

BARD'S GATE

Bards Gate Random Encounter Table Download

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This product requires the use of the Dungeons and Dragons® Player's Handbook, published by Wizards of the Coast®.

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Random Encounters: Bards Gate

The random encounter tables for Bards Gate are included here. These tables may be used in several ways to create free form encounters that use the city as a backdrop for adventure. Prepared before a gaming session, these encounters may serve as plot hooks and story devices to get the players directly involved in the fast paced action of city life.

The tables included here are intended to be an easy to use tool for running exciting and fast paced encounters in Bards Gate, but are in no way meant to be a straight jacket as to they types and sort of encounter that “could” take place in your own home campaign.. Instead the table may be used to easily flesh out NPCs for “on the fly” gaming, or may be used to generate potential adventures and encounters. Should you prefer a different set of tables or have your own system for generating random encounters, feel free to do so.

When used in conjunction with the district chapters and the district chapters and the NPC Appendix, these tables should prove invaluable to maintaining a thrilling urban adventure campaign with limitless re-playability.

How to Use These Tables

In general as PCs traverse the city and its general neighboring environs such as the City of Ashes or the Sewers, the DM should roll for a random encounter chance during lulls of activity or once every 15-30 minutes and consult the tables below. A roll of natural 1 indicates the potential for a random encounter. It may be helpful to pre-generate a number of random encounters per district in order to facilitate smooth game play.

Encounters are set for daytime and night-time in the event there is a difference between the two as far as encounters to be had.

Each set of encounters includes a “Special” encounter for its area or district. Special encounters may take place if a natural 20 is rolled on a random encounter check. In this event there is the potential of encountering a local personality as mentioned in the District Chapters. Likewise there are certain areas where a distinctly unique encounter may occur, or in some cases, no encounter at all. Not all areas may have a “special” table despite having a special descriptor.

Random Sex and Race

Listed below are tables to generate a random Race and Sex for standard NPCs encountered in the Bards Gate.

ex Roll 1d6	Race Roll d100	Special Race Roll d8
1-3. Male	1-39. Human	1. Monstrous Humanoid (Centaur, ect.)
4-6. Female	40-47. Halfling	2. Fey (Leprechaun, Pixie ect.)
	48-59. Elf	3. Outsider
	60-71. Dwarf	4. Aberration
	72-91. Half Elf	5. Undead
	92-96. Gnome	6. Goblinoid (Goblin, Hobgoblin, ect.)
	97-99. Halforc	7. Humanoid (Orc, Gnoll ect.)
	100. Other	8. Giant (Ogre, Troll, Ettin ect.)

Tent City

Day

1. Local Watch
2. Druid
3. Ranger/Farseeker
4. Horse Trader
5. Horse Race
6. Wine Peddler
7. Lyreguard Patrol
8. Caravan
9. Centaur Band
10. Fur Trader
11. Monk
12. Half-orc/Wanderers
13. Pickpocket
14. Mercenary band (Blackfingers)
15. Ranger/Longhunter
16. Pilgrims
17. Food Vender
18. Charlatan/Shyster
19. Troupe of Performers
20. Special

Night

1. Drunk
2. Merchant Encampment
3. Barbarian Encampment
4. Mercenary Encampment
5. Minstrel/Storyteller
6. Mugger
7. Bandit Gang
8. Tent Revival
9. Gamblers
10. Hustler/Shyster
11. Ale Tent
12. Roll Daytime Encounter
13. Lyreguard Patrol
14. Were-creature
15. Vampire Spawn
16. Druid
17. Goblin Spies
18. Adventuring Band
19. Will-o-wisp
20. Special

Special Encounters: Tent City

Roll d20

1. Ash the Clever
2. Dante The Baleful
3. Watenga
4. Nadir Tragon
5. Okil
6. Sayid
7. Jotolf/Lindalin
8. Bjorn Casteran
9. Rachid
10. Jillian
11. Haiweth
12. Asleif
13. Belonda
14. Terrio
15. Lolly
16. Mama Bobo
17. Colonels Portland and York
18. Rini Rohavi
19. Wassan
20. Filini



Market

Day

1. Sheriffs Patrol
2. Wall Watcher
3. Lyreguard Patrol
4. Local Watch
5. Monk
6. Food Vendor
7. Grocer
8. Wine Peddler
9. Pickpocket
10. Troupe of Performers
11. Paladin
12. Fighter
13. Sorcerer
14. Merchant
15. Scullery Maid
16. Civic Official
17. Pilgrims
18. Laborer
19. Trash Collector
20. Special

Night

1. Sheriffs Patrol
2. Local Watch
3. Harlot
4. Drunk
5. Mercenary
6. Adventuring Band
7. Mugger/Thug
8. Shyster
9. Gambler
10. Shadow Masks
11. Redblade
12. Bard
13. Wizard
14. Aristocrat/Noble
15. Local Bully/Thug
16. Civic Official
17. Beggar
18. Streetwalker
19. Monster
20. Special

Special Encounters: Market District

Roll D20

1. Wilie
2. Torrie Dixon
3. Sergeant Vassale
4. Durst Hammerhand/Sylrnry/Aileen
5. Helman
6. Tarkon/Kel
7. Poldo
8. Lasker
9. Mar/Anala
10. Xacanthia
11. Fervin
12. Brendus/Flint
13. Andrigor
14. Cyliria 50% chance disguised
15. Imril
16. Velior/Syrele
17. Queltin
18. Commandant Rohanse
19. Wollus
20. Imbo the Undying

Guild District

Day

1. Sheriffs Patrol
2. Local Watch
3. Lyre Guard Patrol
4. Guildsman
5. Laborer
6. Trash Collector
7. Civic Official
8. Merchant
9. Sorcerer
10. Wizard
11. Fighter
12. Pickpocket
13. Aristocrat/Noble
14. Paladin
15. Cleric
16. Scullery Maid
17. Pilgrims
18. Bard
19. Troup of Performers
20. Special

Night

1. Adventuring Band
2. Local Watch
3. Drunk
4. Harlot
5. Streetwalker
6. Shadow Mask
7. Aristocrat/Noble
8. Rake
9. Guildsman
10. Dandy
11. Mercenary
12. Sorcerer
13. Wizard
14. Cleric
15. Laborer
16. Red Blade
17. Civic Official
18. Sheriffs Patrol
19. Pickpocket
20. Special

Special Encounters: Guild District

1. Culver Ringsmith
2. Thayco Manslayer/Boogins
3. Wareth Drumstrike
4. Eltern
5. Guillome
6. Milago
7. Darius Dougle
8. Amaryllis Silverfeet
9. Fawar/Shelen Tshaziq
10. Duloth/Zalatha
11. Borm Morgarm
12. Livit Lockhardt
13. Guildmaster Barik
14. Tanna Evasho
15. Madam Toulone
16. Brelliar
17. Velior
18. Andrigor
19. Cyliria, 50% chance disguised.
20. Manisool

Old Temple

Day

1. Lyreguard Patrol
2. Sheriffs Patrol
3. Cleric
4. Pilgrim
5. Paladin
6. Wine Seller
7. Food Vendor
8. Charlatan
9. Beggar
10. Aristocrat/Noble
11. Pickpocket
12. Heretic
13. Troup of Performers
14. Civic Official
15. Temple Guard
16. Trash Collector
17. Merchant
18. Adventuring Band with Dead Members.
19. Laborer
20. Special

Night

1. Sheriffs Patrol
2. Cleric
3. Pilgrim
4. Paladin
5. Beggar
6. Drunk
7. Shyster
8. Gambler
9. Aristocrat/Noble
10. Temple Guard
11. Civic Official
12. Harlot
13. Streetwalker
14. Heretic
15. Pickpocket
16. Wine Seller
17. Food Vendor
18. Shadow Masks
19. Adventuring Party
20. Special

Special Encounters: Old Temple

1. Elissa Perinor
2. Bofred the Just
3. Danya Darkfeather
4. Ivillivil/Haldor/Purrann/Thord
5. Ginivarin Krandolve
6. Fanr Flameson
7. Torin Heweth
8. Sister Jenny/Mr. Frown
9. Mistress Gantry
10. Odof Lionsmane/Sanya
11. Bolo Histan
12. Gilant Narvess
13. Drasil Narben
14. Sventz Borsi
15. Gruden Greybeard
16. Hadro
17. Imril
18. Manisool
19. Watenga
20. Janette Holycraft

Docks (East and West)

Day

1. Sheriffs Patrol
2. Fisherman
3. Gondolier
4. Pickpocket
5. Thug/Bully
6. Shadowmask
7. Beggar
8. Harlot
9. Laborer
10. Gambler
11. Drunk
12. Merchant
13. Wine Seller
14. Food Vendor
15. Enforcer
16. Scullery Maid
17. Sailor
18. Adventuring Party
19. Sewer/Canal Worker
20. Special

Night

1. Shadowmask
2. Wheelwright
3. Gondolier
4. Drunk
5. Beggar
6. Harlot
7. Streetwalker
8. Pickpocket
9. Thug/Bully
10. Enforcer
11. Gambler
12. Sailor
13. Adventuring Party
14. Bounty Hunter
15. Sewer/Canal Worker
16. Shyster
17. Bard
18. Bandit/River Pirate
19. Monster
20. Special

Canal

Day

1. Sheriffs Patrol
2. Fisherman
3. Gondolier
4. Pickpocket
5. Thug/Bully
6. Shadowmask
7. Beggar
8. Harlot
9. Laborer
10. Gambler
11. Drunk
12. Merchant
13. Wine Seller
14. Food Vendor
15. Enforcer
16. Scullery Maid
17. Sailor
18. Adventuring Party
19. Sewer/Canal Worker
20. Special

Night

1. Shadowmask
2. Wheelwright
3. Gondolier
4. Drunk
5. Beggar
6. Harlot
7. Streetwalker
8. Pickpocket
9. Thug/Bully
10. Enforcer
11. Gambler
12. Sailor
13. Adventuring Party
14. Bounty Hunter
15. Sewer/Canal Worker
16. Monster
17. Red Blade
18. Bandit/River Pirate
19. Street Urchin
20. Special

The Hill

Day

1. Merchant
2. Local guard
3. Scullery Maid
4. Valet
5. Guildsman
6. Dandy
7. Fighter
8. Paladin
9. Wizard
10. Sorcerer
11. Rake
12. Civic Official
13. Aristocrat/Noble
14. City Watch
15. Carriage
16. Butler
17. Bodyguard
18. Herald
19. Cleric
20. Special

Night

1. Local Guard
2. Aristocrat/Noble
3. Valet
4. Paladin
5. Wizard
6. Sorcerer
7. Rake
8. Civic Official
9. Carriage
10. Butler
11. Herald
12. Courtesan
13. Dandy
14. Drunk
15. Bard
16. Debutante
17. Cleric
18. Burglar
19. Lovers
20. Special

Turlin's Well

Day

1. Merchant
2. Wine Seller
3. Local Watch
4. Sheriffs Patrol
5. Rake
6. Adventuring Band
7. Civic Official
8. Carriage
9. Dandy
10. Troup of Performers
11. Pickpocket
12. Guildsman
13. Wheelwright
14. Aristocrat/Noble
15. Pilgrims
16. Artist
17. Shyster
18. Food Vendor
19. Trash Collector
20. Special

Night

1. Merchant
2. Wine Seller
3. Local Watch
4. Sheriffs Patrol
5. Drunk
6. Adventuring Band
7. Streetwalker
8. Dandy
9. Bard
10. Courtesan
11. Burglar
12. Laborer
13. Shadow Mask
14. Lovers
15. Gambler
16. Debutante
17. Artist
18. Carriage
19. Monster
20. Special

North Wall

Day

1. Merchant
2. Food Vendor
3. Local Watch
4. Caravan
5. Shyster
6. Trash Collector
7. Wheelwright
8. Pickpocket
9. Rake
10. Dandy
11. Scullery Maid
12. Fighter
13. Sorcerer
14. Artist
15. Scullery Maid
16. Civic Official
17. Pilgrims
18. Laborer
19. Civic Official
20. Special

Night

1. Merchant
2. Wine Peddler
3. Local Watch
4. Caravan Encampment
5. Drunk
6. Harlot
7. Wheelwright
8. Burglar
9. Rake
10. Dandy
11. Gambler
12. Bard
13. Wizard
14. Aristocrat/Noble
15. Local Bully/Thug
16. Civic Official
17. Beggar
18. Streetwalker
19. Monster
20. Special

Bridge District

Day

1. Local Watch
2. City Watch
3. Wine Peddler
4. Merchant
5. Cleric
6. Pilgrims
7. Wheelwright
8. Paladin
9. Temple Guard
10. Laborer
11. Civic Official
12. Lawyer
13. Pickpocket
14. Food Vendor
15. Scullery Maid
16. Artist
17. Troup of Performers
18. Prisoner Wagon
19. Aristocrat/Noble
20. Special

Night

1. City Watch
2. Local Watch
3. Drunk
4. Harlot
5. Gambler
6. Pilgrims
7. Wheelwright
8. Cleric
9. Temple Guard
10. Civic Official
11. Dandy
12. Adventuring Party
13. Shadowmask
14. Streetwalker
15. Burglar
16. Author
17. Wheelwright
18. Carriage
19. Courtesan
20. Special

The Keep

Day

1. City Watch
2. Lyreguard Patrol
3. Food Vendor
4. Merchant
5. Lawyer
6. Civic Official
7. Execution
8. Aristocrat/Noble
9. Sheriffs Patrol
10. Prisoner Wagon
11. Guildsman
12. Carriage
13. Herald
14. Paladin
15. Cleric
16. Wizard
17. Sorcerer
18. Fighter
19. Scribe
20. Special

Night

1. City Watch
2. Food Vendor
3. Merchant
4. Lawyer
5. Sheriffs Patrol
6. Prisoner Wagon
7. Civic Official
8. Aristocrat/Noble
9. Guildsman
10. Carriage
11. Herald
12. Drunk
13. Beggar
14. Cleric
15. Scribe
16. Paladin
17. Bounty Hunter
18. Mercenary
19. Wizard
20. Special

Thieves Quarter

Day

1. City Watch
2. Local Watch
3. Merchant
4. Wheelwright
5. Aristocrat/Noble
6. Carriage
7. Pickpocket
8. Troup of Performers
9. Gambler
10. Food Vendor
11. Rake
12. Author
13. Artist
14. Herald
15. Street Urchin
16. Debutante
17. Sheriffs Patrol
18. Lovers
19. Adventuring Band
20. Special

Night

1. City Watch
2. Local Watch
3. Merchant
4. Wheelwright
5. Drunk
6. Carriage
7. Pickpocket
8. Bard
9. Gambler
10. Rake
11. Lovers
12. Dandy
13. Shadowmask
14. Black Brotherhood
15. Red Blade
16. Debutante
17. Burglar
18. Lovers
19. Adventuring Band
20. Special

Bards College

Day

1. City Watch
2. Local Watch
3. Merchant
4. Troup of Performers
5. Pickpocket
6. Rake
7. Dandy
8. Author
9. Artist
10. Carriage
11. Debutante
12. Bard
13. Gambler
14. Food Vendor
15. Wine Peddler
16. Civic Official
17. Aristocrat/Noble
18. Scribe
19. Sage
20. Special

Night

1. City Watch
2. Troup of Performers
3. Local Watch
4. Wine Peddler
5. Food Vendor
6. Rake
7. Dandy
8. Author
9. Shyster
10. Gambler
11. Pickpocket
12. Shadowmask
13. Civic Official
14. Drunk
15. Carriage
16. Burglar
17. Bard
18. Streetwalker
19. Courtesan
20. Special

Outer Quarter

Day

1. Beggar
2. Merchant
3. Caravan
4. Mercenary
5. Local Watch
6. Sheriffs Patrol
7. Barbarian
8. Pickpocket
9. Street urchin
10. Mercenary
11. Wizard
12. Sorcerer
13. Wall Watcher
14. Cleric
15. Food Vender
16. Civic Official
17. Trash Collector
18. Troupe of Performers
19. Wine Peddler
20. Special

Night

1. Beggar
2. Drunk
3. Harlot
4. Streetwalker
5. Local Watch
6. Pickpocket
7. Burglar
8. Wall Watcher
9. Street Urchin
10. Mercenary
11. Monster
12. Shyster
13. Fighter
14. Barbarian
15. Civic Official
16. Gambler
17. Wheelwright
18. Shadow Mask
19. Bounty Hunter
20. Special

Stables Row

Day

1. Caravan
2. Mercenary
3. Merchant
4. Food Vendor
5. Wine Peddler
6. Horse Trader
7. Horse Race
8. Ranger/Farseeker
9. Herdsman
10. Fur Trader
11. Hunter
12. Cleric
13. Pickpocket
14. Farmer
15. Ranger/Longhunter
16. Pilgrims
17. Adventuring Party
18. Charlatan/Shyster
19. Troupe of Performers
20. Special

Night

1. Merchant Encampment
2. Mercenary Encampment
3. Food Vendor
4. Farmer
5. Herdsman
6. Tent Revival
7. Pickpocket
8. Refugee Encampment
9. Adventuring Party
10. Hustler/Shyster
11. Ale Tent
12. Bandit Gang
13. Lyreguard Patrol
14. Were-creature
15. Vampire Spawn
16. Druid
17. Goblin Spies
18. Adventuring Band
19. Monster
20. Special

Sewers

Day/Night

1. Bandit Gang
2. Beggar
3. Sewer Cleaner
4. Goblin Spies
5. Ooze
6. Blockage
7. Dire Rats/Rat swarm
8. Shadowmask
9. Adventuring Party
10. Ratmen
11. Kobolds
12. Were-creature
13. Vampire Spawn
14. Ghoul
15. Zombie/Skeleton
16. Bat-swarm
17. Monstrous Centipede/centipede swarm
18. Monstrous Spider/Spider swarm
19. Choker
20. Special

City of Ashes

Day

Roll d8.

1. Mourner
2. Cleric
3. Wizard (Necromancer)
4. Undertaker
5. Bard
6. Charlatan/Shyster
7. Funeral
8. Special

Night

Roll d10

1. Mourner
2. Bandit Gang
3. Goblin Spies
4. Undertaker
5. Bat Swarm
6. Drunk
7. Grave Robber
9. Undead
10. Special

Undead

1. Ghoul
2. Zombie
3. Mohrg
4. Skeleton
5. Wraith
6. Specter
7. Ghost
8. Shadow

Claws of Orcus

Day/Night

1. Cleric
2. Paladin
3. Goblin Spies
4. Bandit Gang
5. Fighter
6. Undead
7. Black Orcs
8. Wizard (Necromancer)
9. Gargoyle
10. Special



Black Orcs: This rare encounter is with 1d6+2 Black Orcs in the service of the Cult of Orcus hidden near the environs of the Claws of Orcus. The Black Orcs typically remain hidden from large bands and soldiers, but see that snoopy individuals (such as paladins and rangers) never return to Bards Gate to report on the things they may have discovered.

Sewer Cleaner: This encounter is with 2d4 members of the Sewer Cleaners. They are Expert 2/Warrior 1.

Gargoyle: This encounter is with 1d6+2 gargoyles. There is a 50% chance that at least one is a green guardian gargoyle; part of the furthering curse of Rappan Athuk.

Choker: This encounter is with 1d4 wicked chokers who reach out to strangle victims that have traveled too deeply into the cities sewer system.

Grave Robber: This is an encounter with a greedy adventuring band bent on cracking open tombs or mausoleums and making off with what valuables they can get their hands on.

Mourner: This encounter is with 1d6 family members or friends of a recently deceased individual. The mourner may be of any race or class.

Undertaker: An encounter with an undertaker may be with anyone in the profession of death, from a groundskeeper, embalmer or grave digger. The undertaker is typically a Commoner or Expert Lvl 2.

Debutant: This encounter is with the spoiled child of an aristocrat or noble. The debutant may be slumming in a bad part of town, or shopping on her parents dime. The Debutant is typically a pretender or gentry. See NPC appendix.

Scribe: The scribe takes makes detailed records of conversations, facts, and court records, and is thus a wealth of knowledge in local history and politics. There is a 10% chance that the scribe is also decent at forgery and may forge legal documents for the right price. See NPC appendix.

Execution: Held near the gates of the Keep in broad daylight, executions take place for those convicted of only the most heinous crimes. Although Bards Gate is by and large a "Good" aligned city, the executions serve as a reminder to its more liberal population that true malevolent evil does exist in the world. Most executions coincide with a protest led by followers of Zors.

Prisoner Wagon: Several times per day, district constable and guard stations haul prisoners charged with serious crimes to the Keep. The prisoner wagon holds 1d6+2 prisoners cramped into a wagon affixed with wooden bars and an excellent quality lock. The prison wagon is driven by two City Watchmen, and guarded by an additional 2d4+2 watchmen or constables. See NPC appendix.

Author: The author may be a fiction writer, biographer, or restaurant and local lodgings reviewer preparing travel guides and the like. If the author takes an interest in the PCs he may offer to pay them 1d10x5 gps to "buy" their story. Likewise the author may simply steal their stories and pass them off as his own. The author is the equivalent of a master craftsman. See NPC appendix for details.

Lawyer: This encounter is with a legal professional. The lawyer may be on their way to court or to speak with an incarcerated client. Likewise the lawyer could be advertising their services in the “unfortunate event” that such services be needed. See NPC appendix.

Artist: This encounter is with an artist or artisan. They may be a sculptor, painter. The artist could be working on a public arts piece, painting by the side of the street, or drawing pen and ink portraits for silvers. Likewise the artist may be working with the authorities to make wanted posters. The artist is a master craftsman. See NPC appendix for details.

Heretic: This encounter is with a cleric or paladin who has fallen from favor with their deity. The heretic stands forth and denounces the faith and the religion. 10-30% of the gathering crowd agrees with the heretic or practices a different faith. The rest of the crowd is hostile towards the heretic. If trouble breaks out, guards arrive in 1d6 rounds to disperse the crowd. The heretic is a paladin or cleric with no spells or divine abilities.

Courtesan: A high priced lady of the evening being escorted by bodyguard or carriage to an evening interlude with a customer. See NPC appendix.

Lovers: This encounter is with a young couple, obviously in love, sharing an intimate and discreet moment by lantern light.

Burglar: PCs must make a successful Spot or Listen check to notice this rogue coming from or heading to a bit of burglary. The spot check is opposed to the rogues Hide and Move silent checks. See NPC appendix for a variety of suitable rogues.

Valet: This encounter is with a personal porter or squire of a noble or aristocrat. The valet is on an errand for their master. The valet is usually a pretender or warrior. See NPC appendix.

City Watch: This patrol is on official city business and consists of 2d4 individuals and one officer. See NPC appendix

Carriage: This encounter is with a low level aristocrat, their valet, bodyguard and servant. The carriage may stop if the PCs have developed a reputation as heroes or due to a case of mistaken identity. The PCs are invited to a party hosted by the aristocrat as a showcase and talking point. Likewise the carriage may be empty except for driver or valet, and is awaiting the master’s return outside of an estate.

Butler: This encounter is with the chief servant and confidant of a noble or aristocratic household. The Butler is on a specific important mission. The butler is typically an Expert of level 2-6.

Bodyguard: This encounter is with an off duty bodyguard for a noble or aristocratic household. Bodyguards are also employed by the Harlots Guild to protect their members when they are on assignment. The bodyguard may be of any character class.

Herald: An encounter with a herald may be with the chief historian and spokesperson of a noble or aristocrat. In this fashion, heralds are employed as a matter of good public relations to go about the city speaking of the civic works and good deeds of their employer. Likewise heralds may serve in the guard to remind the folk of any new laws, warnings or

ordinances. Furthermore, some heralds are employed as “town criers” giving news and information to the populace directly from the city council and mayor’s office. Typically the Herald is typically a bard of level 2-8.

Fisherman: This encounter is with 1d4 fishermen. They may be hawking wares, bringing in a catch or making ready to hit the waterways. See NPC appendix.

Enforcer: This is a strongman or gang member employed in collection and harassment. There is a 25% chance that the enforcer is “on the job” when encountered. See NPC appendix.

Wheelwright: This encounter is with 1d4 members of the Wheelwrights Guild. These thug-gish brutes are the eyes and ears of Duloth and operate his black market. There is a 5 in 10 chance that the wheelwrights have set up a back alley shop, selling stolen or smuggled goods and contraband. Wheelwrights may serve as a moving “fence” for stolen property, able to purchase up to 500 gps worth of illicit property or materials. In either event they have employed a pair of Shadowmasks to act as lookouts. When suspicion arises, they depart and blend with other carriage and wagon traffic, one of the faceless crowd. Wheelwrights typically have 1d4 types of contraband for sale at any given time.

Wheelwright Contraband

Roll d8

1. Stolen Jewelry/Objects of Art. 80% normal Cost
2. Exotic Foodstuff or Spice
3. Untaxed Trade Goods (20% off standard price).
4. Illegal Substances (drugs, narcotics, poison)
5. Rare/Illegal Spell Components
6. Treasure Map (15% chance real)
7. Weapons and Armor (15% chance it is recognized by previous owner)
8. Finery. (20% discount, 10% chance it is recognizable by previous owner)

Stolen Jewelry/Objects of Art: This jewelry was stolen from a member of the upper middle class or higher. See DMG for types of jewelry or objects of art. There is a 5% chance that the objects may be recognized by their original owner or an associate of the owner.

Exotic Foodstuff or Spice: The wheelwrights have smuggled in saffron, cinnamon, or other substance worth more than its weight in gold. Likewise the wheelwrights may have the butchered fresh remains of a griffon, owlbear, or other such exotic magical beast for sale at 10-40 gps per pound.

Untaxed Trade Goods: The wheelwrights have smuggled a barge worth of trade goods into the city untaxed. For examples of trade goods see the PHB.

Illegal/Substances/Poison: This could be any sort of poison or drug found in your campaign setting. For a list of types of poisons see the DMG.

Rare/Illegal Spell Components: Components used in the casting of evil spells, or components used in the practice of necromancy are found amongst the Wheelwrights stocks at a 15-25% markup of actual value.

Treasure Map: This could be anything from a map to a treasure room in a famous nearby dungeon to the blueprints of a local temple or estate. Most of these maps are forgeries but some 15% are the bona fide deal and lead to a substantial treasure. Of course it is likely that any real map may have been placed out amongst the populace in hopes of later relieving the PCs of their newfound wealth, without having to sacrifice any of Duloth's own people to gain it.

Weapons and Armor: These items may have been collected off of bodies found in back alleys, or stolen from naïve adventurers. The items are used, so thus only cost 80% of actual value. There is a 15% chance that the armor or weapon is easily recognizable by its previous owner.

Finery: This may include various articles of clothing or bedding/draperies that were pinched from a wealthy individual's domicile. The items are sold for 20% of their actual value. There is a 15% chance however that wearing a gown or doublet once belonging to a wealthy aristocrat may draw attention to the articles' burgled origins.

<end sidebar>

Sailor: This is an encounter with a sailor who is experienced in negotiating oceans, rivers and great lakes. The sailor is spending his earnings on a wild fortnight in the city. The sailor is a wealth of information and misinformation about the world beyond the Stoneheart Valley. See NPC Appendix.

Street Urchin: This encounter is with 1d4 street urchins who are looking to pinch food and coin from unsuspecting travelers or shoplift from the stalls and shops. See NPC Appendix.

Temple Guard: Encounters with temple guards, involve warriors or fighters trained to protect the temple serving as bodyguard to one of the temple's high priests or visiting dignitaries.

Cleric: A cleric encounter is with a cleric of one of the gods worshipped in bards gate. The cleric is either performing civic duty, preaching, or on a special mission from the temple. See NPC Appendix.

Rake: This encounter is with a fighter or rogue/fighter of appropriate level to challenge a single PC. The Rake looks for an excuse to pick a fight and demands satisfaction from some perceived sleight. The rake demands a duel out by the old oak tree outside of town. If the PC avoids the duel, the Rake pursues them, even hiring a bard to pen a song about their cowardice that quickly becomes popular throughout the city. If the PC wins and shows mercy to the Rake, he becomes a valuable ally.

Dandy: This encounter is with a foppish pretty lad or girlie girl, who also happens to be skilled with a rapier. The dandy plays the role in order to lure ruffians to attack them, then soundly mops the floor with their adversaries.

Guildsman: This is an encounter with a member of one of the various guilds of the city who is on official guild business. In general this is a paid professional of some skill. To determine the sort of guild member encountered, roll on the table below. See NPC Appendix for a selection of appropriately leveled NPCs.

1. Gem Cutter
2. Scribe
3. Stone Cutter
4. Glassblower
5. Wheelwright
6. Rivermans
7. Brewers
8. Weavers
9. Harlots
10. Caretakers
11. Beggars
12. Herbalists
13. Innkeepers
14. Tavern
15. Wizards
- 16-20. Roll Again or DMs choice

Laborers: 2-8 workmen (Com 2) led by a Guildsman on their way to or from a worksite.

Wizard: A wizard is set out on an appointment to collect magical ingredients or seek out the owner of a scroll which possesses a new spell for them to learn. See NPC appendix for types of wizard encountered.

Aristocrat/Noble: An aristocrat or noble and their retinue block up a large portion of the street. Alternately, the PCs bump into an Aristocrat or Noble being somewhere and doing something that they should not be doing. For types of Aristocrat or Noble, see NPC appendix.

Local Bully/Thug: The biggest meanest bully on the street tries to pick a fight with the smallest and most fragile looking PC. Stats for various thugs are located in the NPC appendix.

Beggar: This encounter is with a beggar or other lowly panhandler. There is a 10% chance that the beggar was once a hero or other member of a PC class.

Streetwalker: These territorial members of the Harlots Guild command entire streets after the sun goes down as they prowl for potential customers. See NPC appendix.

Bard: Most typically encountered are students or teachers. They bard may recognize the PCs (Bardic Knowledge check) and begin recounting their deeds to passers by. Likewise a failed roll means the bard has suffered a case of mistaken identity and regales the party with untrue stories of their heinous and foul deeds, calls them all by different names, and generally sets out to murder their reputation.

For 1d12 days after a bad encounter with a bard, the PCs are called by different names common folk and generally shunned.

Trash Collector: 2d4 trash collectors (Com 1) go about sweeping the streets and cleaning up refuse. There is one trash wagon and two mules for every two trash collectors.

Harlot: This encounter is off of the main streets even during night time hours and is with 1d2 Harlots and their bodyguard. See NPC appendix.

Shadow Masks: Members of the notorious Shadow Masks gang make their presence felt in this neighborhood. Lookouts are posted to avoid capture by any nearby guard patrols. The demand a little "street tax" from the PCs for passing through their territory.

Grocer: A cart operated by a 2nd level Commoner selling fresh vegetables and produce.

Merchant: This encounter is with a merchant peddling common wares such as tables, chairs, mirrors, combs, and the like. Select the appropriate merchant type from the NPCs provided in the NPC appendix. A roll of 100 on % dice indicates that the merchant is unwittingly selling a valuable magic item.

Scullery Maid: This encounter is with a maid or housekeeper for a neighborhood shop keeper or merchant. The maid (Com 2) is carrying supplies or clean laundry to her master's home. On a roll of 90-100 on % dice, the maid is being accosted by a neighborhood gang, ruffian, or other dastardly cur.

Civic Official: This encounter is with a lesser aristocrat and a pair of City Watchmen who serve as bodyguards. The official is typically an inspector, tax collector, census taker or other such civil servant of the cities bureaucracy. The civic official is typically a pretender with tenuous ties to the noble families which allowed for their appointment. See NPC appendix.

Paladin: An encounter with a knight errant, come to worship and pay penance at the Temple of Muir. A roll of 100 on % dice indicates that the paladin is pursued by some unknown devil, demon, or undead which manifests within two rounds of the paladin's encounter. The Paladin is of 4th-6th level. If the PCs assist, they are introduced to Bofred.

Fighter: This is an encounter with a fighting man who is currently between employers or adventuring parties. The fighter is of 4th-6th level.

Sorcerer: This is an encounter with a foreign sorcerer who has come to study magic with the Dominion Arcane. The sorcerer is of 4th-6th level. On a roll of 100 on % dice the sorcerer has miscast a newly manifesting spell of the sorcerer's highest spell level with random and potentially damaging results.

Sheriffs Patrol: A sheriff and 1d4+2 constables. The patrol is on its way to pick up a criminal or drop one off at the Keep. (See NPC appendix)

Wall Watcher: This encounter is with a patrol of the wall watchers. If the encounter is near a city wall, the wall watchers call down to the PCs to ask what they are doing or if they have seen a suspicious character. If encountered away from the wall, it is with off duty wall watchers on their way home from a shift.

Adventuring Band: This encounter is with a mixed band of 2-6 adventurers. There is a 50% chance of their being mostly good or mostly evil aligned. The adventurers are of various classes ranging from level 2-6. The Company of the Silver Spear or The Accursed serve as good examples of ready made adventuring bands. If the PCs have recently been successful, there is a good chance that the adventuring band is jealous. Likewise if the PCs have had several recent setbacks, it is likely that the adventuring band may make fun of them.

Will-o-wisp: These creatures occasionally prey on folk living near the banks of the river on foggy evenings. There are 1d4 will-o-wisps.

Goblin Spies: An encounter with 2d4 goblin spies, who are disguised as Halflings. These goblins report directly to their masters in Rappan Athuk about the troop strength and disposition of the forces located in the Stoneheart Valley and City of Bards Gate. The goblin leader is a 4th level Rogue. If discovered, the goblins seek to escape the city by any and all available means.

Lyreguard Patrol: 1d4 Lyreguardsmen pass through the area. There is a 1 in 6 chance that they are led by a Lyreguard honor guard. On a roll of 90-100 on % dice the encounter is with 2-4 griffon riders. The lyreguard are preceded with cheers and jubilation when they pass through the more affluent districts of the city. Hoodlums and gangsters scurry like roaches before them in the poorer districts. (See NPC appendix)

Were-Creature: The encounter is with one of the following.

Roll 1d6 to find subtype.

1. Wererat
2. Weretiger
3. Werebear
4. Wereboar
5. Werewolf
6. Werewolf Lord

These lycanthropes do their best to hide their identities but have been known, as in the case of werewolves and wererats to account for a vast number of missing persons cases throughout the years.

Vampire Spawn: This encounter takes place near to a funeral home or abandoned areas in and out of the city, but only during the night time hours. The encounter is with 1d6 vampire spawn. A roll of 100 on % dice indicates the PCs have encountered Felicity the vampire, who accounts for the majority of new vampire spawn in the Bards Gate.

Gamblers: 1d4 gamblers are trying to find a game of chance and offer the PCs a chance to try their luck at a toss of the dice or a hand of cards. The gambler may be of any race or class. The gambler can cover 100gp in wagers.

Shyster: This encounter may be with a pimp, peddler of contraband, or other unsavory character displaying their wares. There is a 50% chance that the hustler intends to rip off the PCs in some way.

Ale Tent: This marquis or larger size tent is set up as a makeshift tavern. There is at least one bouncer, 2-4 serving/dancing girls and 1-2 proprietors/barkeepers. The tent capacity is based on % rolls and may have as many patrons as the size of the tent minus the number of workers provides space for. Ale, beer, and food are standard prices for average or better quality.

Tent Revival: A wandering cleric and retinue set up a grand pavilion and preach the teachings of their deity. 1d100+50 persons are in attendance. The cleric may be of any random non-evil deity and is 6th to 9th level. The revival lasts for 1d4 days.

Mugger: This is an encounter with an individual or gang who threatens a PC that is separated from the party, or attacks them outright with a sap. The mugger switches to lethal assaults if the PCs reply in kind. The encounter is with 1d4 Robbers led by an enforcer or 1 enforcer. (See NPC appendix).

Bandit Gang: A wanted band of disguised highwaymen have snuck into the city and are looking for a bar, brothel, or other trouble. If noticed they attempt to flee, fighting their way away from any guards, and possibly taking hostages in the process. It is possible that the bandits have rented a place or have some other hidden lair. There are 2d8 bandits, (Ftr 2) and a leader (Ftr 3/Rogue4).

Barbarian Encampment: Only encountered outside the city walls, a barbarian encampment consists of 1d10+10 adults and half that number of children. The barbarians are here for trade, horses and weapons. The barbarian encampment mostly consists of Barbarians, Lvl 1, with a 4-8th level leader.

Mercenary Encampment: A random band of mercenaries and their captain have set up camp. There are 2d6 sells-words, 1d6 mercenaries, and one veteran in the encampment.

Merchant Encampment: This encounter is with a circle of merchant wagons, camped for the night with some guards set as sentries. Otherwise this encounter is identical to a Caravan encounter.

Local Watch: This encounter is with a patrol of a districts own privately funded and appointed guard. For example, dog soldiers are the local guard for Tent City, and the Market Guard is the local guard for the Market District. There are 1d4+2 local guards in the patrol. See district chapter and NPC appendix for further details.

Minstrel/Storyteller: A minstrel or storyteller has gathered a crowd of folk who are listening to his or her performance or oratory. The encounter is with a bard of level 4-6. Roll a Perform skill check (Perform skill equals level +6) to gauge the audience reaction to the tale spinner. Positive reactions mean the performer is tipped for their services. Negative reactions may involve baskets of rotten vegetables and fruits being hurled at the performer.

Troupe of Performers: A troupe 1d6 of acrobats, clowns, jugglers, fire eaters, singers and dancers perform for a gathering crowd. PCs reactions to the event may lead to new contacts or new enemies in the city. Consider the entire troupe to have Perform +10, +1 per performer for purposes of skill checks. The troupe is led by a Bard, Level 3-6, but may be made up of monks, rogues, and bards of level 1-2.

Drunk: An encounter with a drunk may range from 1d4 loud partiers who have had one or more too many. When a drunk is encountered roll on the table below to determine the makeup of the drunk and any additional cavorters.

Type of Drunk

1. Red Blade (Assassin)
2. Shadow Mask (Rogue)
3. Guild Member (Any)
4. Barbarian
5. Rogue
6. Cleric
7. Local Guard
8. Wizard
9. Sorcerer
10. Merchant (Expert 2-4)
11. Civic Official
12. Bandit
13. Mercenary
14. Beggar
15. Ranger
16. Harlot
17. Bard
18. Monk
19. Ranger
20. Druid

Effects of Alcohol

Typically a drinker may consume one alcoholic beverage for every point of Constitution divided by 4 and rounded down before suffering the effects of alcohol consumption. Thus a drinker with a Constitution of score of 18 may consume 4 alcoholic beverages before becoming intoxicated.

Intoxicated individuals suffer a -2 to all attack and damage rolls and any Skill checks. The drinker loses any Dexterity related bonuses to armor class, including the ability to use the Dodge or Mobility feats. For every two alcoholic beverages consumed after reaching the level of intoxication, the drinker suffers an additional -1 to attack and all Skill checks.

Intoxicated individuals receive 2 temporary hit points for every beverage they consume beyond their minimum.

A drinker may consume up to one alcoholic beverage for every point of constitution score. If the drinker drinks more than their Constitution score in alcoholic beverages they must make a Fortitude save (DC 10+the number of beverages consumed), or fall unconscious. Failing on a natural 1 means that the drinker must make a second Fortitude save or die of alcohol poisoning in 1d4 minutes unless some restorative magic such as Heal or Cure Disease is cast upon the subject. <end sidebar>

The drunk encountered is identical to its sober counterpart detailed here. The difference being that the drunk has an attitude towards whomever they meet that is completely random.

Drunk Attitude

1. Friendly
2. Unfriendly
3. Helpful
4. Indifferent
5. Hostile
6. Drunk exhibits a different random attitude every 2 minutes.

Pilgrims: This encounter is with 3d10 recent converts to a faith that is practiced in Bards Gate (Such as worship of Zors). Pilgrims are typically level 1-3 commoners, dressed in the garb of a worshipper of the chosen deity. They offer prayers and penance and spout the dogma of their faith as their processional passes towards their Deities shrine or temple.

Food Vendor: This encounter is with a vendors cart where a merchant hawks prepared meals. The meals are of common quality and cost 3 sp. The merchant is typically a commoner of level 1-3.

Charlatan: This encounter is with a scoundrel hawking fake potions, a false prophecy or similar con. The charlatan is typically a shyster (See NPC appendix). False potions (Snake Oil) typically sell for 1-10 gps and are nothing more than whiskey mixed with mineral water, seasoned with hot peppers, herbs and flower petals. If exposed as a fraud the charlatan flees the scene to escape prosecution. The fraud later keeps tabs on the PCs in order to spring some complex revenge or smear campaign against them.

Mercenary Band: This encounter is with a mercenary band of 2-6 members. The mercenaries may be escorting a VIP, guarding a special caravan, or undergoing training and martial exercises. The band is typically comprised of sell-swords, led by a full mercenary or veteran. (See NPC appendix). On a roll of 100 on % dice the encounter is with Dennin Blackfinger or one of his lieutenants.

Pickpocket: Encounters with a pickpocket may involve 1d4 footpads. This rogue or rogues attempts to lift a small valuable item from a party member. If more than one pickpocket is encountered the leader will be a cutpurse. (See NPC appendix)

Half-orc: This encounter is with a halforc member of Mamma Bobo's wanderers. They are surly and intimidating, but generally harmless. Half-orc, Fighter 2/Rogue 2.

Monk: A wandering monk with no name is taking challenges to all comers in unarmed non-lethal combat in the center of the encampment. Betting is running high and a large crowd has gathered, fascinated by his unique fighting style. The monk is of level 4-8.

Fur Trader: This encounter is with an un-affiliated ranger or barbarian of level 4-6 who actively traps and sells furs in the stone-heart mountains, despite the threat of orcs and other dangerous monsters. Fur Traders are generally solitary but may have 1-4 sub-ordinates of level 1-2. Fur traders winter in the mountains and are thus found at the Tent City only in summer months. Arriving fur traders have 3d100+50 gps worth of valuable pelts. Leaving traders have 1d100+20 gps worth of new materials, supplies and trade goods when they leave tent city. It may be assumed that much of this discrepancy is due to heavy gambling losses and lavish expenditure during their stay.

Dog Soldiers: 1d4 dog soldiers examine the PCs closely and watch them for trouble. The dog soldiers are Warrior 2, or Barbarian 1-2.

Druid: Druids are typically encountered outside the city walls, as their many animal companions may cause the citizens special discomfort. A druid encounter will be with a 3-6th level druid and their animal companions.

Ranger/Farseeker: Rarely encountered within sight of the city walls, these rangers typically visit the city to fix broken equipment, purchase new weapons, or pass along vital information. Rarely they are seen around the temple of Darach-Albith. An encounter with a Farseeker is with an elven ranger of 2-5th level. On a roll of 100 on % dice, Oberon Thanlaus is encountered.

Ranger/Longhunter: Like Farseekes, Longhunters rarely enter the city proper, but may be encountered outside its walls, trading information and equipment or collecting bounties. On a roll of 100 on % dice, PCs encounter Rankir, Master of the longhunters.

Horse Trader: Encounters with horse traders are with an Expert of 2nd-4th level who has 1d4 fine horses to sell. On a roll of 100 on % dice, Knotaloke is encountered. She is willing to hire PCs to help her move wild horses to her stables.

Horse Race: A horse race is about to begin. 2d4 contestants vie for a 200gp prize.

Wine Peddler: This is an encounter with a Commoner of 1st-2nd level. The commoner has several pots of wine to sell. The wine costs 1sp per earthenware crock.

Lyre Guard patrol: 2d4 Lyreguardsmen make a sweep through the tent city accompanied by dog soldiers as they seek out a bandit or well known criminal. On a roll of 100 on % Dice, Imril himself is encountered.

Caravan: A caravan encounter is typically with 2d6 wagons or 2d8 pack animals. The caravan hauls 2d20+20 gps worth of materials per wagon and 1d20+10 gps worth of materials per pack animal. The caravan has 1 commoner per wagon or pack animal, and 1 guard (Warrior 1) per two wagons or animals. The guards are managed by a Fighter level 1-6 and one merchant (Expert, level 2-6). Several small caravans may combine under powerful merchants to form larger caravans.

Centaur Band: 5-8 centaurs have come up from the woodlands and the southern plains. May be fur traders or seeking bounties on slain monsters from the lyreguard and have come to the tent city, lured by wine and weapons. On a roll of 100 on % dice, Silfus Sharphoof is encountered on a day off.

Monster: This is an encounter with a monster which has managed to find its way into the city or has a residency somewhere in the city and remains hidden from the watchful eyes of the citizens. Roll on the table below to determine the sort of monster encountered. See the Random City Monster (Table X).

Random City Monsters

1. Ratman (Canal and Docks Only)
2. Dire Rat (pack or swarm 50%)
3. Familiar
4. Kobold
5. Goblin
6. Centipede, Monstrous Large or Swarm
7. Spider, Monstrous Large or Swarm
8. Ooze
9. Swarm, Bat
10. Elemental/Golem
11. Mimic
12. Shadow
13. Wraith
14. Ghoul
15. Ghast
16. Vampire Spawn
17. Skeleton
18. Demon or Devil
19. Otyugh
20. Specter

Ratman: This encounter is with 2d4 ratmen who have come up from a canal, dock, or sewer grate. The ratmen are scavenging for food and valuables and attempt to flee back to the sewers if spotted. They dress in raggedy cloaks to disguise their appearance. It is possible that the ratmen are seeking sacrificial victims for their god.

Dire Rat: This encounter is with a pack of 2d4 or 1d2 swarms of rats, flushed up from the sewer system by the pipe cleaners. The rats come pouring from a sewer grate out of the lower story of an abandoned home.

Familiar: This encounter is with a wizard's familiar, who is out on some errand, possibly spying on the PCs for its master. For types and powers of familiars see the PHB.

Kobold: A warren of kobolds has snuck into the city and established a lair in the sub-basements of an abandoned building. The kobolds have murdered several missing residents, whose bones line the floor of their lair. The encounter is with 1d6+4 of these kobolds.

Goblin: A nest of goblin spies have infiltrated the city and set up a base in an abandoned structure. The encounter is with 1d4+2 of these goblins out on the prowl for drunks and solitary wanderers.

Centipede: This encounter is with a monstrous centipede, or a centipede swarm that has fled the sewers into the streets or back alleyways.

Spider: This encounter is with a monstrous spider or spider swarm within the area of an abandoned structure.

Ooze: An ooze has found its way out of the sewers or a magicians laboratory. See MM or other Tome of Horrors for various types of ooze and or pudding.

Bat Swarm: This encounter is with a swarm of frightened bats who swoop down from an attic or high raftered temple.

Elemental/Golem: This encounter is with an elemental or golem that has lost contact with its summoner or creator. The creature is berserk and causes havoc throughout the neighborhood until it is defeated. The spellcaster who summoned or created it is nowhere to be found. See MM or other Tome of Horrors for various types of construct or elemental.

Mimic: A mimic has taken on the appearance of a refuse bin or public privy.

Shadow: This encounter is with 1d4+1 shadows that haunt a darkened alley or the home where a murder/suicide took place.

Wraith: This encounter is with a wraith. The wraith is the unkind spirit of a convicted murderer, now out to get revenge upon the sheriffs who caught him in the act of his crime.

Ghoul: These fiends were created from the corpses of criminals by a cleric or necromancer of Orcus who has set the beasts loose within the city. The encounter is with 2d4 ghouls and possibly one ghost.

Ghost: As with the ghoul encounter but led by a Wraith.

Vampire Spawn: 1d4 vampire spawn stalk the benighted streets in search of prey. These unfortunate beings were created by Felicity.

Skeletons: As with the ghoul encounter.

Demon or Devil: This encounter is with a demon who has escaped his summoner or a devil who tempts the good to commit evil acts or bargain for their soul. For a variety of demons or devils see the MM or other Tome of Horrors.

Otyugh: This beast was likely once the pet of a local wizard or crime lord which has escaped and now resides in a trash heap off of the main roads.

Specter: This encounter is with the specter of a cruel old resident of the neighborhood or one of its victims. The original specter is likely the mean old man from up the street, or the creepy cat lady.

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