



A Day in Town  
No Encounter



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### Tavern Brawl Hazard

Group DC: Moderate  
Succeed: 1 surge damage.  
Fail: 2 surge damage and either a day in prison or loose 25 gp.

*"I thought you said this place was civilized."*



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### Mugged Encounter

Maybe you took a wrong turn, or maybe this town has nothing but dark alleys. From out of the shadows they leap at you.

*"Bunch of savages in this town!"*



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### Public Uprising Hazard

DC: Hard  
Succeed: You duck out of the way  
Fail: You are unable to accomplish your goals today.

*"What are they complaining about now?"  
"They're covered in shit, what don't they have to complain about."*



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Succeed: You duck out of the way  
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### Pick Pocket Hazard

DC: Hard  
Succeed: You scare the little scamp off.  
Fail: Lose 10 x level gp or item of that value.



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## A Familiar Face

Encounter

Someone from the past shows up. Maybe it's that guy you left for dead?

*"Kronk... Nice to see you; now if you'll excuse me..."*



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## A Fortune Teller

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You may stop and have your fortune read?

Cost: 5 x level gp.

*"It's a nice old lady reading fortunes. What harm could it cause?"*



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Cost: 5 x level gp. 1 hour.

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## Jongleurs

Encounter

An acting troupe is performing daring feats in the street. If you stay and watch they single you out and make you part of their show.

Cost: 2 hours and a donation.



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Hazard

DC: Hard

Succeed: You rescue the victim.

Fail: You hesitate too long. You are shamed.



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### Lucky Day No Encounter

You find a shiny gold coin. It must be your lucky day.



### What a Deal Encounter

You notice a local shop has a magical item priced surprisingly low.  
Level +3 to +5 on sale for your level price.



### Meet a Friend Encounter

You bump into someone you know or meet someone of interest and befriend them.



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### A Suspicious Stranger Hazard

You notice a suspicious stranger has taken an interest in you.  
DC: Moderate (Diplomacy or Stealth)  
Fail: You are arrested and taken in for questioning. Lose a day.



### Monsters in the Streets Encounter

The DM has a nasty surprise for you.

*"Hey. Did you see the sewer grate move?"*



### Martial Law Hazard

Something has panicked the town leaders. Martial Law is declared. No one allowed in streets, random people are arrested, weapons are being confiscated.



### Plague Hazard

Fear of plague has shut down the town. No one allowed in streets for 3 days.



### Sickness Hazard

DC: Hard  
Fail: Contract disease of your level

*"I told you not to kiss that tavern keeper!"*



### Festival or Holy Day Encounter

All businesses are closed, no access to town officials or religious officials.

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### Fire!!! Encounter

Fire breaks out, you can help. Level 3 Skill Challenge.

*"Don't just stand their man, grab a bucket... What someone is trapped inside?"*



### Tourism Encounter

The inns are full; the bar is sold out of steak and ale, what provisions are not sold-out are twice as expensive.

*"Old man farmer had a hen lay an egg the size of an ostrich egg and everyone from miles around has flooded in to see it!"*



### Drunkard Encounter

A drunkard tries to pick a fight with you out in the streets.

*"We don't likksh yur kinds here..."*



### Wrong Place, Wrong Time Hazard

The establishment your are in gets robbed.  
DC: Hard  
Fail: Loose an item and 3 healing surges.



### Inclement Weather Hazard

A storm rolls in and lasts for 1d3 days.

*"I ain't never seen it storm like this before, it bodes ill I tell ya."*