

COMPATIBLE WITH
**DCC
RPG**

101 CITY ENCOUNTERS



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How to Use: 101 City Encounters

A city has a life of its own. Use this booklet to bring detailed personality to your adventures, and to generate the chaotic risks and rewards of wandering the streets. It is suggested that this book be used to randomize the sights, sounds, and encounters that make a city more than the sum of its parts. Use it any time the PCs wander the streets in search of services, necessities, notable personages, places, or adventure.

Reputation and Infamy

Many of the encounters presented here utilize a new system; **Reputation and Infamy**. This system tracks the notoriety of the PCs within four distinct factions: **Town**, **Guild**, **Holy** and **Noble**. These reputations should be recorded using the **Reputation and Infamy Tracker** (see p. 19). PCs start at reputation level zero. Earning levels grants discounts, information access, missions, and other special privileges.

Judges are encouraged to add/subtract reputation points for each DCC adventure (not encounter) completed in or near town. Which faction (or factions) this is assigned to is up to the Judge, and should usually range from 1 to 4 points.

Town: Word of heroics moves through the city like a swift river. These tales can generate folk hero status amongst the commoners who, in return, give the celebrity discounts on goods and services—assuming they are cordial and willing to share a story or two. Reputation levels are gained or lost in increments of 5 points. Positive levels grant a 5% discount on goods, to a max of 25%. Negative levels incur a 10% increase in prices per level, to a max of 50%.

Guild: The Thieves Guild—known simply as The Guild—keeps a watchful eye on the streets. Reputation levels are gained or lost in increments of 5 points. Each positive level grants a 25% discount on the **Guild Fee***, to a max of 100%. At level 2, the PC will be asked to join The Guild as a non-thief (thieves are already required to register). At level 5, the PC will have boss status and the option to turn down missions from the Guildmaster without consequences.

***Guild Fee:** 10% of all treasure sold, traded, looted, carried, earned, or smuggled within the Guild's domain. Failure to pay results in -5 **Guild**. Negative levels carry inverted results. At negative 4th level, the PC is marked as an enemy of The Guild and a contract goes out on their life.

Noble: The elite are slow to be persuaded by the affairs of commoners. Reputation levels are gained or lost in increments of 15 points. At level 2, the PC is allowed to enter or

exit the noble districts without the usual obstruction by the guards. At Level 3, the PC may be offered a political position with salary and official papers—along with the burden of duties, meetings, bribes, intrigues, enemies, assassinations, and smear campaigns. Gaining a negative level is a fast way to either get jailed, run out of town, or publicly executed.

Holy: Temples and holy sites collect the best information in town. Reputation levels are gained or lost in increments of 5 points. Each positive level grants a +15% chance to gain knowledge, insights, rumors, and inside dirt from that temple. At 3rd level, the PC enjoys a 50% discount in holy services (healing, curse removal, exorcism, etc.) **Note:** Unlike other factions, Holy will track each deity separately. PCs may gain or lose levels in various deities. For each negative level, the amount of reputation it takes to gain a level in a non-Holy faction doubles. Crossing a temple creates ugly rumors and hearsay about the PC in question. A vexed temple will work hard to lower the public image of those who spit at the gods.



Judge Awards: Judges are encouraged to craft customized rewards in each faction to support a campaign that reflects their world. NPCs may hint at this reward structure by revealing that certain items, information, establishments, quests and benefits are available only to those with sterling reputations.

By their very nature, most cities are places of (primarily) ordered living. People move through designated streets to places of business that operate on a schedule. Guards maintain laws that govern acceptable societal behavior. Therefore, certain encounters herein reward players with reputation gains for lawful behavior. Chaotic or Neutral characters may discover the inherent rewards of freedom and wealth from

their actions, but should also be rewarded for participating in city play. The Judge is encouraged to use awards of XP or Luck for notable acts of roleplaying performed in accordance with PC alignments.

Note: Losing reputation occurs usually from shame, humiliation, or failure. For example, getting caught and publicly flogged for a failed pickpocket attempt will incur a loss. However, killing a Guild master would *not* cause a loss, and may yield reputation gains. PCs may become targets for Guild agents, but those agents would hold the PCs in high esteem.



The Encounters

Each time PCs move about the city, roll 1d100 and consult the results below. Some entries are purposely vague, in terms of stats and details, to allow the events to play out as colorful moments rather than deep prolonged encounters. If the same event is rolled multiple times, keep track and alter or extend the concept. Most encounters could logically occur more than once, in different ways.

1. *City guards sweep the streets, pushing back and clubbing vagrants and the elderly. Folks swiftly yield and clear the streets.*

If PCs intervene, they get a stern rebuke and possibly (non-lethal) attacks from the guards' clubs. Three rounds after the guards sweep away any undesirables:

A procession of nobles passes through the area on its way to the court. The members ride on the backs of strange, tall, birdlike lizard beasts. Various citizens offer up gifts to the passing nobles. Any PC making a valuable offering to the nobles (taken by a valet) receives +1 or +2 (depending on its worth) Noble, a nod, and a smile. Any PCs making a nuisance of themselves receive a city guard beatdown and public humiliation; -1 Noble.

2. *A strange 6-inch-tall (fey or demonic) creature dashes through the streets as giggling children chase it. Some kids throw rocks and taunt the creature.*

If the group saves the entity from harassment, they get a sly wink and a fey or demonic blessing. This grants a +2d to a roll of their choice this day.

3. *You spot a colorful vendor's stall that you've never seen before. Was it just set up today? Huge crowds mob the vendor, who claims he has rare magical curative juices. Rumor has it he only visits on the blood harvest day each year.*

If the PCs muscle to the front (this requires a DC 18 Str check), they can get 1 blood red juice for 50gp. It has a unique, unidentifiable fruit flavor that is amazing and will restore 2 lost physical ability points (player's choice) and 2 hit points upon consumption. It goes sour after 2 weeks.

4. *A scrawny, starving dog approaches you on the street and begs for food.*

If PCs offer food, it gobbles it up greedily. If the dog is assaulted, it will bite the PC and run (+2 atk, 1d2 dam, DC 10 Fort save or contract **Pun-ja Plurger**). A PC afflicted must sleep 16 hours each night. During the day, the PC has a sluggish sensation (-2 Init). Without 16 hours of sleep, the PC loses 1d6 Stamina and suffers a -4 Init penalty until the disease is removed.

5. *A street performer is juggling five sharp blades. It provides for a mesmerizing show!*

The hypnotic display requires a DC 15 Will save to resist the urge to donate to the act. Upon failure, the viewer is compelled to offer the performer a handful (3d5) of the most abundant coin type in their possession.

6. *A horse seems lost. No apparent owner is around and it is not observably branded or outfitted. It does appear trained and domesticated.*

PCs may take the horse, believing it is theirs for free, but the horse has in fact been stolen and its owner is on the lookout for it. Each day, there is a 10% chance the owner finds the steed and pays a constable to take it back with any goods or saddle on it. If the PC is caught while on the horse, they will be jailed for 1d30 days unless they pay a 10gp fine.

Jail: This is an extremely dangerous experience. Roll 1d30; if the roll is less than the number of days in the sentence, the PC takes 1d8 damage from inmates. On a natural 1, the PC is killed by inmates. On a natural 30, the PC gains a valuable piece of information or a strong contact (Judge's choice). PCs also suffer 1d6 temporary Sta loss, but gain 1d4 experience points in jail. No healing or luck regeneration is possible in jail. Jailed PCs suffer -2 to **Town**, and gain +1 **Guild**.

7. *A building fire is blazing out of control. Flames shoot from the windows. Voices within scream for help, but the dangerous inferno is keeping neighbors back.*

PCs will have to act decisively and heroically to save the people trapped inside. Braving the flames requires a DC 15 Agi check (deed die allowed). For each point the check is missed by, the PC suffers



1d6 damage. Everyone who tries and survives also rescues a victim, gaining +2 **Town**.

8. *You come upon a street festival where people are celebrating the defeat of the warlocks from the old city. Everyone is throwing bright red mud at each other. Vendors sell bags of mud for 1sp.*

All magic is forbidden this day under penalty of mob assault and jail (see #6 **Jail**). PCs must make a DC 15 Ref save or get hit with a bright red mud substance while moving through the streets. Although seemingly harmless, this was the river mud used to defeat the warlocks. Its minerals slow magical flow; those hit by mud suffer -2 to all spell checks for one week.

9. *The streets are clogged with people. Do you press closer to see what is going on or find alternate alleyways and streets to avoid this attraction?*

If they investigate, the PCs come to a large open square with a fountain intersecting eight different streets and alleyways—Spider Plaza. Here, cultists with yellow sashes serve a free biscuit and bowl of stew to anyone who desires a meal. The cultists give a blessing and attach a yellow burr to the shirt of anyone who accepts food. The burr is from a special bright-colored swamp flower and is almost impossible to remove—practically fusing itself to clothing. PCs with a burr will be seen as members of the cult by others with the marking. The meal is rather filling. For each day the PC serves and the burr is left on, they gain +1 **Holy** to the **Cult of the Yellow Burr** up to a +5. At that point, the PCs suffer -1 with all other **Holy**, and Clerics gain 2 increases in their **Divine Disapproval** rating.

10. *You hear a shout and a sloshing sound. Someone is dumping their swill and chamber pot contents from an apartment above the street.*

The PC with the lowest current luck score must make a DC 10 Ref save or be drenched in putrid filth. Everyone on the street laughs hysterically and the word spreads. Due to the “crown of poop,” the PC gains the nickname “Gong King,” which spreads as the story is told over and over. This humiliation results in -1d3 **Town** loss. The affected PC cannot conduct any business until visiting the bathhouse and spending 1sp in a full-service cleaning.

11. *A soft tune echoes down to the streets from a window high above. Advanced students seem to be plying their trade in the musical arts. It is a most attractive song. Do you stop to enjoy the moment?*

- If PCs do so, the sheer joy of the moment restores 1 burnt (or fleeting) Luck to listeners.
12. *An annoying youth pesters you for advice. In a screechy voice, he says he is trying to get to the nightmarket.*
If PCs provide a map, give proper directions, or offer to escort the youth, he will return the favor by informing his father. His father is a captain in the guard, so all PCs who were helpful gain +1 **Town**. If he is treated rudely, he reports this as well, and PCs involved suffer -1 **Town**.
 13. *A holy procession emerges from the fog. People come out from their homes to watch as finely-robed priests drop gems into the mud of the streets. Some 30 paces behind them, several tattered, gray-robed, grubby figures pick up the gems and place them in their pockets. Do you leap into the streets and take a gem too?*
The grubby figures are actually high priests. The gems are worth 1d30 + Luck modifier gp each, but the procession immediately yells at and curses any PC who touches one. That PC also suffers -1 Luck and -1d3+1 **Holy** (for a random deity in this city) for this humiliating violation of a ritual to ensure the temple's continued prosperity. Anyone offering 30gp or higher value in gems from their own supply will gain +1d2 **Holy**.
 14. *A merchant's handcart topples over in front of you and hundreds of tiny, ornately carved boxes spill out into the street. The owner frantically tries to gather them before the passing throngs descend.* If the PCs offer help, the merchant rewards them with one of the boxes (10gp value). If PCs do not leap to aid the merchant, the streets devolve into a mass melee. Simulate the results by having each PC roll a Luck check. If they fail, they get caught up and sustain 1d6 subdual damage. If everyone in the group is knocked out, they awake to find that they have been robbed by the thieving rabble.
 15. *You chance upon a man being flogged in a public square. A host of townspeople look on.*
If the crowd is scanned closely, a nobleman can be seen among the onlookers. If anyone intervenes, the flogging stops temporarily. However, the nobleman steps forward with his retinue and collects the names and descriptions of those who intervened. Guards then assure that the flogging continues and PCs involved suffer -2 **Noble**.
 16. *Two burly thugs aggressively hold down a street tough. They are yelling at him and delivering punishing blows all over his body. Amongst the shouts are heard "dirty sneak" over and over.*
Intervening provokes a tough fight with the thugs as **bandit hero** (see p. 432 *DCC Core Rulebook*). Blows will be non-lethal (they don't want to risk a murder charge). If the PCs are knocked out, the thugs take their coin purses. Win or lose, PCs just defended a Guild member and gain +2 **Guild**.
 17. *A dock worker approaches and asks you to help unload carts into a store. It is a day's work. The supplies are mostly grains and vegetables.*
PCs who help him split a payment of 10sp.
If this entry is rolled again: *A man asks you to help unload a packed cart of goods into his wagon.*
Once the work is complete, the wagon departs. Then a merchant runs towards the PCs and accuses them of robbing his cart. The PCs just unwittingly helped pull a Guild heist. A patrol of 1d5 guards will arrive in 2d4 rounds. The PCs must either reimburse the merchant 10gp (gain +2 **Town**), defeat the guards (lose -2 **Town**), or serve jail time (see #6 **Jail**). If PCs report the thief, they also suffer -1 **Guild**.
 18. *Kids chase each other, playing a loud and active game of "zotch touch." They use your bodies as shields and barriers, even running under your legs.*
If PCs play along, the kids don't allow them to do anything else for the entire day. If PCs ditch the kids, the kids follow, while playing, and nothing will be accomplished. Nothing short of a violent gesture will get rid of the kids, but this incurs -2 **Town**.
 19. *A street merchant sells a rare, strange flower with a rainbow hue—one you have never seen before. A single flower costs an astonishing one gold coin!*
Purchasing this rare flower and giving it to a noble that day grants +1 **Noble**. If given to a merchant, the PC will get 25% off one item and possibly an amorous friend.
 20. *(D20) rats burst up from a drain in the street and rush down an alley, squeaking and skittering away from some unknown threat.*
 21. *A few streets away, the roar of an animal is heard. It almost sounds like a giant, garbled rooster.*
The sound is from a wealthy jeweler's guardian cockatrice. If PCs pursue the source of the sound, it leads them to the exterior of a courtyard that is walled off from the street.

22. *A man in fine clothing posts a sign that announces an apartment for sale.*

Inquiry reveals he has a fine, simple abode that his deceased father left him. He asks for 2000gp (but will go as low as 1750gp). It is above an inn. This base of operations could be sold for 1500 +100 x d10gp (current market value) later. Property owners may also vote on town policy in certain elections. Owning this property grants +3 Noble.

23. *Along a side street you spot "The Rusty Nail," an inn teeming with life. Smoke billows out of this aged structure, which creaks under the weight of its rowdy patrons. It is a dark, two-story wooden structure with a blood-red stone base.*

If the PCs explore the inn, they can find shady contacts and information about the seedy underbelly of the city. The chance to discover information is 20% + Per modifier. A roll of 95-100 means that someone didn't like the questions and throws the PCs out of the inn with force. Lawful characters may feel uncomfortable here.

24. *Three thugs with knives rob a man in an alleyway. If the PCs defend the victim, they suffer -1 Guild. The thugs are as **bandit** (see p. 432 *DCC Core Rulebook*).*

25. *Two 30-foot-high wooden doors stand open to reveal a courtyard garden. The garden features*



three fountains, each with a pot resting nearby an attendant monk. People line up before each fountain, drop a coin into the pot, sip the water, and then exit the courtyard with joyful expressions. Depending on the fountain and the coin type, an effect will immediately take place (see below). Each PC is allowed one sip. If the PCs mark the location and return the gates are closed, only to open for the annual Holiday of the Three Waters.

White Pool—Image of a Sun

1cp: cool refreshing flavor
1sp: no food needed today
1gp: +2 temporary HP for 1 week
1ep: +4 temporary HP for 1 week
1pp: heal a disease or immune to disease and poison for 1 week

Golden Pool—Image of a Bird

1cp: sweet taste
1sp: people like you today (10% trade discount)
1gp: +2 cleric spell check cast on you (1 week)
1ep: +1 Luck (restored or fleeting)
1pp: "Gift of Gab"—one time this week the PC can speak with the effects of the spell **Charm Person** (see p. 131 *DCC Core Rulebook*). The check is made with a 1d20 + Per modifier.

Red Pool—Image of a Cherub

1cp: energetic feeling
1sp: +1 Init bonus today
1gp: +2 Init bonus for 1 week
1ep: Snake Speed: +2 Init and +1 AC (1 week)
1pp: +1 Luck and +2 temporary Sta (1 week)

26. *A woman and her son sit in filth begging. They smell horrible and are covered in grime. If anyone gives them coin, they pray blessings on the generous soul. If tracked, they are in reality rich Guild beggars who live in fine accommodations.*
27. *A troupe of musicians from a distant land conducts a dynamic street concert with instruments never before heard. A full choir of singers moves through the crowd, bringing the sound alive. Do you stay and enjoy the show? If the PCs stay for the full hour, they feel uplifted. Their next attack, skill check, or saving throw roll is made with +1d.*
28. *The rich scent of fine cheese wafts over you. The source is an exotic cheesemonger whose cart serves*

as a portable shop. He offers you samples.

This is the best cheese the PCs have ever had! The group can pay 1sp for a block of cheese. This could easily be resold to an inn for 1gp. PCs can purchase up to 10 blocks, but the cheesemonger cannot be convinced to sell his entire stock or formula.

29. *A town crier offers a gold coin to anyone willing to deliver notices to everyone in the upper nobles district. The notices promote a clothing boutique.* If the job is taken, this requires a full day of work to complete, during which there is a 10% chance of being run off by the guards for illegal solicitation. Offenders are branded as low class and suffer -1 Noble. If successful, the PC will be asked to do it again. This job can be taken up to three times to canvass three separate noble districts.

30. *An indescribable smell hits your senses. Initially it is offensive like a pungent body odor, but soon after, it carries a deeper, spicy aroma. You realize it is an exotic, rich seasoning—you feel compelled to find the source!*

If they search, it takes about an hour to find the source of the scent—an open street market. The spice tastes amazing in savory dishes. It makes bland or spoiled food palatable, and can mask the taste of poisons. After sampling the spice, the PC suffers a -2 to any Personality check for the remainder of the day due to the strong aroma.

31. *You come across a dog tied to a post. It is an odd breed with narrow eyes and a coat of fiery, reddish orange. It patiently waits for its master.* It will not eat or drink anything offered, but if



spoken to, it will growl low and menacing. At one point, a poor-looking old man tosses it a fine piece of steak from his pack. The dog slowly eats it with care. Anyone touching this dog will be snapped at (+3 atk, 1d5 dam). In addition, the bite gives an odd burning sensation. It is nothing more than mildly acidic saliva, but PCs may be alarmed. The dog has 5 hp and AC 12. If attacked, it will defend itself. If the PCs kill the dog, they will be branded as animal killers and suffer -1 Town. In addition, the PC making the killing blow must make a Luck check; if missed, the guards witness the crime and levy a 10gp fine or a week in jail (see #6 Jail).

32. *You spot a curious bright red door on the side of an unmarked building.*

The door is unlocked. Beyond, a long hall leads to an active underground gambling den. A man sits next to the den's entrance with a box of coins. He looks at the PCs expectantly. If they pay 1gp, they can enter and gamble. If they don't pay, they are escorted to the street by thugs. Playing takes a full day and is encouraged with free drinks and food. Players first announce how much they are willing to bid. PCs then make a DC 14 Luck check. Failure means the bid is gone, and success means the money is doubled. *PCs may hold those winnings or press their luck up to 6 times.* The initial wager is tripled with each success, or lost and reset after each failed roll. Winning three times in a row gets a PC "escorted" out with their earnings. Otherwise, earnings and debts are settled at the end of the day. If PCs gamble money they do not possess, they suffer -2 Guild and will have thugs coming after them to collect (+10% interest/week). If PCs return to this location in the future, they find a textile factory with no signs of the gambling den or those who had been inside.

33. *A small crowd has formed around a man.*

If the PCs inspect: *A High Priest of Ulesh (or another deity) is seen in the middle of the circle blessing those around him.*

If the group awaits a blessing, a mom pushes two kids and herself in front past everyone. If PCs make an issue, the whole crowd vilifies the PCs. Those who persist making an issue of the mom and kids

suffer -1 **Town**. If the group is patient, they receive a blessing and a knowing nod from the High Priest, who seems to notice their forgiveness. This grants +2 **Holy** with Ulesh and the Temple of Peace (or another deity).

34. *A congregation of pilgrims follows a guide through the streets. They gawk and point at the features of the city. With them is a priest who remains poised and reserved.*

If followed, the assembly grows more and more silent as it approaches an old shrine. If pursued at close range, the entire group assumes the PCs are pilgrims as well. Eventually, they enter an alley and go down an ancient stone stairwell. If the PCs remain with them, they come to a stone chamber where a feast of berries is laid out. The pilgrims gorge themselves on the treats. They then disrobe and are covered in ash to “cleanse the journey.” If the PCs do so as well, they benefit with +3 on their next Luck check after **dying** (see p. 93 *DCC Core Rulebook*). If they abandon this journey and ritual at any point, no harm or question comes to them.

35. *As you walk down a boulevard, a bare-chested halfling joyfully shouts out a challenge. “Thirty gold coins to anyone who bests me in weaponless combat. If I should win, I ask for but a single gold coin.” His pleasant smile and relatively large size for a halfling lend him a commanding confidence.*
A crowd will gather around the fight if a challenger steps forward. All damage is subdual.

Frunni the Fist: Init: +1; Atk fists 1d4+2 melee (1d2+1d4+2); AC 13; HD 3d8+8; hp 27; MC 20'; Act 2d16; SP stunning blow; SV Fort +3, Ref +2, Will +2; AL: N

Frunni is a master pugilist. He has a deed die with fist attacks only. A 3 or 4 on the deed die is a head shot, **stunning blow**; the opponent suffers a -1D on next attack. Frunni will burn up to 8 of his Luck points to win. A PC who defeats Frunni gains +2 **Town**. If the PC is knocked out, they suffer -1 **Town** as people taunt, “That fool got beat up by a halfling!” Frunni is rather good-natured and can be convinced to join the PCs if the offer is lucrative or if a player needs a new character. Ability stats: Str:16 Agi:17 Sta:16 Per:9 Int:8 Luck:12. If played as an NPC, Frunni will never use a weapon against humanoids, and will only kill non-humanoids in dire situations.

36. *A troop of armored horsemen marches down the street waving their militia’s standard and conscripting able-bodied men into their regiment.*
The PC with the lowest Luck must make a Luck check. If failed, that PC is pressed into service unless they present noble’s papers or pay a 10gp war tax.

37. *A white-haired elderly man asks you to watch a bag while he relieves himself in the gong pit. He doesn’t return in an expected amount of time. How long do you wait?*

After one hour, he returns. If the bag is unopened, he thanks the PCs and tips them 1sp. If the bag was opened, a small creature bursts out and scampers off. When the old man returns, he extends a crooked bony finger, curses the group, “fate and fail be fast foul friends by four,” then stomps off. PCs suffer -1 on their next four Saving Throw rolls.

38. *Above your heads, a short, emerald-skinned mage floats by, holding his nose. He sneers down at the streets below. Soon after, a gong cart rolls towards you. The gongfarmer cries out over and over, “Dung, dung, you go two, one by one!” Townspeople make their way to the streets and dump chamber pot contents into the cart.*

Unless the PCs change direction, he proceeds to go right along their path. The sickening odor sticks in their noses; -2 to all Fort saves today.

39. *A sweet and savory scent is caught on the air.*

If the PCs follow it, they discover a meat monger working from a marketplace stall. He and his wife present a large brazier of meat. The smell is irresistible and a crowd is gathering. PCs can purchase it at the same price as rations (5cp/day), but the taste is out of this world. This is a family-owned business, and patrons who purchase a lot of meat are treated very well. When eating this meat for daily rations, PCs gain +1 to natural healing.

40. *A burly tax collector in fine robes approaches you. He begins to demand various taxes, but in the middle of his speech, a short man armored in dark leather begins to yell at him—hurling abuses. It looks as though it might come to blows as they argue louder and louder over taxes and politics.*

If the PCs defend the tax man, they gain +2 **Noble** but are also hit with a “walking tax” for 10% of the value of the coins they carry. If they ignore the tax collector or allow the ruffian’s assault to continue, the tax man stomps off, calling for the city guard.

41. *A group of wounded adventurers carrying weapons and gear is spotted limping down a side street. They appear worldly-wise and travel-worn.*

They are looking for the Temple of Pelagia (God of the Sea) for healing and blessings. If they are accompanied there and treated with honor, they reveal stories of a sinister lair. The lair was created by some mysterious cult with devious intent, but is full of wealth and lore. The Judge might wish to tailor this encounter as a hook for a new adventure.

42. *A procession of mourners and priests passes down the street, holding up foot traffic. Finally, they are followed by pallbearers. The serene funerary march carries a sacred, deep sadness.*

If the PCs are reverent as the procession passes, they gain 1 Luck. This fallen youth was beloved by gods and man alike. However, if they spend the day pursuing the procession to the burial site, remaining reverent, and partaking in the services (by offering a prayer or extra sign of reverence) they gain another 1 Luck and +1 Holy to each deity where they currently have a positive reputation score.

43. *A heavy, dark fog rolls in. It is so thick the tops of buildings are obscured. It seems like a sign.*

For the rest of this week, PCs gain +2 to hide checks and +2 to spell checks related to hiding, obscurity, fogs, illusions, or darkness.

If this entry is rolled again: *An orange rain begins to fall, and you immediately start to cough and gag on a dusty silt.*

This mix of high-desert eastern winds and southern rain covers the city. PCs must make a DC 12 Fort save to avoid taking 1d3 temporary Sta damage.

44. *As you pass the Temple of Ahriman, god of death, you are solicited by an undertaker. He asks if you would deliver a body across town to a grave site.*

The job pays a 15sp sum (this can be bargained up

to 1gp) upon delivery. The body, however, is that of a hated slumlord. As the PCs walk through town, outraged citizens hurl abuses and slander, threats and curses. A mob forms and follows the group, yelling, "A pox on you for honoring that ghastly beast! Drop him!" If PCs persist, they gain +1 Town and +2 Holy (Ahriman) for the having the integrity to honor the dead man despite his enemies. If they turn the casket over to the mob or abandon the body, they receive neither penalty nor reward.

45. *Cheering is heard up ahead. You see a vast crowd filling a large, open court and the surrounding rooftops. Banners welcome everyone to the "14th Annual Sling Competition!"*

Two levels of competition are open to all: the amateur level entry fee is 1gp, and the professional level is 10gp. To win, contestants must achieve the high score by hitting a target dummy at 30 paces. Each slinger takes five shots at the body (AC 10), hits worth 2 points; five at the head (AC 15), hits worth 4 points; and five at the eye (AC 18), hits worth 8 points. The top competitor at the amateur level is the famed **Lucky Barkback**. Lucky has +5 to hit. At the professional level, the top player to beat is **Leana Faroona**. Leana has +8 to hit.

Prizes: The winners in both competitions receive one week of expert training, which grants a permanent +1d to their sling attacks. The professional winner also receives tips on scoring deadly hits, which grants a permanent +2d to their sling damage. Both winners also receive a gold trophy (10gp). Finally, the top amateur gains +2 Town, while the top professional gains +4 Town.

46. *You pass a public pool where monks and priests of Choranus (Lord of Creation) wash the feet and clothing of the poor, elderly, and sick. A monk turns and asks you to lend a hand.*



If PCs help, express in gruesome detail the horrid, rank-smelling, and diseased, pustule-afflicted commoners who arrive for washing. If they continue and work the entire day, they are exhausted but their spirits are strong. They gain +1 Holy (Chorus), +1 Town, and +1 Luck. Each PC must make a Luck check to avoid sickness. The illness lasts for a week. During this time, they must pass a DC 12 Fort save or permanently lose 1 Stamina.

47. *Obitu-que cultists preach from a makeshift stage on the back of a wide cart. They offer the rare ceremony of fire to anyone interested in bonding with the Lord of the Five. They talk of power, strength, knowledge and wish fulfillment for those found worthy! No barbarians allowed!*

If PCs agree, they are wrapped in a red headpiece that covers their face. They are taken to the top of a building, where they wait without food or water. If they take the headpiece off before midnight, they are dismissed. At midnight it gets hot—very hot! If they pull the headpiece off, they are dismissed. As the ritual ends, the hoods burn up in a flash, revealing a circle of red-cloaked initiates with red candles producing a thick fog that seems alive and full of intelligence. PCs who endured the process can roll a patron check d20 +1 (spellburn is allowed) and must consult the patron bond for results. Obitu-que is listening...

48. *A homely lady of nobility is spotted leading a long line of children and youths. Commoners offer humble gifts to the young royals until their arms are laden with goods. After each offering, the courtiers respond with rude gestures and insults.*

If PCs offer a gift, the lady nods respectfully while the courtiers jeer. If a PC brings her a simple flower, she asks for their name—causing the entourage and commoners to gasp. That PC gains +2 Noble.

49. *Shouting is heard down the street.*

If investigated, a young man is seen on a high rooftop. Suddenly, he leaps down into an alley out of view as people cry out in horror. If the PCs look down the alley, they spot the youth laughing in a wagon full of hay. He and his friends ascend to the rooftop for another fun jump!

50. *At an intersection, you discover a detailed bronze statue. It realistically depicts a crustacean man. At its base there is a tiny plaque with small print.*

If a PC leans in to read it, the statue suddenly lurches forth and grasps the curious fool. The attack roll



is 1d20 +5. On a hit, the target is held while two young thieves take valuables and coins under the pretext of trying to help release the victim. They shout for help and yell, all the while pickpocketing (d20 + 6 check vs. the PC's Int check) the PC. The statue is an automaton and releases the captive after 3 rounds. Escape requires a DC 20 Str check. The sign reads, "Thank you for your contributions."

51. *A group of drunken rakes pours out of a tavern. They stumble forward, slinging vulgarities and taunts at you. Then they stare you down.*

If PCs engage in a fight and subdue the drunkards, they suffer -1 Guild but gain +1 Town. These bullies have been terrorizing this neighborhood. The 8 thugs are as **bandit** (see p. 432 *DCC Core Rulebook*). They fight with fists in an attempt to subdue then pillage fallen opponents. They require no morale rolls, but suffer -1 to hit in their current state.

52. *You notice someone following you at a distance.*

If PCs turn to face or wait for the pursuer, she ducks

between buildings. If they go after her, she whispers from a narrow back alley, "Leave town." After any further pursuit, they find her dead body. A tiny dart protrudes from her neck. She possesses nothing and appears as no more than a street urchin.



53. *A window above the street shatters and wild screams are heard in an unknown language.*
If the PCs wait a few minutes, a woman exits the building. She appears forlorn. If questioned, she seems destitute and lost. If she is offered money to procure lodging and food, she gives the group her lucky charm—a flower-shaped emblem in red wood on a leather cord. It can be used to add +1 to any 3 rolls before mysteriously falling apart.

54. *Three women carry baskets containing doves. Each woman wears a pure white silken robe.*
If hailed, they convey that they are part of a messaging service. Anyone in the city can be sent a messenger dove at the cost of 1sp.

55. *A dove falls to the street with a thud. Youth carrying bullet slings rush to it and remove a tiny note wrapped around its leg. They all crowd around to look over the message. The dead dove was clearly shot with a sling bullet.*

If the PCs intercept the message, they discover it is addressed to a noble house associated with shipping. The encoded message can be read with magic or a DC 20 Int/Read Language skill check. It contains accounting information for a rival shipping company. If the PCs deliver it to the noble house, they are invited to share a bottle of port and their names. If they accept, the PCs receive +2 Noble. PCs who pass a DC 15 Per check make a strong social impression and gain an additional +2 Noble.

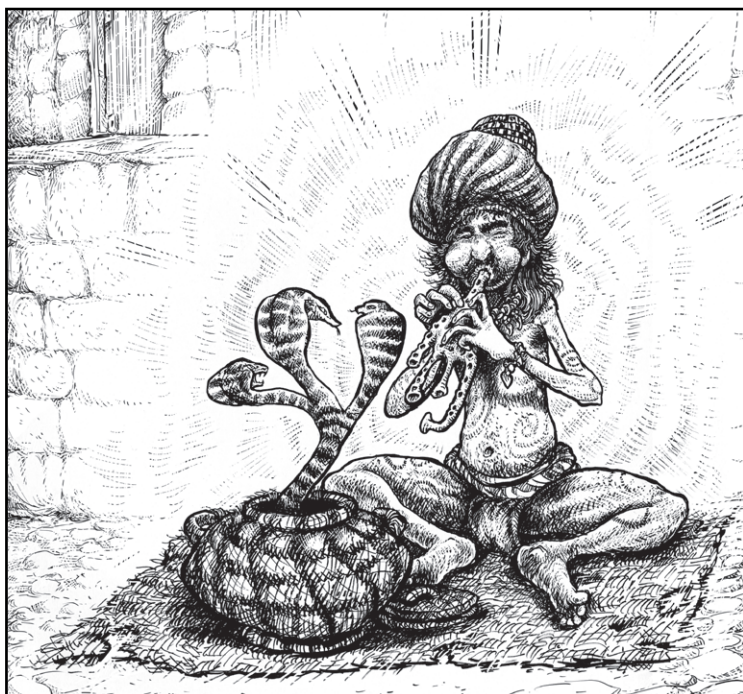
56. *A burly knight waddles past you with an unconscious lady over his shoulder.*

If confronted, he sneers at the group, "Mind your own business!" He is actually returning the noble to her manse after she passed out. The knight will defend his honor if accused of foul play. If this leads to blows, the PCs suffer -1 Town and -1 Noble.

Winston (knight): Init +1; Atk sword +3 melee (1d8+2); AC 16; HD 4d8; hp 20; MV 25'; Act 1d20 + d16; SP 1d6 deed die added to attacks, will not attack to kill, subdual damage only, SV Fort +5, Ref +1, Will +3; AL L.

57. *You pass a tavern where the storytelling of a bard fills the building with eager listeners. The crowd spills out onto the streets.*

If the PCs move in for a closer listen, they hear wild and exciting tales of lost love to the wiles of the sea and hints of a fortune in gold sunk to save a maiden. Other amazing adventures are shared. These can be hooks for any adventure the Judge desires to reveal. If the bard is



given drinks and questioned afterwards, he says he can make them a map for 10gp. The promise of wealth on the map is bogus, but it is accurate enough to lead the PCs to a prepared module of the Judge's choice.

58. *A frail man lures a three-headed snake from within a wicker nest. He does so with an unusual flute-like instrument. His interesting act intrigues you.* If a wizard or an elf studies the act, they may gain arcane knowledge. If a DC 13 Int check succeeds, the PC can spend a week in study, purchase 50gp in materials, and gain the spell **Ropework** (see p. 153 *DCC Core Rulebook*.) If the PC already knows the spell, they gain +1d when casting **Ropework**. PCs watching this show for any duration also risk getting pickpocketed (1d20 +3 vs. PC Int check) by associates of the musician.

59. *A man with a map is looking around confused. He speaks in unknown tongues from another land and points to his map. Seeing your confusion, he utters a few broken words of your language: "flesh sale?"*

He is a meat vendor, but his translation is bad. PCs may take him to the wrong location!

60. *A vast shimmering web stretches across an alley before a gathering of common folk. Two young girls smile as they leap and stick to the glistening strands. Dark-robed priests with eight sleeves built into their robes wave and chant in high-pitched tones. Hundreds of fist-sized spiders pour onto the web, covering the girls. The crowd gasps! The swarm writhes around the trapped forms for a time before skittering deep into the alley. The girls are gone. The mob gasps again! The priests look toward you and call out, "Who is next?! Mog selects you! Are you worthy? Are you bold?" The congregation cheers.*

If anyone volunteers for this ritual, they gain a +2 spell check to form a patron bond (d20 + level + spell burn) with Mog, Lord of Spiders. If they fail, it is certain death. This event is seen as an abomination.



PCs participating incur -2 Holy to all lawful deities.

61. *The rat god has murals all over the city. However, you come upon one that stands apart. It depicts a colossal rat being fed by adoring farmers. The painting seems lifelike—almost alive!*

This is the secret entrance to a rat god sewer shrine. A DC 18 Int check is required to spot the door latch.

62. *A black mist rolls off the great salt marsh. It brings a salty taste to the air and stings your eyes and throat. The entire city seems to be covered. What might this portend?*

For 1d4 days there is a +1 spell check to any spell involving water, but -1 to spell checks with fire.

63. *A hauntingly beautiful, dark-haired woman walks down the middle of the street towards you. People give her a wide berth. She flashes a wry, enigmatic smile. While you cannot take your eyes off her, she makes no eye contact with you. As she comes closer, you see she is barefoot and garbed in silk night clothing. Is this an apparition? Something about her both attracts and frightens you.*

She is, in fact, a mischievous devil. If engaged, she provides lies, horrible advice, and a fabricated mission for the group. She attempts to lure PCs to a house that is "haunted by a wealthy demon who must be destroyed!" It's just the home of an eccentric artist. PCs suffer -3 Town if they succumb to this temptation.

64. *You spot a hidden figure lurking on a rooftop. The grey-robed man with pale skin and a golden beard is covered in chimney soot.* If the PCs engage him or draw any attention to him, he vanishes behind the far side of the roof and chimney. If the PCs sneak up and capture him, they learn he is a spy as **bandit hero** (see p. 432 *DCC Core Rulebook*) from a rival kingdom. He is here to discover flaws in the city defense. Should he be caught or killed, the PCs gain +2 Noble and +2 Town.

65. *A poor, desperate youth approaches you, introducing himself as Kolor. He asks you for work.*
He will endear himself to the PC with the highest Personality and offers to perform tasks and run errands. Kolor will seek full patronage and housing. He is lawful by nature. Use a random level zero scratch off for stats, or generate them as the need arises. Kolor is very loyal; +1 to morale checks.
66. Use this entry to insert people, places, events, or items as clues or partial clues connecting to any prepared adventure in this city. For example, it could be the **Pint 'n' Pony** tavern (see #101).
67. *You spot a colorful orange flower dropped in the mud. Its scent is an intoxicating sweet aroma.*
If worn, it adds +1 to Personality. After a week, the aroma and effects fade.
68. *You see a man coughing and hacking ahead. He stumbles down the street towards you. His face turns a pale sickly yellow shade.*
This merchant's name is Fajool. Fajool is reacting to an assassin's poison planted in his evening meal. If he is saved, he is extremely grateful and gives the group a key to his guest house. The Guild has been trying to take the man's property for some time now. In a few weeks, the Guild breaks in and uses a team of brutes to evict anyone there. His house is a critical location for Guild expansion. The PCs could intervene to negotiate a relocation, but it will not come without intrigue and violence.
69. *Six militia rush up the street and grab (a random PC, or the one with the lowest Luck).*
They disarm the PC and cite crimes of passion against Lady Lilianous of House Castal. This is a case of mistaken identity. If the PCs resist, they must defeat the **6 men at arms** (see p. 434 *DCC Core Rulebook*). Four rounds later, 10 elite dragoon guards, as **knights** (see p. 433 *DCC Core Rulebook*), reinforce the militia. If the PCs cooperate, the issue gets sorted after a week in jail (see #6 **Jail**). The treatment in jail is particularly harsh. The jailed PC loses 4 additional temporary Sta and 4 hp from abuse. If the PC is alive after the week, Lady Lilianous fully exonerates all parties. She vows to uphold one favor her house can provide and issues a sealed note of promise. If accepted, the PC gains this favor as well as an embarrassment, suffering -1 Noble. If the favor is refused, this act of defiance will be admired by the other noble houses and the PC gains +3 Noble.
70. *A sailor from a far-off land speaks in a thick accent to a group of youth. He whispers of a Sea King and claims to have consorted with one of the Sea Queens. He says he has given up the ocean now.*
He tells PCs he was a captain and will sell his strong, seaworthy vessel, "La Bona," for 5000gp.
71. *Hundreds of black birds caw and flutter about, crowding this end of town. This is a bad omen.*
PCs suffer -1 on all Saving Throws this day.
72. *A mass of beetles infests the city grounds like a moving sea of shimmering black stones. Underfoot, each crushed beetle cries out a tiny scream. After what seems an eternity you are left disturbed and covered in shin-deep gore. This is a terrible omen!*
PCs suffer -2 on all Saving Throws this day.
73. *The city is overwhelmed in swamp flies! The vermin bite and sting, covering you in itchy welts. The air is so thick with flies that people without scarves are choking on them. Is this an omen?*
PCs suffer -3 on all spell and skill checks this day. The markets are closed. At night, squeaking bats flit through the air, gorging on the feast.
If this entry is rolled again:
Butterflies brighten the whole city! People are joyful and singing. This may be a good sign.
All cleric spell checks are at +2. All other spell checks are at +1. The markets offer 10% discounts for the sake of festivity. That night the swarms depart and the moon takes on a rainbow hue.
74. *You see a red light flash and a 7-foot-tall gawky bat-like fiend strides across the street, only to vanish into another flash of light. You are left blinking in disbelief.*
If the PCs study the areas where the flashes occurred, they see magic sigils glowing faintly before disappearing. The city archways with sigils were crafted as a hidden portal system. If studied by a wizard or elf, it will take a while and require some arcane research. Extended public inspections will attract the Arcanus Nobility who expect this powerful transport system to remain a secret. If the research is not discreet, an Arcanus wizard warns the PCs to cease. If she is unheeded, the next day she activates a portal precisely as the PCs pass under it. PCs experience a crimson flash and are exiled to a remote land. This could create one or more adventures just to return home.
75. *Your stomach churns as you witness ten or so slaves bound in chains and manacles, led north by*

four elite dragoon guards.

If challenged by four or more PCs, the dragoon become gentle and conciliatory. They yield their catch to the PCs. Afterwards, within 1d3 turns, 12 elite dragoon guards, as **knights** (see p. 433 *DCC Core Rulebook*), track down the PCs, ready for battle.

76. *You pass through a pristine, well-maintained ward. Immediately you notice it seems safer than most areas of the city. No one carries weapons, and all the people smile and have perfect courtesy. However, they never make eye contact.*

The laws of this ward require no eye contact or weapons, but perfect courtesy and manners. If the PCs violate any of these codes, there is a 50% chance they will be approached by the ward boss **noble** (see p. 434 *DCC Core Rulebook*) and his 6 dandy **knights** (see p. 433 *DCC Core Rulebook*). They will demand proper behavior and exact the penalty of street cleaning service (between 2 hours and 2 days, depending on severity and whim) for the violation. In addition, PCs suffer -1 Noble. The ward boss and dandies are not interested in a causing a major scene in their peaceful community, but will issue witty insults, bold intimidations, and strong condemnations.

77. *As you pass a ruined building, it suddenly shifts, rumbles, and crashes to the ground! Aside from some casual glances, no one takes much notice of the tragedy. Could it have been occupied?*
Searching the ruins will yield no evidence of sur-



vivors or items of value, but it is dangerous. PCs doing so must make a DC 12 Agi check each round or suffer 1d6 damage from further collapse. After 10 rounds, the PCs would be assured they had checked every space available.

78. *A long row of makeshift tents lines the sides of the street you are passing. This depressed area is populated by beggars with weeping sores and pox scars. They pour out of the tents asking for a copper or two. On the perimeter of the camp, shark-faced men with concealed weapons circle like predators eyeing a kill.*

If PCs make a show of intimidation or strength towards the beggars or the thugs, they retreat. The thugs are Guild members intent on punishing the unregistered, non-Guild beggars. If PCs make a show of wealth or act with generosity, a flurry of beggars, robbers, and cutthroats swarm the group until they are picked clean or knocked out. To abate the chaos, PCs will have to defeat 20 of the 100 beggars, as **peasants** (see p. 434 *DCC Core Rulebook*). Each round, PCs are required to make a DC 13 Luck check or lose a valuable and take 1d3 subdual damage from the grabbing, clawing, tearing hands of the horde. If a melee erupts, the PCs suffer -1 Guild for interrupting official Guild business.

79. *A great clay giant lumbers down the street. In his hands sit two colorfully robed men with a flair for style. They are engaged in a deep conversation that is outside your hearing range. They pass your gawking faces and move right into a wall circled with glowing sigils—vanishing from sight.*
PCs may wish to study the sigils (see #74). The PCs have just witnessed elite members of the Arcanus Nobility going about their business.

80. *A great line of chained prisoners led by dozens of dragoon guards march down the streets on the way to the main citadel. At the front of the parade is a crier who barks out the list of crimes, which invariably include offenses to various noble houses. The careful orchestration of the event serves as a stern warning to the city about who holds the real power and who should never be crossed. The crier ends each listing with the sentencing, “a lifetime and beyond of service in the iron mines.” You shudder when considering the “beyond” aspect. At the rear of the group is a collector. As townsfolk hear the offenses, they pay tribute. The collector gives you a stern gaze.*

- If the PCs pay a tribute of 50gp or more, they are offered a courtesy ride to Blackstone Citadel and loaded onto a ship. On the boat, they are invited to chat with members of minor nobility, gaining +1 Noble. In those chats, PCs learn a little of the major power-holding houses in the city and about some of their leading members. If they pay little or nothing, no ill comes to them.
81. *Climbing up a steep street, you see a gang of kids throwing rocks at a massive trash heap that has formed along a wall separating the ward above. Up above, fancier houses can be seen. This is clearly where they dispose of garbage. You finally spot the target of the children's attacks. It is a rat-like creature the size of a large dog. It appears to have made a den in the heap.*
82. *You see a dirt-covered lady's purse in the mud.* The purse contains 1d20cp and 1d4sp. If cleaned up, its true value is revealed. This fine purple silk creation is labeled "nightwalker" (5gp). If inspected by the keen eyes of an elf or a thief, allow a DC 14 Int check. If successful, a clever interior false lining is discovered, where 8gp have been concealed.
83. *You see a distressed and disheveled lady of the night. She stinks of cheap ale. She stumbles down the street towards you and asks if you found a purple purse. She looks around nervously, then gets sick at your feet.*
If PCs give her a found purse, compensation, consolation or even a drink, she attempts to befriend them. She admits she genuinely needs better work. She offers her services as a hireling, and claims to be good with a blade. Roll up a random character, or use a scratch off. She aspires to be a Guild thief.
84. *You come upon a small, peaceful park with a relaxing set of fountains and a refreshing garden design. You realize this would be an ideal setting to spend some downtime.*
If PCs linger here, they notice something feels out of place. An elf or a wizard senses an odd energetic force in the park. Within the park, spells related to *nature* or *time* are cast with a +3 spell check bonus. In addition, no matter how long PCs stay in the park, when they leave, they realize no time has passed. If the group attempts to enter the park after exiting, it proves impossible to find. Its appearance is tied to a rare celestial occurrence and until this entry is rolled again, it seems to have simply vanished!
85. *You spot someone lying down in an alley.* If PCs inspect, they find a dead body.
Cause of Death (roll 1d6):
(1) **Unpaid debts:** His hands are gone. He likely bled to death.
(2) **Slander:** His tongue was removed and his mouth is purple from poison.
(3) **Witness:** His eyes are each run through with iron spikes.
(4) **Political Rival:** He was beaten to death. He was a man of wealth, but now has only his empty coin purse and silk clothing (1d30gp value).
(5) **Duel of Pride:** The man holds a crossbow. A single crossbow bolt is lodged in his head.
(6) **Love Sick:** He has noose marks on his neck. The body was robbed and moved here from the place of death. A note remains clutched in his hand. On it is a poem of farewell addressed to a lady. If the lady is tracked down, she is angry and throws a box of the man's poems at the PCs, telling them to leave. The poems are exceptionally creative and moving, and can fetch 15gp from the right buyer. If they are studied by a spell caster, they contain the root makings of the spell **Charm Person** (see p. 131 *DCC Core Rulebook*.) A few weeks of study is required. If the caster already has **Charm Person**, various secrets housed in the poems provide a +1 spell check when casting **Charm Person**. These are highly inspired poems!
86. *An old man sits alone, sobbing.*
If PCs approach and inquire, he speaks of his woes. His story is long and drawn out. If the PCs listen to the entire yarn, he is very grateful and feels better about being consoled. His story houses one valuable clue for the PCs: The wards of the old city on the west end of town are lawless, horrible places—perhaps worth avoiding.
87. All PCs must make an Int Check. Then read: *(the PC with the highest Int check), you witness a cutpurse successfully removing the pouch from a mark. What do you do?*
If the PCs interfere, the thankful victim gets his pouch back and pays a 5gp reward. The PC also gets the evil eye from the cutpurse and suffers -1 **Guild**. If the PC leaves the situation alone, the cutpurse looks at the PC, winks, and palms off a 1gp reward as thanks for keeping quiet. PC gains +1 **Guild**.
88. *You pass a wall with a map freshly etched into it. You wonder: could this be a treasure map?*

If they inspect the map, it correlates to an area surrounding the city, albeit crudely depicted. In addition, a spot that is a four-hour ride from the city is marked with a distinct "X". Comparing the location to maps held by local cartographers reveals it is a location vague and unfinished on most maps. Asking around yields reports of missing people and conflicting accounts of the features associated with the area around the X. This can be used to prompt almost any adventure that the Judge has prepared.

89. *You come upon a clean, fresh, spring water well.* The water has a wonderful flavor and refreshing mineral potency. Each PC who partakes is healed 1 hp. If visited again, the well is dry. Only if this entry is rolled again do the waters return.
90. *A priest of (insert any deity) is chastising the citizens publicly. He calls for greater dedication and faith lest his god rains down vengeance.* The priest will accept no money or donations, but if PCs stop to listen to the full two hours of ranting (DC 10 Will save required to endure it), they learn two random bits of useful knowledge about the city (Judge's discretion). Suggestions could include these: the dragoon guards are operating a secret slave trade, the leader of the slave trade is a slum thief working outside the Guild, the names of corrupt or dangerous city wards, the names of nobles or merchants who trade favors for gold. In addition, PCs who remain to the end are blessed by the priest and gain +1d on their next roll and +1 Holy to that deity.



91. *You pass a dead twisted and knotted tree. All over its boughs and branches are carved and tacked various wishes, desires, and prayers.*

This is the sacred tree of the Druid Mannicar, who built the original outpost that predates the city. If PCs carve or pin a wish to the tree, they gain +1 on all rolls related to that goal for one day. Additional prayers beyond the first provide no benefit.

92. *You hear the sound of yelps mixed with the "oohs" and "aahs" of children. As you round the corner, you see a large litter of puppies for sale. The sign reads "vicious war dogs for sale, 5 gp each."*

In a few months, they become loyal war dogs.

Loyal War Dogs: Init: +1; Atk bite +2 melee (1d4+1); AC 12; HD 1d6; MV 40; Act 1d20; SP +2 morale checks; SV Fort +1, Ref +1, Will -1; AL N

93. *Sounds of construction, hammering and hard labor are heard over the city crowds. You spot a building under development. Perhaps they need hired help?* Here PCs with building skills could earn 15sp/day. Otherwise, the PC is offered 2sp/day for basic labor.

94. *Rounding a corner, you see a sinkhole exposing areas deep under the streets. Gazing down, you see the old city, which was built on top of long ago. A long-forgotten ancient staircase plunges into the dark. Are those shadowy forms lurking below?*

The stairs open into three consecutive rooms with samples of lost pottery and ancient clay work. Rats occupy the first, a giant rat the second, and an ancient clay golem guardian is in the last chamber. This last chamber has a large workshop. The golem protects samples of maker's clay. Maker's clay is a lost crafting material infused with life. PCs can use it to make any form imagined. This requires a spell check on the **Maker's Clay Handling Table**:

- 1: It turns on you!** The clay smothers and absorbs the user, then doubles in size.
2-8: Failure! The clay is ruined and the form is lost.
9-12: You made a thing. However, it is unstable. It returns to dust in 1d6 turns.
13-15: Well built form! It appears as a statue.
16-20: Fantastically built form! It takes on full color and realism. It is identical to the desired goal.
20+ The object springs to life! It gazes at its creator and asks, "Who am I, Father?"

While inside, there is a 20% chance per hour the sinkhole will be filled in from above by city workers.

The PCs must now find their way through the sewers and old city to an alternate exit. Further exploration could lead to a dungeon, or the old city streets, or an adventure the Judge wishes to reveal.

95. *A grotesque lusus naturae ambles towards you with a withering stare. He possesses one skeletal arm and his cloak moves as if he has multiple feet!*



This 5th level wizard is traveling the city's hidden magic portals to visit the Arcanus Nobility. He is chaotic and will fling a random spell (1d20+7 spell check) on anyone who so much as looks at him too long. He then exits to avoid extended conflict or risk facing retribution. PCs may gain a lasting enemy, depending on their actions or reactions.

96. *You come upon a dragoon guard face down in the street. Is he dead?*
This dragoon captain was jumped by thugs and rendered unconscious because he refused to accept a bribe. If the captain is healed and helped to his feet, he explains what happened to him. Before departing, he collects the names of the PCs and shows his appreciation; PCs gain +1 Town.
97. *As you walk down the side streets of your neighborhood, you see a burst of sudden violence from*

all sides. Your ward is under attack from a neighboring one! Thugs rush down the avenue, clubbing and assaulting anyone in sight. Dozens of locals rush to defend.

This is an all-out street brawl. The attackers from the neighboring ward are wearing red head wraps. Defenders of the PCs' ward don white armbands. Everyone without these markings is assumed to be from a rival ward and may be attacked. PCs are attacked each round if they fail a DC12 Luck check. The melee attack is at 1d20 +1 for 1d4 dam. PCs choosing to hide avoid the need to make a Luck check. PCs may attack each round. If they score a hit (AC 12), that thug (3 hp) either falls to the ground or flees wounded. If a PC is still standing after 10 rounds, didn't hide, and hit at least one attacker, they are celebrated as a hero and gain +2 Town. In addition, the ward noble offers either an honor badge or reward. The badge grants +2 Noble; the reward is 5gp per PC.

98. *A distant horn blares out from the city walls. Those on the streets scatter into homes and buildings, while others brandish weapons and rush to the gates.*
These drills are sounded by the gate sentry, who has orders to raise the alarm whenever a threat to the city is spotted. After 1 turn, the horn sounds again and everything returns to normal. The panic ends and people go back to their business. If PCs ask questions, most people grunt out something about war and honor, but little more. Rarely does this amount to much and most folks see it as harassment.
99. Roll again. Use the entry, and try to do the opposite with 1d5 details from within that entry. For example, if the entry had the PCs finding something in the street, now have them misplace something in the market. If the entry presented a fine noble, alter it to a group of ragged vagrants, etc.
100. Roll twice and creatively fuse the two entries!
101. *You chance upon a small building with an entrance hardly large enough for a child. The sign above the door features a pint of ale in the hands of a pony. Cheery music, dancing and merriment cascade from the warm glow of open windows.*
Invent the details or use the **A Strange Night at the Pint 'n' Pony** module to support this encounter. Anyone taller than a dwarf will feel uncomfortable in these surroundings. They will also be treated with suspicion by the patrons.

INFAMY & REPUTATION TRACKER

TOWN

REPUTATION EFFECTS:

POINTS LEVEL

5pts
to level

GUILD

REPUTATION EFFECTS:

POINTS LEVEL

5pts
to level

HOLY

DEITY/PATRON:

REPUTATION EFFECTS:

POINTS LEVEL

5pts
to level

HOLY

DEITY/PATRON:

REPUTATION EFFECTS:

POINTS LEVEL

5pts
to level

HOLY

DEITY/PATRON:

REPUTATION EFFECTS:

POINTS LEVEL

5pts
to level

HOLY

DEITY/PATRON:

REPUTATION EFFECTS:

POINTS LEVEL

5pts
to level

NOBLE

REPUTATION EFFECTS:

POINTS LEVEL

15pts
to level



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