

Environment: Into the City

d12	Random NPC	Random Faction
1	Assassin	Assassins' guild
2	Child	Church
3	City guard	City guard
4	Craftsman	City ruler
5	Cultist	Foreign power
6	Innkeeper	Mage guild
7	Merchant	Merchant's guild
8	Mysterious stranger	Monster agents
9	Noble	Noble house
10	Sellsword	Sellsword company
11	Thief	Thieves' guild
12	Wizard	Wizard's guild
d12	Random Location	Random Item
1	Aqueduct	A magic crystal
2	Arena or park	A map
3	Bridge	A skull
4	Inn or tavern	An intricate key
5	Mansion	Eldritch tome
6	Ruler's castle	Gems or jewelry
7	Sewers	Holy text
8	Shop or warehouse	Lost ledger or letters
9	Slums	Magic weapon
10	Temple	Scroll tube
11	Town square	Signet ring
12	Townhouse	Vial of blood
d12	Random Monsters	Random Dungeon
1	Demons	Caves
2	Devils	Crypt or catacombs
3	Dire rats	Elven ruin
4	Dragon	Forgotten vault
5	Ghouls	Ruined keep
6	Giant insect	Ruined palace
7	Kobolds	Ruined tower
8	Troglodytes	Secret tunnels
9	Unspeakable things	Sewers
10	Vampires	Temple ruin
11	Wererats	Thieves' den
12	Wraiths	Wizard's sanctum

d10	Random Shadows	Random Bounties
1	Church	Deserter
2	City guards	Foreign assassin or spy
3	Cultists	Highwaymen or thugs
4	Curious kids	Local murderer
5	Merchants' guild	Pirate
6	Sellswords	Secret cult leader
7	Thieves' guild	Sellsword
8	Wizards' guild	Suspected cultist

d10 Local Events

- 1 A church has a conclave in the city.
- 2 A doomsayer has appeared on a corner.
- 3 A mentor returns and asks the characters to hide a locked chest.
- 4 A pack of ghouls attacks from the sewers.
- 5 A serial killer is on the loose.
- 6 Ball or grand party.
- 7 Commoners are slain in their home.
- 8 Diplomatic meeting of a delicate nature.
- 9 Foreign dignitaries are visiting.
- 10 Funeral or wake.
- 11 Gnomes, halflings or dwarves celebrate.
- 12 Inns and merchants organize a celebration.
- 13 Jousting and archery contests.
- 14 Locals celebrates a scandalous marriage.
- 15 Mages are meeting for a conference.
- 16 Merchants offer magic items or foreign goods.
- 17 Religious celebration or grand mass.
- 18 Several caravans have arrived.
- 19 Someone of importance has died.
- 20 The locals celebrate a betrothal.

d8 Alley Encounters

- 1 A black marketeer offers stolen goods, potions, poisons and magic trinkets.
- 2 A hooded man is watching the alley.
- 3 A lurking monster looking for prey.
- 4 A prostitute serving a customer.
- 5 A swordfight between dashing seamen, thugs or smugglers.
- 6 A thief running away from guards.
- 7 The city watch investigate a crime scene.
- 8 You walk into a mugging in progress.