

Encounter Generator

Urban, Rough (Fantasy)

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Every city has a rough part of town where players can get up to all sorts of trouble if they aren't careful! Start out by deciding on an appropriate level of danger, then roll a d100 on the appropriate table to the right. Take the result and roll on the indicated table(s) to finalize the encounter.

If [Professional] or [Working Class] is rolled up on the [People] table, this indicates that another table of the indicated name must be rolled on to finalize the encounter.

Danger Lvl 1	Danger Lvl 2	Danger Lvl 3	Result
1-40	1-35	1-25	[People] [Activity]
41-50	36-50	26-50	[Ambush] [Ruse] [Strategy]
51-60	51-65	51-69	[Dangerous Animal] [Size]
61-70	66-75	70-79	[Hazard]
71-80	76-90	80-99	[Of Value]
81-100	91-100	100	[Benign]

People (d100)

Roll	Result	Roll	Result
1-2	[Professional]	51-52	A Young Couple
3-4	[Working Class]	53-54	Apprentice on Errand
5-6	1d4 Bandit(s)	55-56	Artist
7-8	1d4 Cattle rustler(s)	57-58	Bounty Hunter
9-10	1d4 City Guardsmen	59-60	Craftsman with Wares
11-12	1d4 Farmer(s)	61-62	Family
13-14	1d4 Fishermen	63-64	Foreign Merchant and 1d4 Guard(s)
15-16	1d4 Herdsmen	65-66	Fugitive
17-18	1d4 Highwaymen	67-68	Healer and wagon
19-20	1d4 Horse Thieve(s)	69-70	Horse merchant
21-22	1d4 Laborer(s)	71-72	Hunter
23-24	1d4 Marine(s)	73-74	Master Duelist
25-26	1d4 Mercenary(ies)	75-76	Master Thief
27-28	1d4 Outlaw(s)	77-78	Merchant with Cart and 1d4+1 Guards
29-30	1d4 Pirate(s)	79-80	Messenger
31-32	1d4 Prospector(s)	81-82	Military Patrol: 1d4+2 Strong
33-34	1d4 Refugee(s)	83-84	Noble and 1d4 Friends
35-36	1d4 Religious Pilgrim(s)	85-86	Outcast
37-38	1d4 Slave(s) on an Errand	87-88	Resting Traveler
39-40	1d4 Thug(s)	89-90	Royalty and 1d10+3 Guards
41-42	1d4 Traveler(s)	91-92	Sniper
43-44	1d4 Wealthy Citizen(s) in Carriage with 1d4 Guard(s)	93-94	Spy
45-46	1d4+1 Adventurers	95-96	Thief
47-48	1d6 Gypsy(ies)	97-98	Tinker
49-50	A Prisoner Wagon with 1d4 Prisoners and 1d4+1 Guards	99-100	Toll Collector

Activity (d100)

Roll	Result	Roll	Result
1-2	Arguing with someone	51-52	Moving blockage in path
3-4	Bathing	53-54	Needs help off of the path
5-6	Being chased	55-56	Negotiating with someone
7-8	Bound and gagged	57-58	On a quest
9-10	Branding an animal	59-60	Planning
11-12	Burying something or someone	61-62	Playing a game
13-14	Chasing someone	63-64	Playing an instrument
15-16	Crying	65-66	Praying
17-18	Destroying something	67-68	Purchasing something
19-20	Digging	69-70	Pursued by Bandits
21-22	Drawing in ground	71-72	Questioning someone
23-24	Drumming	73-74	Recently ambushed
25-26	Drunk	75-76	Recently robbed
27-28	Dueling	77-78	Repairing Vehicle
29-30	Eating	79-80	Resting
31-32	Fatigued	81-82	Searching for something or someone
33-34	Feverish	83-84	Sick
35-36	Fighting	85-86	Singing
37-38	Fishing	87-88	Sleeping
39-40	Hiding something or someone	89-90	Smoking a pipe
41-42	Hunting	91-92	Smoking an animal carcass
43-44	Injured	93-94	Studying
45-46	Killing something or someone	95-96	Tracking
47-48	Lost	97-98	Training
49-50	Meditating	99-100	Wounded

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Working Class (d100)

Roll	Result	Roll	Result
1	Acrobat	35	Fisherman
2	Actor	36	Fletcher
3	Animal Trainer	37	Forester
4	Armorer	38	Fortuneteller
5	Artist	39	Glassblower
6	Baker	40	Goldsmith
7	Barber	41	Gravedigger
8	Basketweaver	42	Guardisman
9	Beekeeper	43	Guide
10	Begger	44	Healer
11	Blacksmith	45	Helmsman
12	Bowyer	46	Herbalist
13	Brewer	47	Herder
14	Butcher	48	Horsebreeder
15	Carpenter	49	Houndsman
16	Cartwright	50	Hunter
17	Cheesemaker	51	Jailor
18	Chimney Sweep	52	Jeweler
19	Con Artist	53	Laborer
20	Cook	54	Laundress
21	Cooper	55	Leatherworker
22	Courier	56	Librarian
23	Crier	57	Locksmith
24	Dancer	58	Maid
25	Dockworker	59	Mason
26	Driver	60	Mercenary
27	Embroiderer	61	Messenger
28	Engraver	62	Midwife
29	Entertainer	63	Miller
30	Executioner	64	Miner
31	Falconer	65	Musician
32	Farmer	66	Nursemaid
33	Farmhand	67	Painter
34	Fence	68	Perfumemaker

Professional (d20)

Roll	Result
1	Accountant
2	Apothecary
3	Arbiter
4	Architect
5	Catrographer
6	City Official
7	Courtesan
8	Diplomat
9	Doctor
10	Engineer
11	Lawyer
12	Merchant
13	Military Officer
14	Scholar
15	Scientist
16	Tavernkeeper
17	Vintner
18	Clergyman
19	Duelist
20	Moneylender

Ambush (d100)

Roll	Result
1-30	Bandits
31-45	Gypsies
46-55	City Guardsmen
56-65	Military Patrol
66-75	Outlaws
76-85	Pirates
86-90	Bounty hunter
91-95	Assassin
96-100	Master Assassin

Ruse (d100)

Roll	Result
1-20	No Ruse
21-30	Block Path
31-40	Choke Point
41-50	Disabled Vehicle
51-60	Disguise
61-70	Infiltrate Group
71-80	Injured/Sick Person
81-90	Lure Off Path
91-100	Trapdoors

Strategy (d100)

Roll	Result
1-25	Rush in
26-50	Spring out from concealment
51-70	Set up traps
71-85	Drop nets
86-95	Poison
96-100	Drop from above

Animal (d20)

Roll	Result
1	Alligator
2	Badger
3	Banana Spider
4	Giant Rat
5	Scorpion
6	Venomous Snake
7	Wild Dog
8	Wolf

Size (d20)

Animal is of Normal size unless the roll is above the threshold for the chosen danger level, in which case the animal is Dire.

Danger Lvl	Roll	Threshold
Danger Lvl 1		18+
Danger Lvl 2		14+
Danger Lvl 3		10+

Hazard (d100)

Roll	Result
1-30	Trap
31-45	Bad Water
46-60	Terrible Storm
61-75	Heatwave
76-90	Rockfall
91-95	Earthquake
96-100	Poisonous Fumes

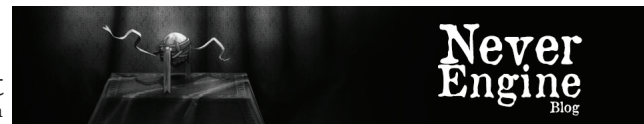
Of Value (d100)

Roll	Result
1-25	Food
26-43	Dead People
44-58	Standard Loot
59-73	Clue/Pointer
74-88	Coin Purse
89-93	Dead Poisonous Animal
94-98	Dungeon
99	Exactly What Is Needed
100	Fancy Loot

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Benign (d100)

Roll Result

1-2	“Recognized” by a drunk
3-4	A dangerous fish in a tank bumps loudly against the glass
5-6	A dead animal with several arrows sticking out of it
7-8	A dead ox causes a gridlock
9-10	A fishmonger dumps a cart of rotten fish
11-12	A person passed out, looted, with writing on forehead
13-14	A post with an unoccupied hanging cage
15-16	A rusty old weapon found in gutter
17-18	A young noble passes, trailed by a pickpocket
19-20	An old trail of blood across path
21-22	An overturned cart causes gridlock
23-24	Birds of prey circling overhead
25-26	Cats chasing each other dart past
27-28	Circus wagon trundles past
29-30	Cloud shaped as holy symbol
31-32	Criminal held in public stock
33-34	Criminal in custody is marched past
35-36	Customer angry with shopkeeper
37-38	Dogs chasing each other run by
39-40	Drunken fist fight
41-42	Eerily quiet
43-44	Feral cat is trailing the party
45-46	Find a gold piece
47-48	Foreigners arguing in their own language
49-50	Hawk takes mole/mouse near party

Roll Result

51-52	Injured mounted scout charges through the street
53-54	Insect swarm/nest on building
55-56	Loose chickens peck at the street
57-58	Noble is carried past in a sedan chair
59-60	Old ring is sticking out of the dirt
61-62	Overturned vegetable cart
63-64	Partial eclipse of the sun
65-66	Passing child drops pottery, cries
67-68	Path is blocked
69-70	Private guards flank a door
71-72	Raven lands in path, stares, leaves
73-74	Religious pilgrims with vow of silence are jeered at
75-76	Sewer opening a few dozen feet from the path
77-78	Singing floats out of nearby building
79-80	Stench of feces
81-82	Street performer(s)
83-84	Strong smell of cooking food
85-86	Strong smell of wildflowers
87-88	Stumble on lover’s quarrel
89-90	Stumble onto amorous teens
91-92	Sudden temperature drop
93-94	Two hooded people whisper on street
95-96	Very friendly cat
97-98	Vultures circle overhead
99-100	Well-armed adventurers pass by