

## URBAN ENCOUNTERS

Roll 1d3 for time, 1. day, 2. evening, 3. night. Then roll 1d100.

01-04	.....Already Occurring.....	Table 1
05-07	.....Armed Men .....	Table 2
08	.....Workgang.....	Table 3
09	.....Newcomers .....	Table 4
10-19	.....Beggar/Thief .....	Table 5
20-27	.....Urchin .....	Table 5
28-29	.....Magician.....	Table 6
30-49	.....Townsperson.....	Table 7
50-57	.....Event .....	Table 8
58-67	.....Assassin/Spy .....	Table 9
68-69	.....Character. local .....	Choose
70-99	.....No Encounter .....	-
00	.....Special .....	Table 10

## TABLE 2 - PARTY OF ARMED MEN (Roll 1d20)

1-2	Men are escorting something valuable (1d20).
1-12	a personage (see Specific Encounters, T-10)
13-19	goods or documents
20	as above, but they are under attack
3-4	Men are pursuing a NPC
5-7	Men are hiring civilians for an expedition
8-9	Men are putting on a show of power (1d8)
1-5	visual (not obnoxious)
6-8	rude & obnoxious
10-11	Men recognize a character in the party (1d20)
1-15	mistakenly
16-20	correctly (friendly or not)
12	Men are raiding a business or residence
13-20	Men are off duty (1d20)
1-3	sightseeing
4-5	looking for new friends
6-8	drunk & friendly
9-10	drunk & insulting
11-12	fighting among themselves
15-17	recognize PC (roll as 10-11 above)
18-20	bump into character

## TABLE 3 - WORKGANG

1 Foreman, 4d6 workers

01-10	.....PC is accidentally bumped by (1d8):
1-3	foreman
4-8	worker
11-14	.....PC sees foreman beating worker
15-16	.....PC sees workers being paid and (1d20):
1-4	notices that the stupid workers are being cheated
5-12	sees thieves shaking down recently paid workers
13-19	mistakenly sees 1-4 or 5-12 above
20	PC sees foreman paying non-workers; 50% chance foreman notices being observed
17-18	.....PC correctly recognises worker as (1d20):
1-2	relative
3-5	enemy
6-11	recent acquaintance
12-15	childhood acquaintance
16-18	close friend
19-20	mistakenly (as 1-18 above)
19-20	.....PC is recognised by (1d6): 1-2 foreman 3-6 worker roll 1d20 on (17-18 above)

## TABLE 4 - NEWCOMER ENCOUNTERS

Part 4A (roll 1d20, then go to 4B for extra details)

1-2	.....PC is bumped into by (1d8): 1-2 pilgrims 3-4 barbarian
5-6	non-human 7-8 member of another party
The person (1d20): 1-4 ignores the PC	
5-10	demand an apology
11-15	accuses PC of thievery
16-19	apologises, offers PC a drink
20	attacks PC
3-4	.....Characters see (1d6): 1-2 barbarian 3-4 pilgrim
5-6	non-human
being mocked by (1d6): 1-4 street urchins 5-6 townspeople	
5-6	.....PC is approached by (1d6):
1-2	barbarian, lonely + looking for a friend
3-4	pilgrim asking directions
5-6	band of adventurers looking for a new adventure
7-8	.....PC is approached by (1d6):
1-2	pilgrim hiring passersby as an escort for a holy quest
3-4	barbarian hiring for an expedition
5-6	band of adventurers hiring for an expedition
9-10	.....PC sees pilgrim being mugged by 1d4 attackers
11-12	.....Barbarians are brawling with (1d20):
1-6	other barbarians (roll type on 4B)
7-10	slaves
11-15	militia/army/police
16-20	anyone convenient
13-14	.....PC is approached by (1d6): 1-3 non-human
4-6	barbarian who is hunting for vengeance and (1d20)
1-6	asks PC for help
7-15	asks for information
16-20	is seen attacking enemy
15	.....PC is recognised (correctly 50%) as a friend, enemy, etc, by:
1-2	barbarian
3-4	pilgrim
5-6	another party
7-8	non-human
16-17	.....Barbarians are selling trade goods (furs, meat, etc)
18	.....Another party are looking for a leader.
19	.....Characters see 2d10 guards escorting 1d10 non-humans to prison/death in a triumphal procession
20	.....Band of adventures are back from an adventure and (1d20):
1-8	are spreading wild stories (50% true)
9-20	are closed mouth, but noticeable as they pass by

## TABLE 1 - ALREADY OCCURRING SCENES

01-02	.....Funeral procession
03-11	.....Fire
12-14	.....Street fight between 2 groups of cult initiates
15-17	.....Street fight, locals vs a group of outsiders
18-19	.....Street fight, 1-4 locals vs outsiders, 5-8 general brawl
20-21	.....Horse race through town, 20% chance of being knocked down
22-26	.....Announcement. 1-2 public trial, 3-7 public execution, 8 other
27-36	.....Traffic problem. 1-2 caravan, 3-4 overturned water cart, 5-7 unknown snarl, 8 militia/police/army road block looking for dangerous criminal
37-43	.....2 merchants duelling over an insult
44-48	.....2 warriors fighting a duel
49-53	.....Assassination attempt. Assassin is 1-2 warrior, 3-6 professional-looking, 7-8 amateur
54-55	.....See abduction attempt
56-65	.....Witness robbery
66-70	.....See raid on a house by militia/army/police
71-73	.....Wild mob of 1-2 outsiders, 3-5 locals, 6-7 religious fanatics, 8 other
74-83	.....Animal loose in the streets. 1-2 wild, 3-8 tame
84-86	.....See mugging
87-91	.....See militia/army/police heading for a raid
92-93	.....Rabblouser calling for, 1-2 overthrow of ruler, 3-5 overthrow of government, 6-7 stamping out thievery/cleaning up town, 8 other
94-00	.....Circus comes to town/going on. 60% chance it is a front for pickpockets

## Part 4B - Numbers and Types of People

Pilgrim - roll 1d20 for numbers

Barbarian - roll 1d100 for type. Most are Praxian

01-12	high llama riders	13-28	bison riders
29-51	impala riders	52-65	sable riders
66-69	oasis slaves	70-73	from Pavis
74-79	independents	80-00	other barbarians

- roll 1d20 for number

1-10	= 1	11-13	= 2
14-16	= 3	17-18	= 6
19	= 1d10+10	20	= 1d20+20*

\*includes women, children + 1 magician; 50% chance of escort

Band of adventurers - number (2d8). Distributed as follows:

1d10	warriors	1-2	magicians
1-2	priests	rest	are thieves/assassins, etc

Non-human - type (1d20): 1-6 elf 7 dwarf 8-9 beast men

10-18	troll+trollkin	19	ducks	20	dragonewts
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- number (1d6)



**TABLE 5**

BEGGAR -THIEF	STREET URCHIN	NUMBER MET	ENCOUNTER
1-5	1-4	1	PC accidentally bumped
-	5-9	1-4	Begging. If money given 3d10 more street urchins will appear
-	10	1	Claims to be son/daughter of an out-of-town noble lost from the entourage + asks for help (15% chance is true)
6-8	-	1-4	Bumps into PC + attempts to rob him
9	11-12	1	Tries to lure PC into alley to be mugged by 1d6 more people than are with the PC
10	-	1-4	Is in trouble and asks for PC's help
11-12	13-14	1	Recognises PC (1d10): 1-4 mistakenly 5-6 correctly
13-15	15-17	1	Offers to guide party (1d20): 1-14 legitimate offer 15-20 will lead them astray
16-20	-	1	Begging. If no money give, he will curse PC.. There is a 20% chance of the curse coming true
-	18-20	1	Tries to sell sister (1d8): 1-5 for a good time 6-8 as a slave

**TABLE 7 - TOWNSPERSON****Table 7A - Basic Encounter Type**

- 1-2.....Drunk or Drugged (Table 7B)
- 3-5.....Sailor (Table 7C)
- 6-7.....Madman (Table 7D)
- 8-10.....Priest/Prophet/Holyman (Table 7E)
- 11-14.....Merchant (Table 7F)
- 15-17.....Rumour-monger (Table 7G)
- 18-20.....Hag/Peasant (Table 7H)

**Table 7B - Drunk or Drugged**

- 1- 10.....Drunk bumps into PC and is (1d20): 1-8 belligerent, 9-12 apologetic 13-15 ignore PC  
16-20 accuses PC of trying to rob him/her
- 11-13.....PC sees drunk/drug-user being robbed
- 14.....Drug-user approaches PC, asking if he has any drugs to sell:  
1-3 he is militia/army/police in disguise, trying to clean up town  
4-14 he is just looking for drugs  
15-20 he is looking for a scourge in the town so he can sell it
- 15-16.....Drug-user staggers up to PC, looking for someone to talk to; offers character (1d20):  
1-10 pinch of drug (eg. krrf) which nauseates non-users  
11-20 pipeful of drug (eg keetel) which gives an initiat high, then nauseates, then vomiting within 10 minutes)
- 17-20 Drunk/drug-user tries to start a fight with PC

**Table 7C - Sailor (if not applicable, then No Encounter occurs)**

- 1-5.....Sailor accidentally bumps into PC
- 6-11.....Sailors are drunk, see Table 7B
- 12-14.....Sailors are back from a long voyage + are particularly insulting, drunk and rowdy
- 15-17.....PC's hear sailors spreading tales of treasure (1d20):  
1-3 on a river island 4-10 incorrect directions to a real trove  
11-20 made up tales
- 18-19.....PC's are stopped by a sailor hiring for a sea voyage (1d20):  
1-9 legitimate voyage  
10-13 sailors are attempting to set up PCs to be shanghied  
14-17 sailors are really pirates looking for slaves/servants  
18-20 sailors are really pirates looking for new pirate crews
- 20.....Sailor recognizes PC (1d20): 1-12 mistakenly 13-20 correctly

**Table 7D - Madman**

- 1-4.....PC's see madman running down the street screaming (1d20):  
1-10 being pursued by 1-14 militia/army/police 15-20 dogs
- 5-8.....Madman was the subject of experiments by a magician
- 9-12.....Madman seems to recognize PC's and warns them vaguely of some impending doom; 25% chance of a real premonition
- 13-17 Madman gives out obscure information required by PC's
- 18-20 madman falls frothing at characters feet

**TABLE 6 - MAGICIANS**

Roll 1d20: 1-8 high level (see 6A) 9-20 low level (see 6B)

**Part 6A - High Level Magicians**

- 1-7 ..... Magician accidentally bumps into PC
- 8-11 ..... Characters see magician becoming involved in a confrontation with the militia/army/police
- 12-16 ..... Characters see magician (1d20):  
1-11 casting a spell 12-16 teleport away  
17-20 appear in front of them after teleporting
- 17-20 Magician recognises PC: 1-12 mistakenly 13-20 correctly

**Part 6B - Low Level Magician**

- 1-8 ..... Magician accidentally bumps into PC
- 9-14 ..... PC sees magician being (1d10):  
1-7 mocked by urchins 8-10 chased by militia/army/police
- 15-17 ..... Magician is begging (1d10):  
1-5 does small trick to impress bystanders  
6-10 offers services in exchange for money (prices in book)
- 18-20 ..... Magician bumps into PC and slips him (1d20):  
1-5 treasure map (35% chance it's real) 6-8 a magic ring  
9-15 an incoherent message 16-20 a small furry animal

**Table 7E - Priest/Prophet/Holyman (may have acolyte + begging bowl)**

- 1-5 ..... Prophet bumps into PC and (1d20)  
1-2 predicts evil will befall character 3-5 acts offended  
6-8 asks for a donation  
9-11 offers a prophecy in exchange for a donation  
12-13 gives the PC a free prophecy 14-16 apologizes  
17-18 blesses the PC 19 slips the PC a secret note  
20 recognizes the character (75% correct)
- 6-10 ..... Character hears Orlanthi vs Lunar Empire sermon
- 11-14 ..... Prophet offers to hire himself as a leader of a party seeking a treasure that was revealed to him in a dream
- 15 ..... PC sees religious rites being performed by the priests of:  
1-15 allowed Orlanthi cult 16-20 banned Orlanthi cult
- 16-18 ..... Prophet predicting the end of the world in 1d20 days
- 19-20 ..... Prophet tries to evoke quest on PC (1d20): 1-15 non-magical, can ignore it 16-20 save vs magic or be forced to go on it

**Table 7F - Merchant (with 1d6-2 followers)**

- 1-5 ..... Merchant accidentally bumps into character
- 6-9 ..... Merchant tries to buy something from PC and 50% of the time offers to fence any questionable items
- 10-13 ..... Merchant accuses character of theft
- 14-16 ..... Recruiting guards for a caravan, ship, warehouse, display, etc
- 17-18 ..... Needs cash quick and tries to sell goods to PC at 10-60% discount; 25% chance he has a special/magic item he is not aware of; 40% chance the items are 'hot' + easily identified
- 19-20 ..... Tries to sell goods at (1d20): 1-6 a bargain 7-14 market price 15-20 an inflated price

**Table 7G - RumourMonger**

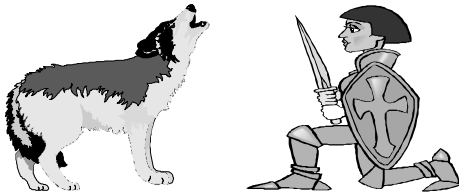
- 1-4 ..... Offers to sell PC the latest gossip
- 5-6 ..... Offers to sell PC information about a treasure trove
- 7-8 ..... Gives PC information about an assassination attempt
- 9-11 ..... Offers to pay PC's for information, news, gossip
- 12-13 ..... Offers to sell PCs reliable information about a treasure trove
- 14-17 ..... Offers to sell PCs information about (1d20):  
1-5 where they can buy 'hot' items at a good price  
6-10 who is the best fence in town  
11-15 which gambling houses are honest and which are rigged  
16-20 other information
- 18-20 ..... Offers to sell PC's information affecting the economy, eg taxes, shortages, surpluses

**Table 7H - Hags (1d6/2) / Peasants (1d10)**

- | Hag   | Peasant | Result   |
|-------|---------|--|
| 1-5   | 1-6     | Accidentally bumps into PC   |
| -     | 7-11    | Peasant asks for help (1d20):<br>1-5 they're lost 6-8 been robbed<br>9-13 need a job 14-16 been evicted<br>17-19 a gang is menacing their home<br>20 they have interesting information |
| 6-7   | 12-14   | Is drunk/drugged (see Table 7B)  |
| 8-9   | 15      | Spits on character   |
| 10-14 | -       | Hag offers 1-10 advice 11-18 warning<br>19-20 prophecy involving PC (60% true)   |
| 15-16 | 16-17   | Recognizes PC: 1-15 mistakenly 16-20 correctly   |
| -     | 18-20   | Peasants chasing conman who has taken them for their life savings  |
| 17-20 | -       | Hag is begging; if nothing given, she will curse PC (20% chance she is a mage + curse is real)   |

**TABLE 8 - EVENT**

- 1-3.....Dishwater falls onto PC from upper storey window  
 4.....Chamber pot is emptied onto PC  
 5.....Loose bricks + stones fall onto PC from roof (20% chance of damage)  
 6-7.....Runaway horses come towards PC; they are pulling (1d20)  
 1-4 nothing 5-16 wagon 17-20 carriage  
 8-10.....PC steps into pothole (20% chance of sprained ankle)  
 11-12.....PC finds an item in the street (1d20):  
 1-2 a map to a place 3 a map to a treasure  
 4-10 a moderate amount of money  
 11-15 an article of clothing 16-20 an obscure message  
 13-14.....PC loses a random item  
 15-16.....PC is splashed by mud + water from a passing wagon  
 17-18.....PC notices that he is being hounded by a dog  
 19-20.....Loose dog runs up and wets on character

**TABLE 10 - SPECIALS**

- Choose from events in the Glorantha book for that locality, or below  
 1-6.....PC's witness a duel between 2 powerful magicians  
 7-8.....PC's hear that a god is hearing petitions at their temple for a limited amount of time. There is a 50% chance of getting to the temple in time, and a 30% chance of being admitted  
 9-12.....See guards sieging a house/business where workers/slaves are holding their boss/master hostage  
 13-18.....Town is raided by (1d20)  
 1-10 Lunar troops  
 11-15 Grazelanders  
 16-20 Orlanthe rebels  
 19-20.....The King of Sartar visits for the night, causing massive confusion, panic and general mayhem; a pageant is planned and security is tight

**TABLE 9 - 1-4 ASSASSIN (TABLE 9A), 5-6 SPY (TABLE 9B)**

- Part 9A - Assassin (15% chance of a 2-man team)**  
 1-6 ..... Tries to join party to (1d20)  
 1-4 find information about a potential victim  
 5-8 recruit characters to aid in a 'hit'  
 9-12 gain cover to allow assassin to get close to his victim  
 13-16 hide from searching guardsmen  
 17-20 incriminate a PC in a past assassination and draw the heat off himself  
 7-10 ..... Seen by characters setting up an assassination attempt  
 1-5 he's on an upper storey with a heavy crossbow  
 6-10 he's been pacing off distances  
 11-15 he's preparing a trap  
 16-20 he's using a PC for a dry run to practice the real thing  
 11-12 ..... Assassin is being pursued by militia/army/police  
 13-17 ..... PC witnesses an assassination attempt on a :  
 1-2 militia/army/police officer  
 3-4 a noble  
 5-6 a townsman  
 18-19 ..... PC hears assassin talking to an agent of (1d6)  
 1-3 Lunar Empire 4-6 Orlanthe rebels  
 if the assassin notices, there is an 85% chance he will attempt to silence the character  
 20..... Assassin recognizes PC (1d20)  
 1-4 correctly  
 5-20 mistakenly  
 he is recognized as (1d20)  
 1-5 a fellow assassin  
 6-10 assassin's employer  
 11-15 the intended victim  
 16-20 a miscellaneous townsman
- Part 9B - Spy (40% chance its a 2-man team)**  
 1..... Spy is startled by the PC and hurries off, but sends an operative to trail the character  
 2-4 ..... Spy recognizes PC (1d20) 1-4 correctly 5-20 mistakenly  
 5-7 ..... Tries to recruit PC for an undercover operation (1d20)  
 1-10 as a Lunar agent  
 11-18 as an Orlanthe agent  
 19-20 other  
 8-11 ..... Tries to recruit PC for a lowly job (1d20)  
 1-10 it's a real job offer  
 11-20 it's a cover for spying  
 12-17 ..... Tries to recruit PC as a mercenary (1d20)  
 1-10 it's a real job offer  
 11-20 it's a cover for spying  
 18-20 ..... Counter-spy (1-3 Lunar, 4-6 Orlanthe) tries to trap PC :  
 1-10 they think PC is an enemy spy  
 11-20 they're willing to frame anyone to look good for the boss