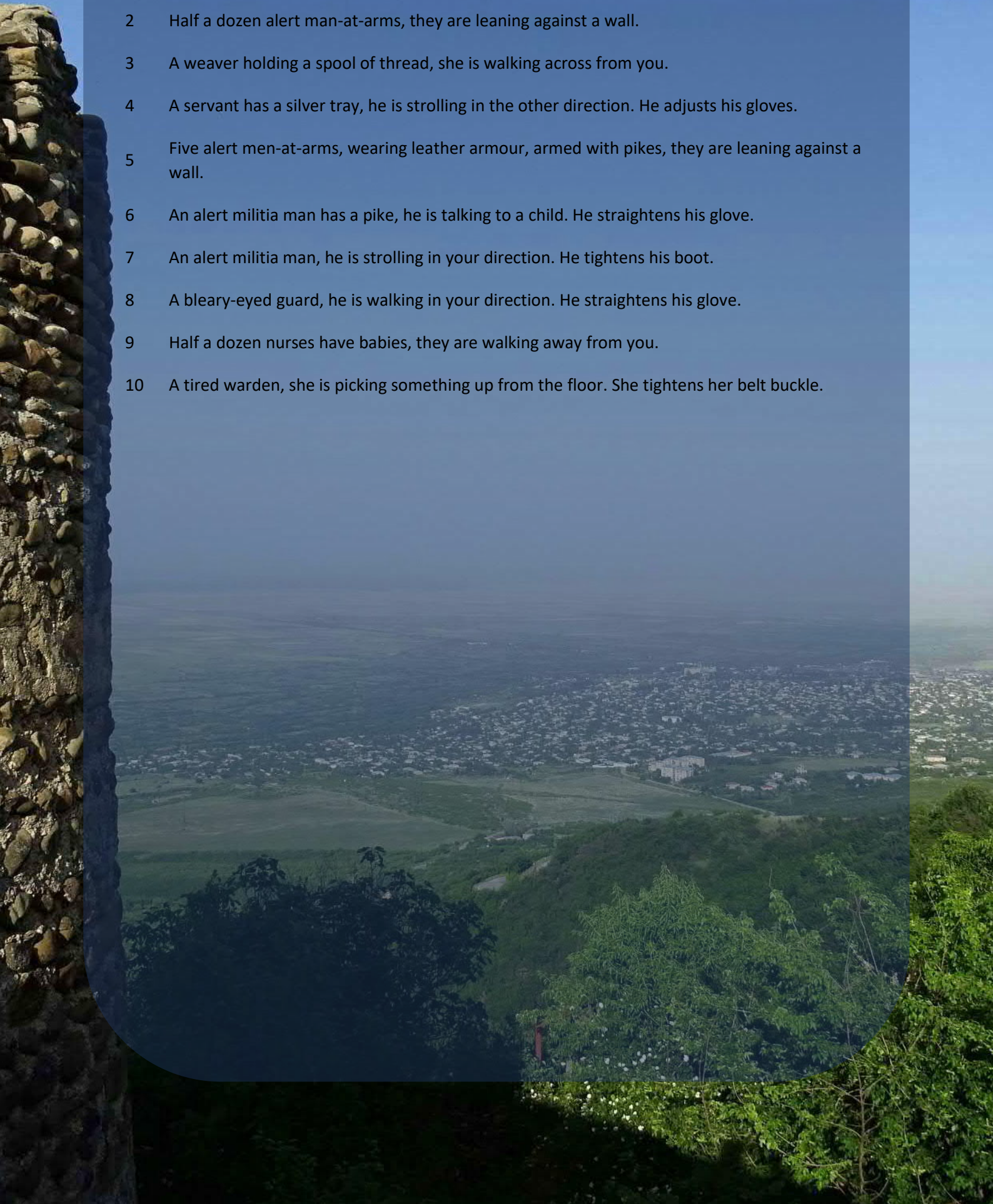
1d10 Encounter

- 1 Five maids holding bottle of wines, they are resting.
- 2 Two housekeepers have bolts of cloth, they are talking to a porter.
- 3 A young man-at-arms, wearing a leather armour, armed with a halberd, he is picking something up from the floor. He adjusts his glove.
- 4 Three tired guards, wearing gambesons, they are heading across from you.
- 5 Three nurses holding babies, they are heading in your direction.
- 6 Two hat makers carrying a man's hat, they are taking a break.
- 7 A senior man-at-arms has a pike, he is resting. He tightens his boot.
- 8 Four drunken wardens, wearing chainmail, they are pausing to check a piece of paper.
- 9 A slovenly warden, she is taking a break. She straightens her helmet strap.
- 10 Five nannies have baby carriages, they are talking to a butler.



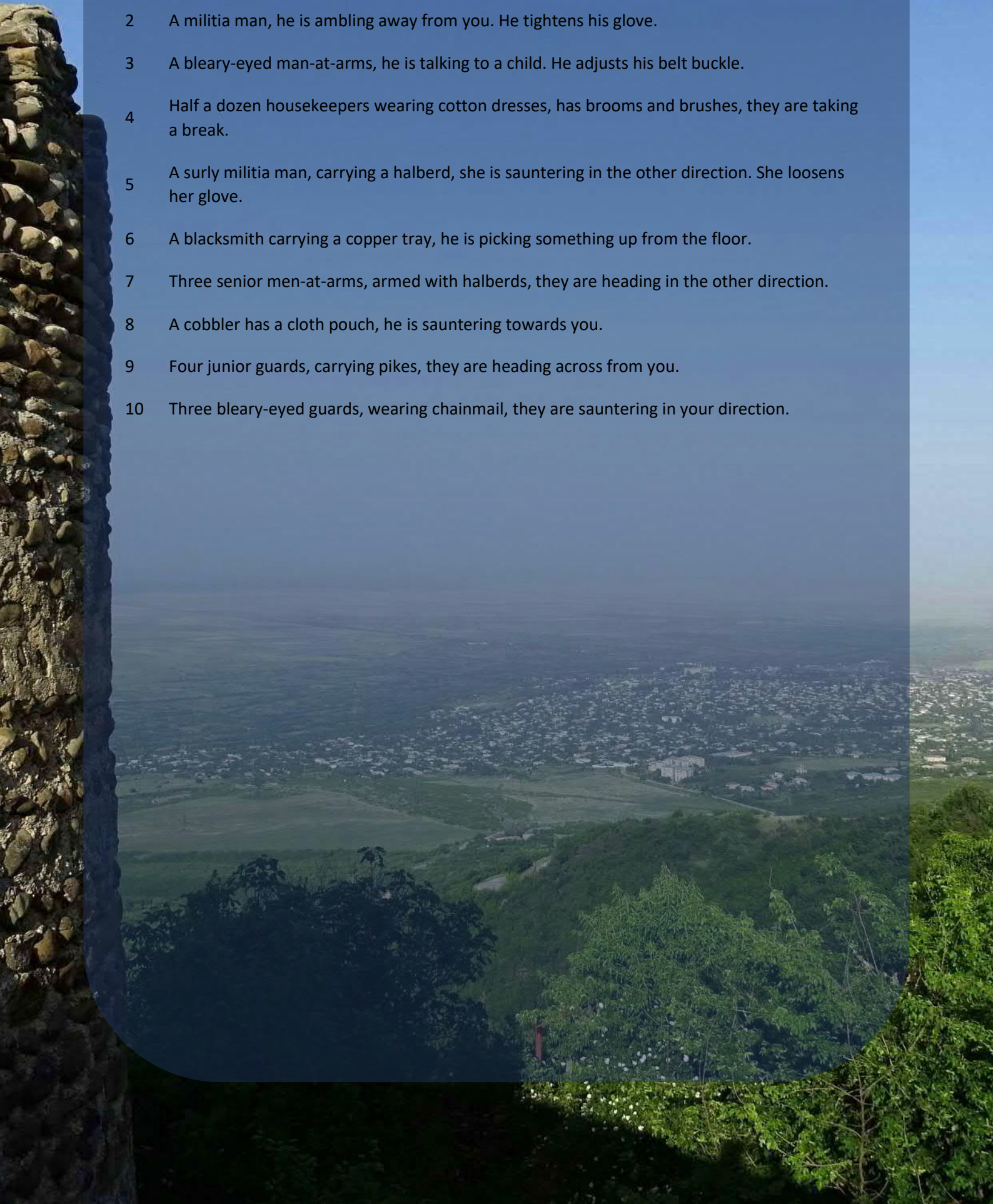
1d10 Encounter

- 1 Half a dozen slovenly man-at-arms, wearing gambesons, they are talking to a cook.
- 2 Half a dozen alert man-at-arms, they are leaning against a wall.
- 3 A weaver holding a spool of thread, she is walking across from you.
- 4 A servant has a silver tray, he is strolling in the other direction. He adjusts his gloves.
- 5 Five alert men-at-arms, wearing leather armour, armed with pikes, they are leaning against a wall.
- 6 An alert militia man has a pike, he is talking to a child. He straightens his glove.
- 7 An alert militia man, he is strolling in your direction. He tightens his boot.
- 8 A bleary-eyed guard, he is walking in your direction. He straightens his glove.
- 9 Half a dozen nurses have babies, they are walking away from you.
- 10 A tired warden, she is picking something up from the floor. She tightens her belt buckle.



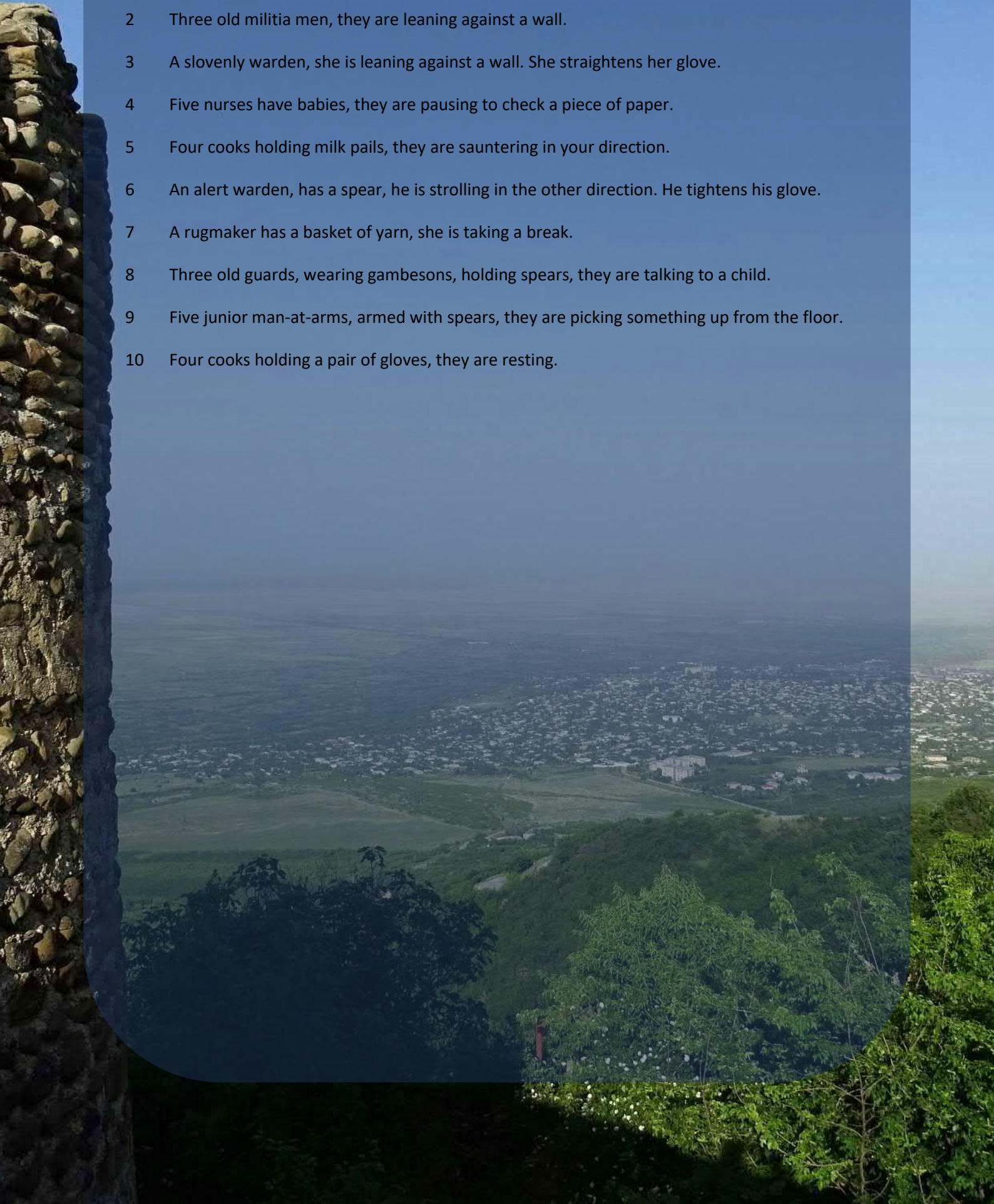
1d10 Encounter

- 1 Three nannies have children's toys, they are strolling in your direction.
- 2 A militia man, he is ambling away from you. He tightens his glove.
- 3 A bleary-eyed man-at-arms, he is talking to a child. He adjusts his belt buckle.
- 4 Half a dozen housekeepers wearing cotton dresses, has brooms and brushes, they are taking a break.
- 5 A surly militia man, carrying a halberd, she is sauntering in the other direction. She loosens her glove.
- 6 A blacksmith carrying a copper tray, he is picking something up from the floor.
- 7 Three senior men-at-arms, armed with halberds, they are heading in the other direction.
- 8 A cobbler has a cloth pouch, he is sauntering towards you.
- 9 Four junior guards, carrying pikes, they are heading across from you.
- 10 Three bleary-eyed guards, wearing chainmail, they are sauntering in your direction.



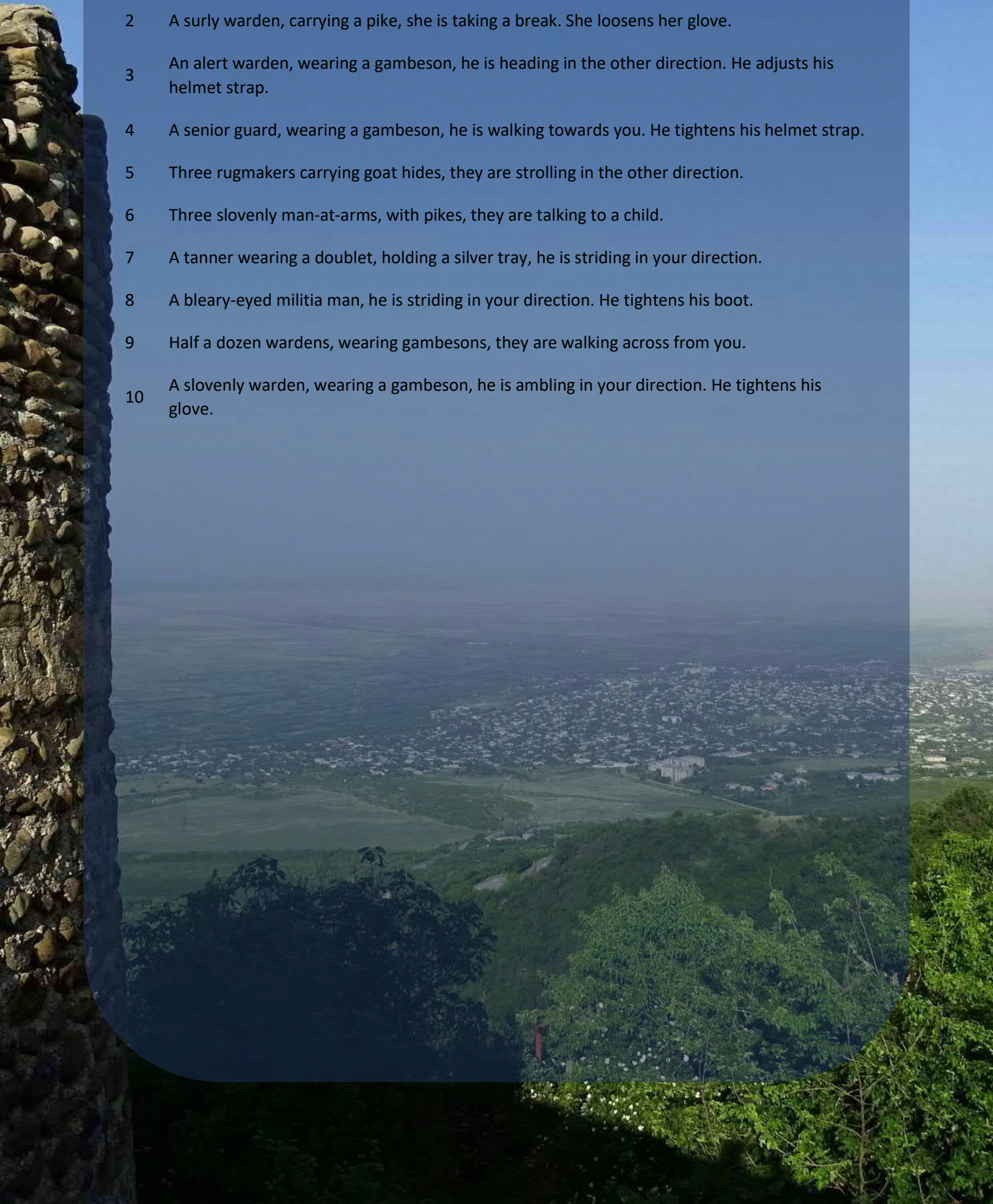
1d10 Encounter

- 1 Half a dozen nurses holding babies, they are talking to a steward.
- 2 Three old militia men, they are leaning against a wall.
- 3 A slovenly warden, she is leaning against a wall. She straightens her glove.
- 4 Five nurses have babies, they are pausing to check a piece of paper.
- 5 Four cooks holding milk pails, they are sauntering in your direction.
- 6 An alert warden, has a spear, he is strolling in the other direction. He tightens his glove.
- 7 A rugmaker has a basket of yarn, she is taking a break.
- 8 Three old guards, wearing gambesons, holding spears, they are talking to a child.
- 9 Five junior man-at-arms, armed with spears, they are picking something up from the floor.
- 10 Four cooks holding a pair of gloves, they are resting.



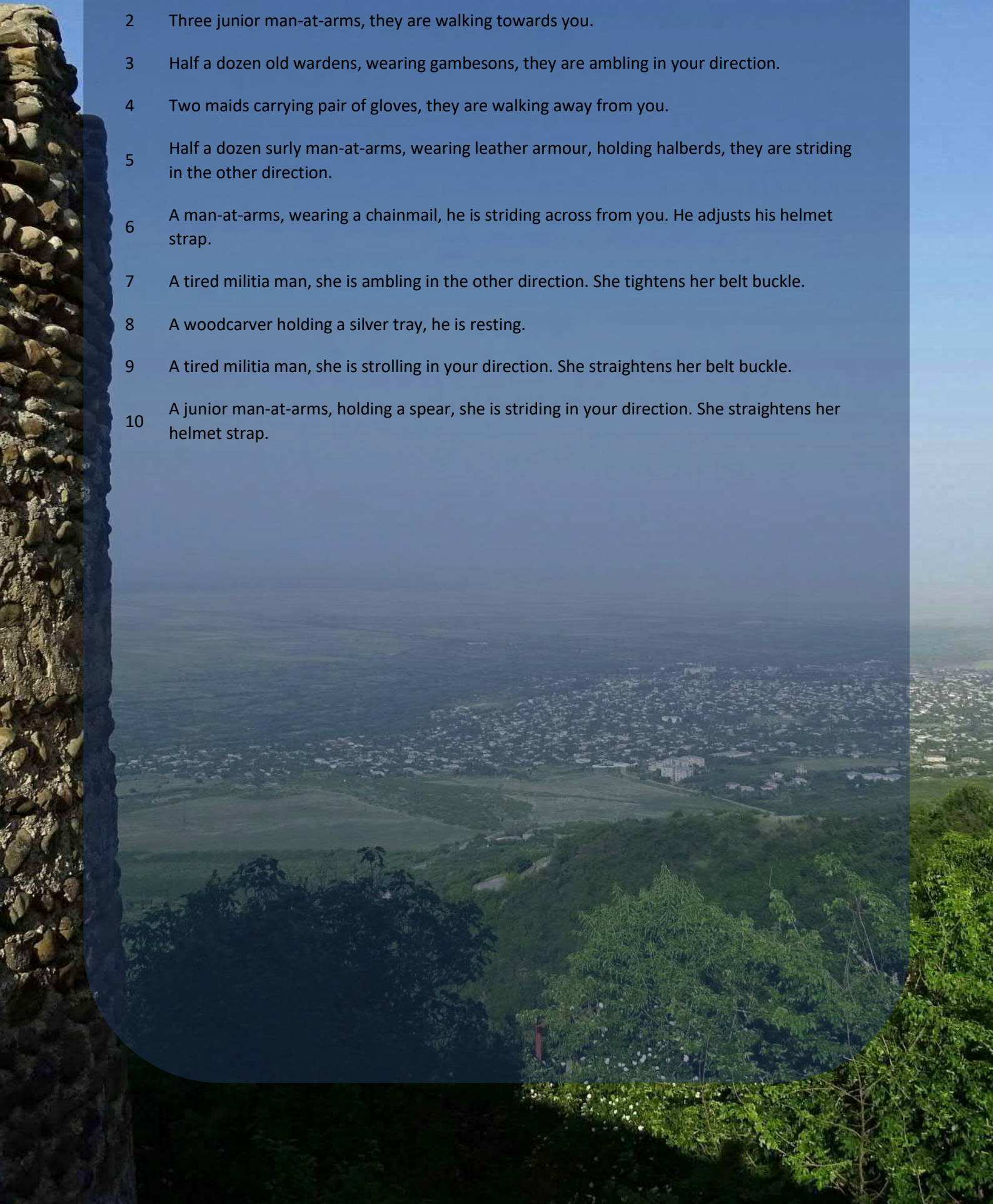
1d10 Encounter

- 1 Five slovenly militia men, holding pikes, they are sauntering away from you.
- 2 A surly warden, carrying a pike, she is taking a break. She loosens her glove.
- 3 An alert warden, wearing a gambeson, he is heading in the other direction. He adjusts his helmet strap.
- 4 A senior guard, wearing a gambeson, he is walking towards you. He tightens his helmet strap.
- 5 Three rugmakers carrying goat hides, they are strolling in the other direction.
- 6 Three slovenly man-at-arms, with pikes, they are talking to a child.
- 7 A tanner wearing a doublet, holding a silver tray, he is striding in your direction.
- 8 A bleary-eyed militia man, he is striding in your direction. He tightens his boot.
- 9 Half a dozen wardens, wearing gambesons, they are walking across from you.
- 10 A slovenly warden, wearing a gambeson, he is ambling in your direction. He tightens his glove.



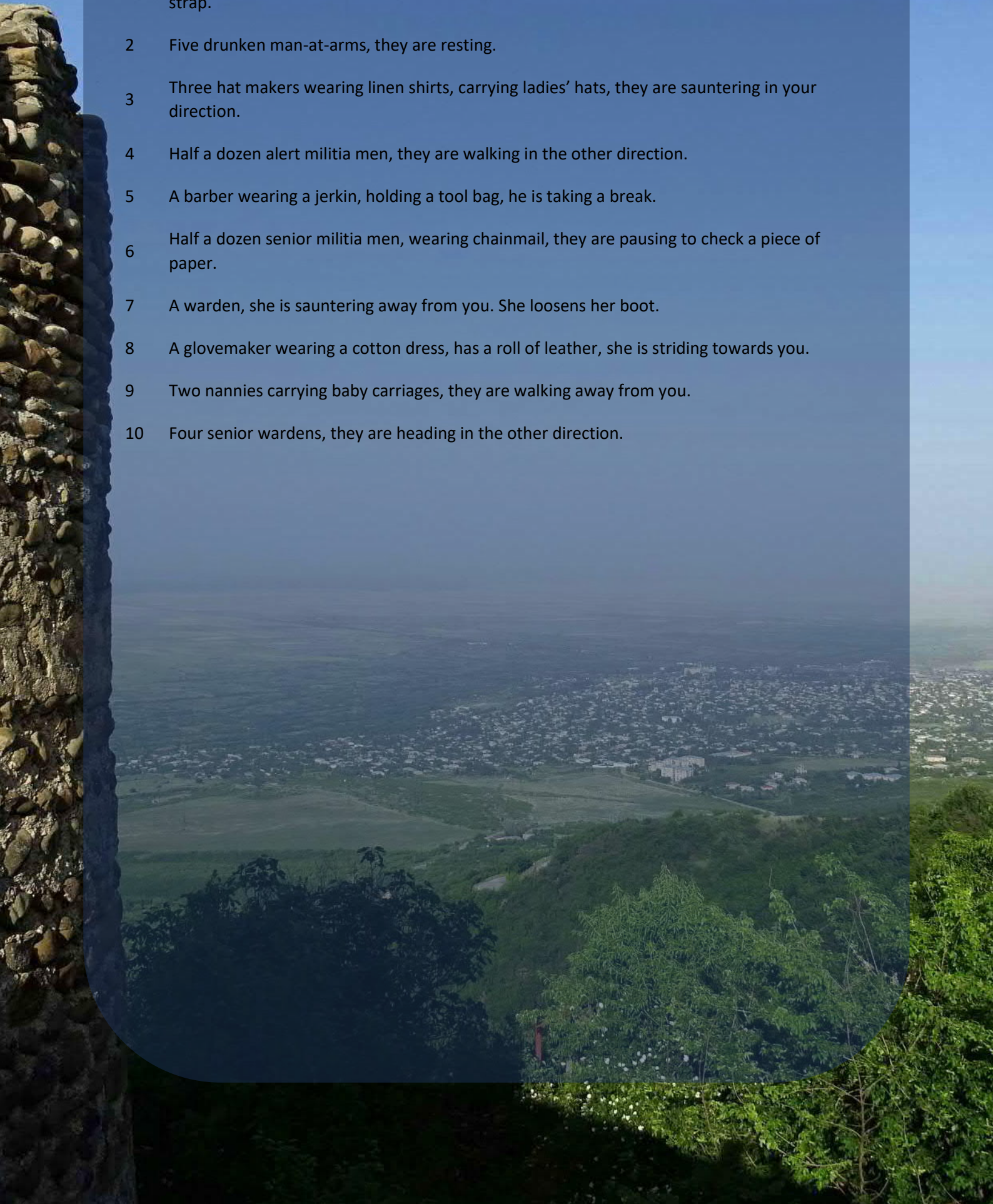
1d10 Encounter

- 1 A guard, holding a pike, he is ambling towards you. He loosens his boot.
- 2 Three junior man-at-arms, they are walking towards you.
- 3 Half a dozen old wardens, wearing gambesons, they are ambling in your direction.
- 4 Two maids carrying pair of gloves, they are walking away from you.
- 5 Half a dozen surly man-at-arms, wearing leather armour, holding halberds, they are striding in the other direction.
- 6 A man-at-arms, wearing a chainmail, he is striding across from you. He adjusts his helmet strap.
- 7 A tired militia man, she is ambling in the other direction. She tightens her belt buckle.
- 8 A woodcarver holding a silver tray, he is resting.
- 9 A tired militia man, she is strolling in your direction. She straightens her belt buckle.
- 10 A junior man-at-arms, holding a spear, she is striding in your direction. She straightens her helmet strap.



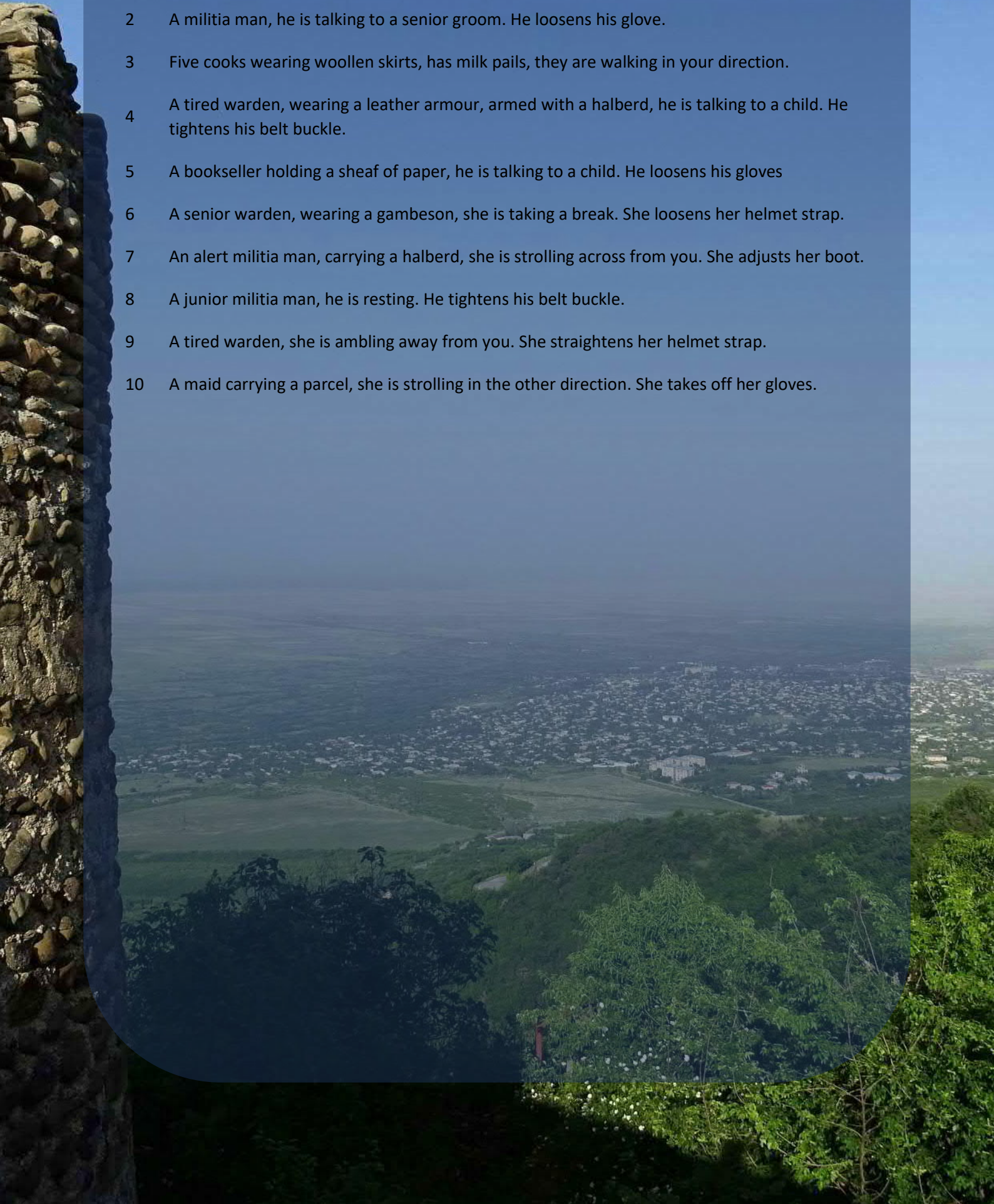
1d10 Encounter

- 1 A guard, wearing a leather armour, she is strolling across from you. She tightens her helmet strap.
- 2 Five drunken man-at-arms, they are resting.
- 3 Three hat makers wearing linen shirts, carrying ladies' hats, they are sauntering in your direction.
- 4 Half a dozen alert militia men, they are walking in the other direction.
- 5 A barber wearing a jerkin, holding a tool bag, he is taking a break.
- 6 Half a dozen senior militia men, wearing chainmail, they are pausing to check a piece of paper.
- 7 A warden, she is sauntering away from you. She loosens her boot.
- 8 A glovemaker wearing a cotton dress, has a roll of leather, she is striding towards you.
- 9 Two nannies carrying baby carriages, they are walking away from you.
- 10 Four senior wardens, they are heading in the other direction.



1d10 Encounter

- 1 Half a dozen surly guards, wearing chainmail, they are picking something up from the floor.
- 2 A militia man, he is talking to a senior groom. He loosens his glove.
- 3 Five cooks wearing woollen skirts, has milk pails, they are walking in your direction.
- 4 A tired warden, wearing a leather armour, armed with a halberd, he is talking to a child. He tightens his belt buckle.
- 5 A bookseller holding a sheaf of paper, he is talking to a child. He loosens his gloves
- 6 A senior warden, wearing a gambeson, she is taking a break. She loosens her helmet strap.
- 7 An alert militia man, carrying a halberd, she is strolling across from you. She adjusts her boot.
- 8 A junior militia man, he is resting. He tightens his belt buckle.
- 9 A tired warden, she is ambling away from you. She straightens her helmet strap.
- 10 A maid carrying a parcel, she is strolling in the other direction. She takes off her gloves.



Chapter 3

In Town

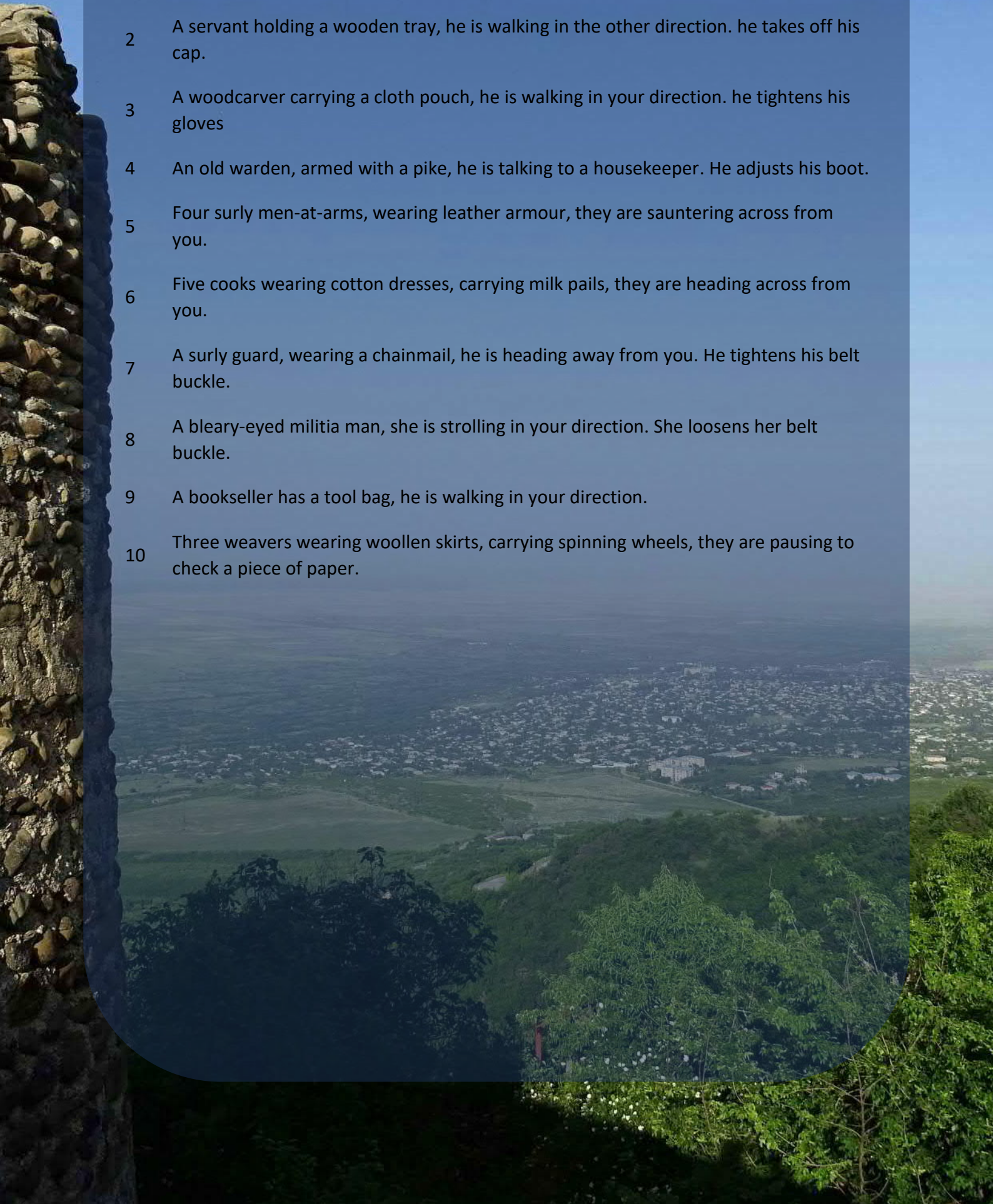
In these encounter tables the emphasis is on towns folk going about their normal business. You will find all sorts of trades people as well as servants. There is also a fair selection of guards but they take a back seat in these tables.

1d10 Encounter

- 1 A baker holding a copper tray, he is strolling in your direction. he adjusts his gloves
- 2 A wine seller carrying a cloth pouch, he is talking to a rugmaker.
- 3 Three nurses carrying babies, they are talking to a steward.
- 4 Three hat makers wearing cotton dresses, carrying ladies' hats, they are heading in your direction.
- 5 A jeweller carrying a tool bag, he is taking a break. he tightens his gloves
- 6 Two old men-at-arms, armed with spears, they are talking to a butler.
- 7 Three nurses have baby bottles, they are resting.
- 8 Two cooks holding milk pails, they are sauntering away from you.
- 9 Three nurses carrying baby bottles, they are heading across from you.
- 10 A tanner wearing a jerkin, carrying a sheaf of paper, he is leaning against a wall.

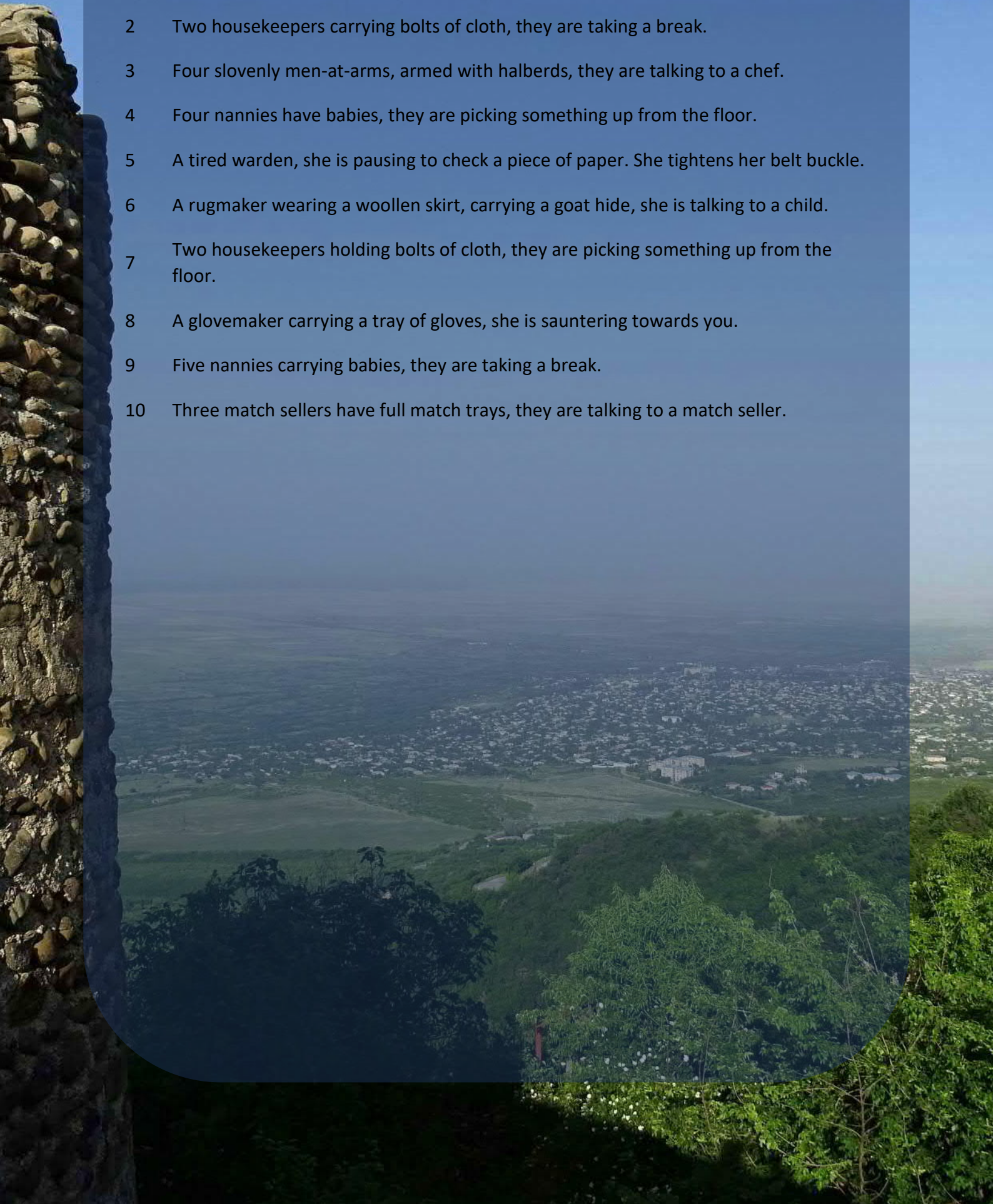
1d10 Encounter

- 1 An alert militia man, she is resting. She tightens her glove.
- 2 A servant holding a wooden tray, he is walking in the other direction. he takes off his cap.
- 3 A woodcarver carrying a cloth pouch, he is walking in your direction. he tightens his gloves
- 4 An old warden, armed with a pike, he is talking to a housekeeper. He adjusts his boot.
- 5 Four surly men-at-arms, wearing leather armour, they are sauntering across from you.
- 6 Five cooks wearing cotton dresses, carrying milk pails, they are heading across from you.
- 7 A surly guard, wearing a chainmail, he is heading away from you. He tightens his belt buckle.
- 8 A bleary-eyed militia man, she is strolling in your direction. She loosens her belt buckle.
- 9 A bookseller has a tool bag, he is walking in your direction.
- 10 Three weavers wearing woollen skirts, carrying spinning wheels, they are pausing to check a piece of paper.



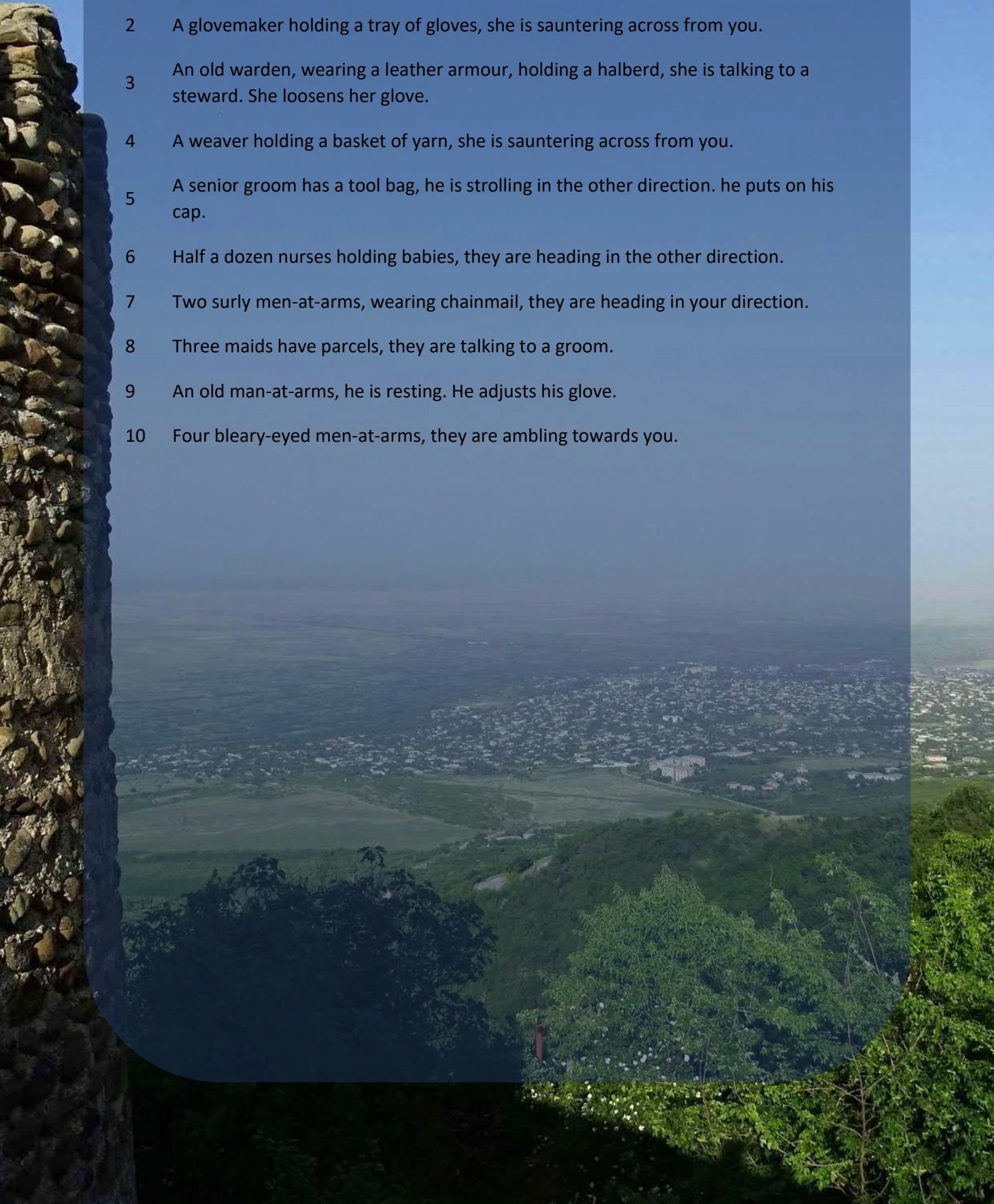
1d10 Encounter

- 1 Three nannies holding babies, they are talking to a house boy.
- 2 Two housekeepers carrying bolts of cloth, they are taking a break.
- 3 Four slovenly men-at-arms, armed with halberds, they are talking to a chef.
- 4 Four nannies have babies, they are picking something up from the floor.
- 5 A tired warden, she is pausing to check a piece of paper. She tightens her belt buckle.
- 6 A rugmaker wearing a woollen skirt, carrying a goat hide, she is talking to a child.
- 7 Two housekeepers holding bolts of cloth, they are picking something up from the floor.
- 8 A glovemaker carrying a tray of gloves, she is sauntering towards you.
- 9 Five nannies carrying babies, they are taking a break.
- 10 Three match sellers have full match trays, they are talking to a match seller.



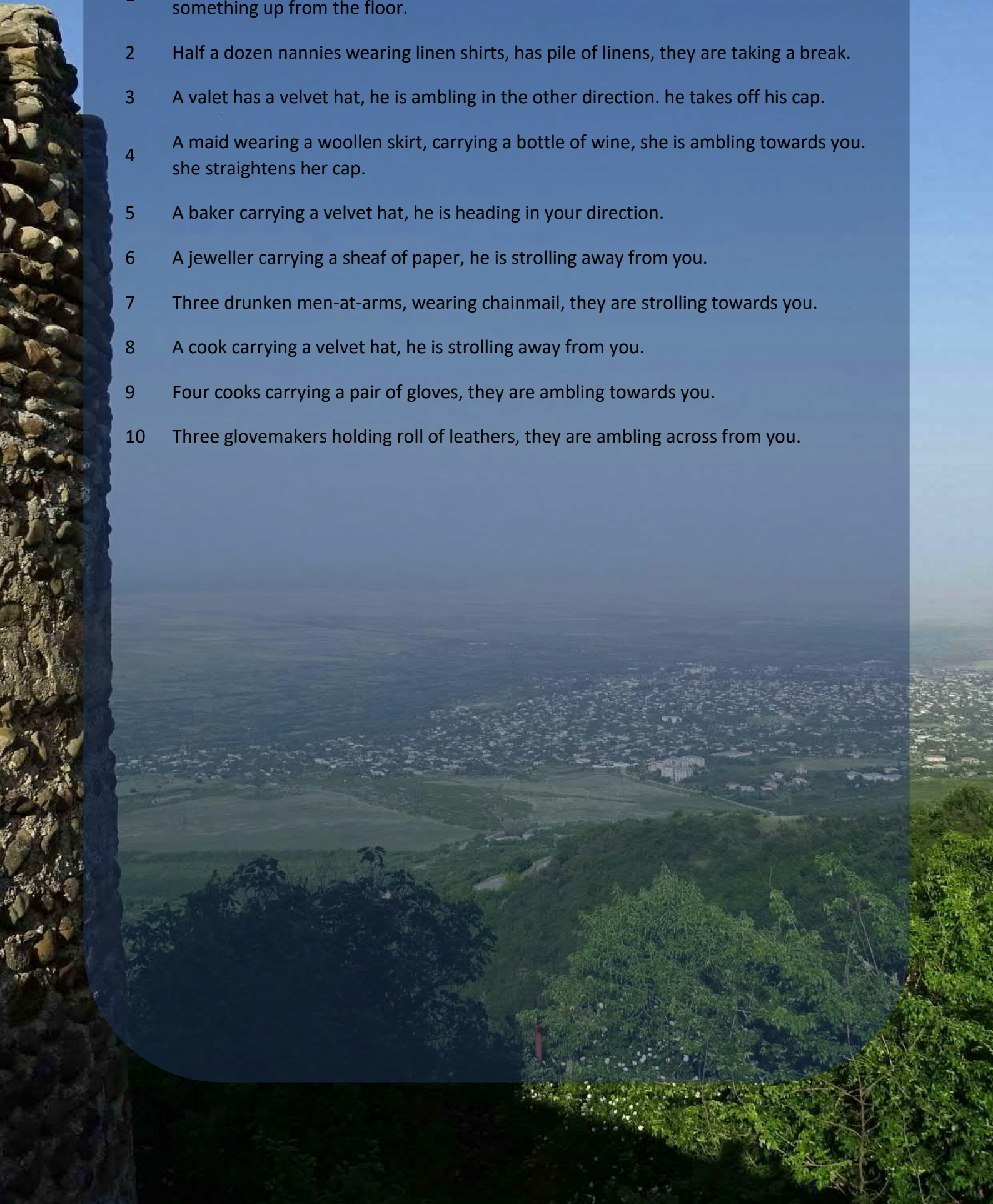
1d10 Encounter

- 1 A hat maker holding a lady's hat, she is picking something up from the floor.
- 2 A glovemaker holding a tray of gloves, she is sauntering across from you.
- 3 An old warden, wearing a leather armour, holding a halberd, she is talking to a steward. She loosens her glove.
- 4 A weaver holding a basket of yarn, she is sauntering across from you.
- 5 A senior groom has a tool bag, he is strolling in the other direction. he puts on his cap.
- 6 Half a dozen nurses holding babies, they are heading in the other direction.
- 7 Two surly men-at-arms, wearing chainmail, they are heading in your direction.
- 8 Three maids have parcels, they are talking to a groom.
- 9 An old man-at-arms, he is resting. He adjusts his glove.
- 10 Four bleary-eyed men-at-arms, they are ambling towards you.



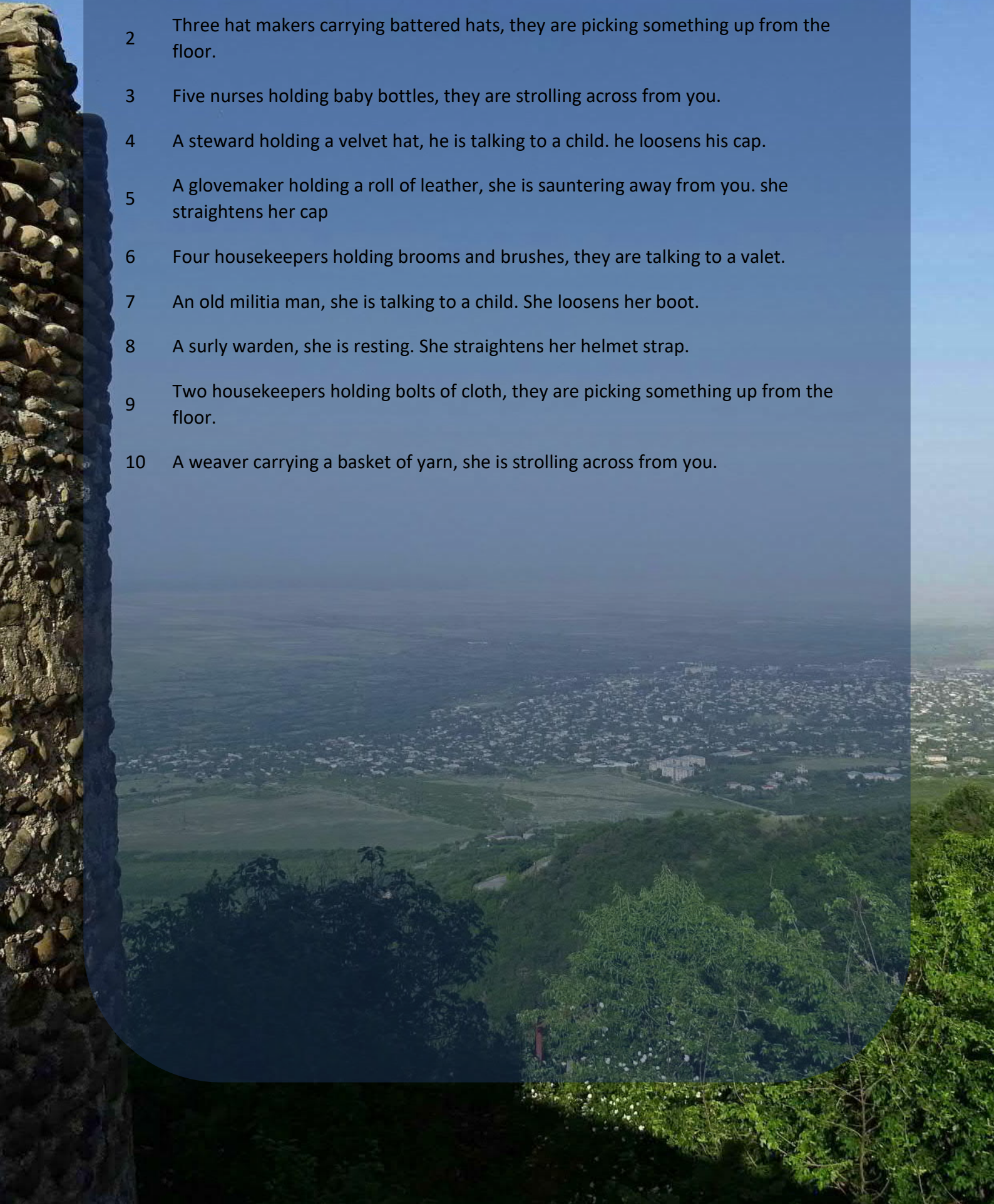
1d10 Encounter

- 1 Four slovenly men-at-arms, wearing chainmail, holding spears, they are picking something up from the floor.
- 2 Half a dozen nannies wearing linen shirts, has pile of linens, they are taking a break.
- 3 A valet has a velvet hat, he is ambling in the other direction. he takes off his cap.
- 4 A maid wearing a woollen skirt, carrying a bottle of wine, she is ambling towards you. she straightens her cap.
- 5 A baker carrying a velvet hat, he is heading in your direction.
- 6 A jeweller carrying a sheaf of paper, he is strolling away from you.
- 7 Three drunken men-at-arms, wearing chainmail, they are strolling towards you.
- 8 A cook carrying a velvet hat, he is strolling away from you.
- 9 Four cooks carrying a pair of gloves, they are ambling towards you.
- 10 Three glovemakers holding roll of leathers, they are ambling across from you.



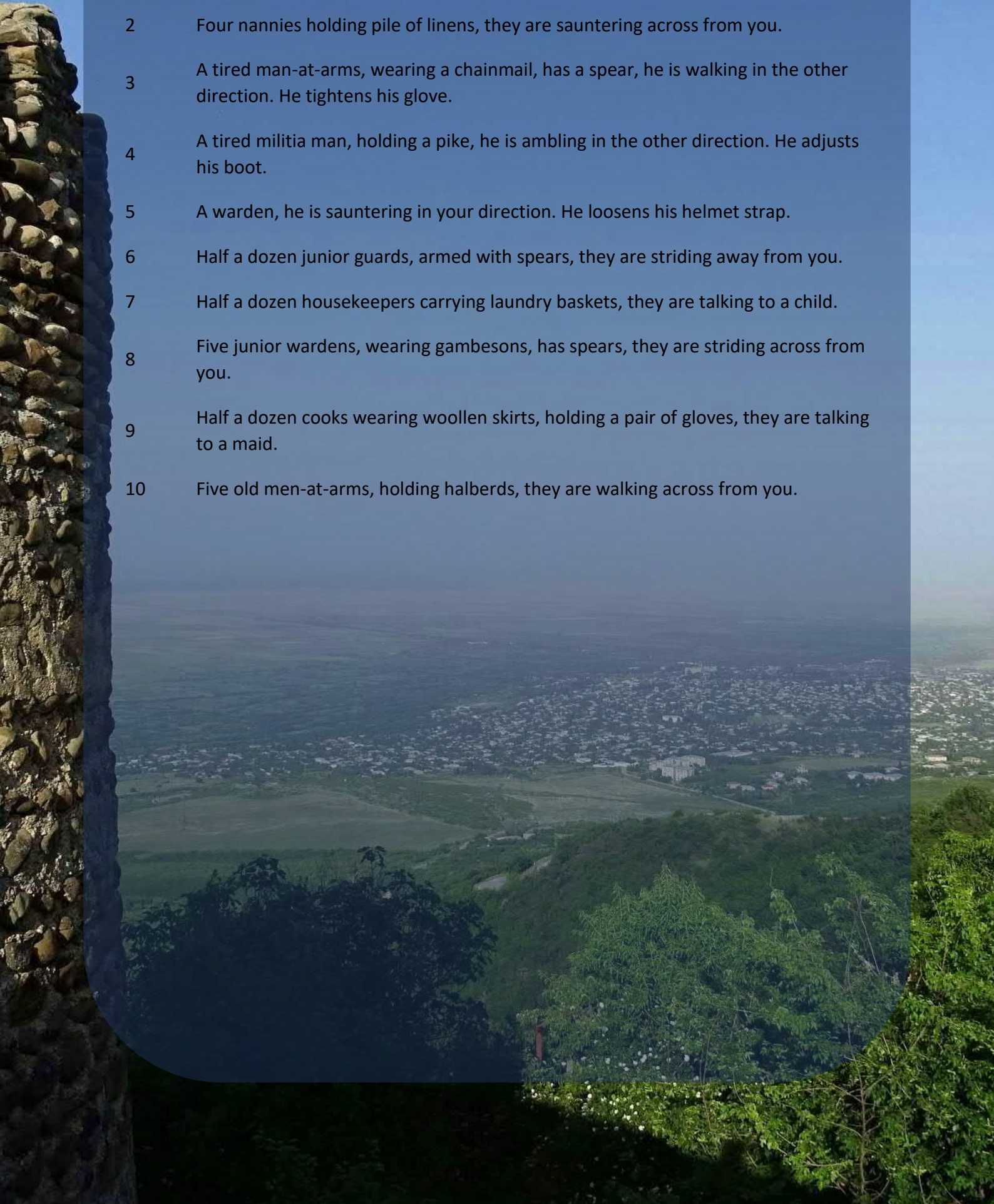
1d10 Encounter

- 1 Four nannies carrying baby carriages, they are talking to a child.
- 2 Three hat makers carrying battered hats, they are picking something up from the floor.
- 3 Five nurses holding baby bottles, they are strolling across from you.
- 4 A steward holding a velvet hat, he is talking to a child. he loosens his cap.
- 5 A glovemaker holding a roll of leather, she is sauntering away from you. she straightens her cap
- 6 Four housekeepers holding brooms and brushes, they are talking to a valet.
- 7 An old militia man, she is talking to a child. She loosens her boot.
- 8 A surly warden, she is resting. She straightens her helmet strap.
- 9 Two housekeepers holding bolts of cloth, they are picking something up from the floor.
- 10 A weaver carrying a basket of yarn, she is strolling across from you.



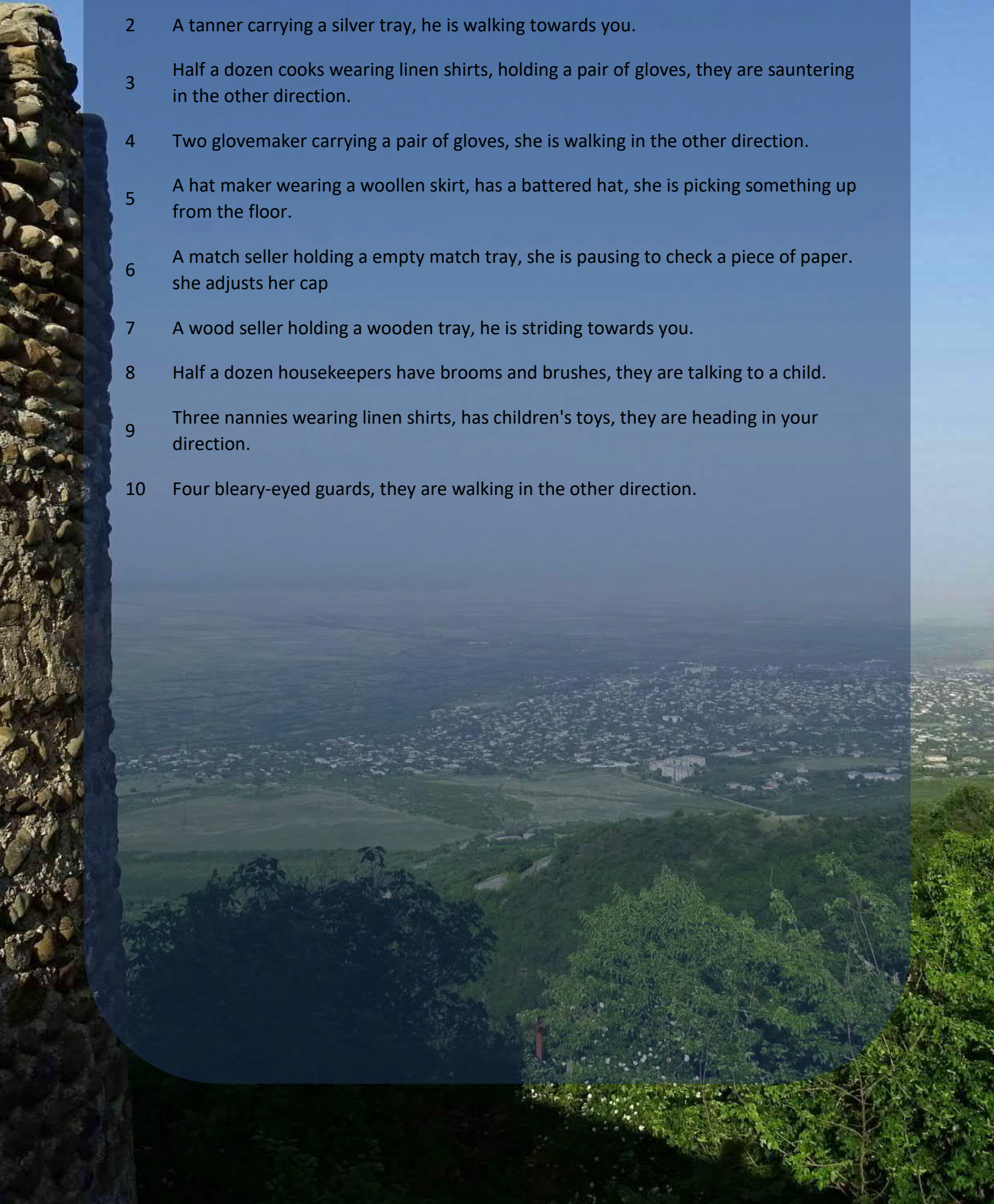
1d10 Encounter

- 1 A furrier carrying a tool bag, he is taking a break.
- 2 Four nannies holding pile of linens, they are sauntering across from you.
- 3 A tired man-at-arms, wearing a chainmail, has a spear, he is walking in the other direction. He tightens his glove.
- 4 A tired militia man, holding a pike, he is ambling in the other direction. He adjusts his boot.
- 5 A warden, he is sauntering in your direction. He loosens his helmet strap.
- 6 Half a dozen junior guards, armed with spears, they are striding away from you.
- 7 Half a dozen housekeepers carrying laundry baskets, they are talking to a child.
- 8 Five junior wardens, wearing gambesons, has spears, they are striding across from you.
- 9 Half a dozen cooks wearing woollen skirts, holding a pair of gloves, they are talking to a maid.
- 10 Five old men-at-arms, holding halberds, they are walking across from you.



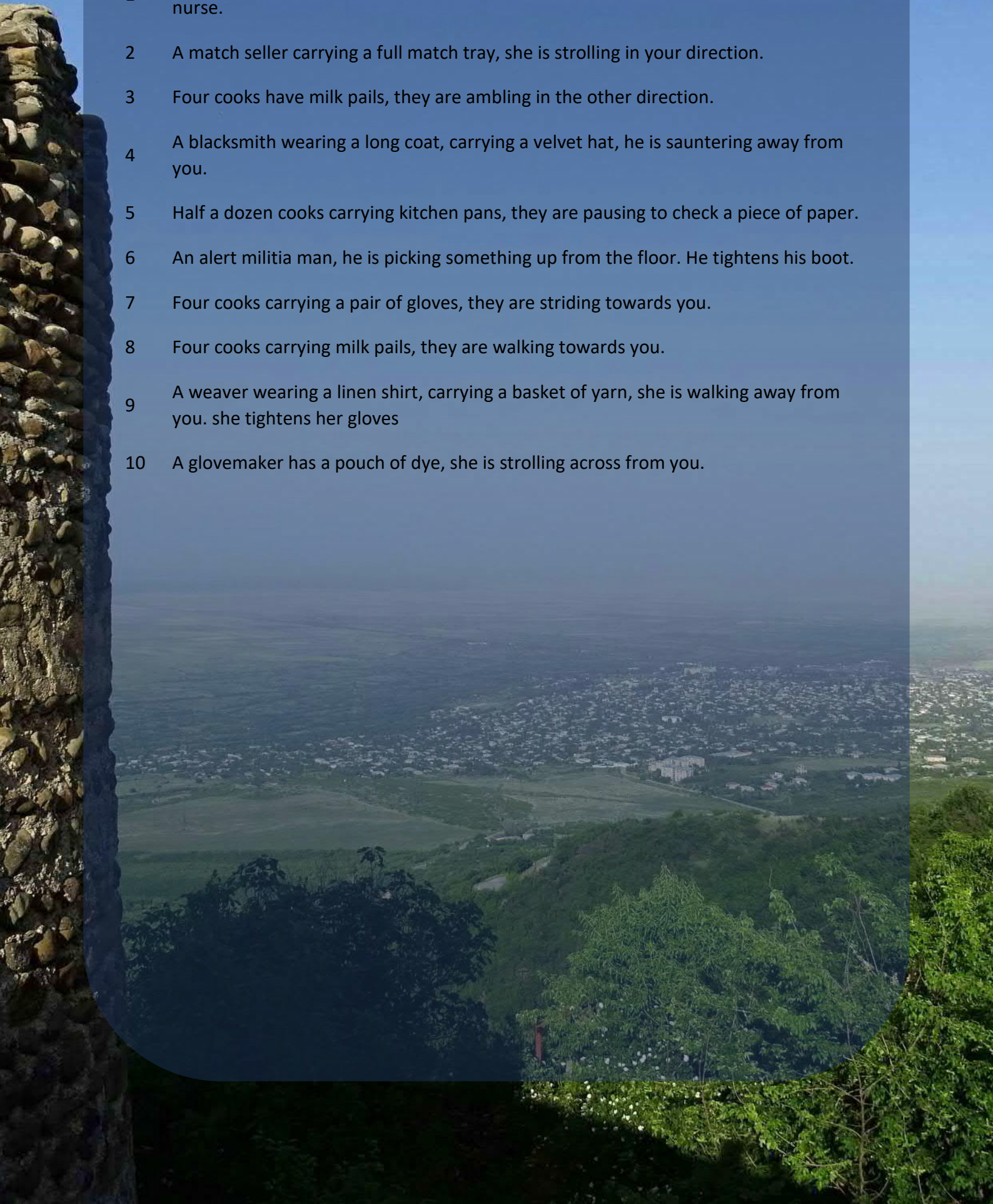
1d10 Encounter

- 1 Three glovemakers have tray of gloves, they are resting.
- 2 A tanner carrying a silver tray, he is walking towards you.
- 3 Half a dozen cooks wearing linen shirts, holding a pair of gloves, they are sauntering in the other direction.
- 4 Two glovemaker carrying a pair of gloves, she is walking in the other direction.
- 5 A hat maker wearing a woollen skirt, has a battered hat, she is picking something up from the floor.
- 6 A match seller holding a empty match tray, she is pausing to check a piece of paper. she adjusts her cap
- 7 A wood seller holding a wooden tray, he is striding towards you.
- 8 Half a dozen housekeepers have brooms and brushes, they are talking to a child.
- 9 Three nannies wearing linen shirts, has children's toys, they are heading in your direction.
- 10 Four bleary-eyed guards, they are walking in the other direction.



1d10 Encounter

- 1 Four slovenly men-at-arms, wearing chainmail, carrying spears, they are talking to a nurse.
- 2 A match seller carrying a full match tray, she is strolling in your direction.
- 3 Four cooks have milk pails, they are ambling in the other direction.
- 4 A blacksmith wearing a long coat, carrying a velvet hat, he is sauntering away from you.
- 5 Half a dozen cooks carrying kitchen pans, they are pausing to check a piece of paper.
- 6 An alert militia man, he is picking something up from the floor. He tightens his boot.
- 7 Four cooks carrying a pair of gloves, they are striding towards you.
- 8 Four cooks carrying milk pails, they are walking towards you.
- 9 A weaver wearing a linen shirt, carrying a basket of yarn, she is walking away from you. she tightens her gloves
- 10 A glovemaker has a pouch of dye, she is strolling across from you.



1d10 Encounter

- 1 Two housekeepers carrying bolts of cloth, they are talking to a child.
- 2 A bleary-eyed guard, he is ambling in your direction. He loosens his helmet strap.
- 3 Five drunken militia men, has pikes, they are talking to a housekeeper.
- 4 Three cooks holding milk pails, they are talking to a maid.
- 5 A match seller carrying a match basket, she is sauntering in the other direction.
- 6 A cook carrying a pair of gloves, she is resting. she tightens her gloves.
- 7 Five surly guards, wearing gambesons, they are talking to a child.
- 8 Five wardens, they are leaning against a wall.
- 9 Two housekeepers have bolts of cloth, they are walking across from you.
- 10 Two old men-at-arms, wearing gambesons, they are taking a break.

