

Port Suffering Random Encounters

d100	Encounter	Description
1	Arbite	An Adeptus lawman currently pursuing an investigation; 30% chance of being undercover.
2-5	Ashleen Warriors	Native tribesmen; 75% chance they are in town to trade for supplies; otherwise, they are here to drink and fight.
6-7	Bawd	A pimp enticing potential customers to sample the local hedonistic pleasures; 10% chance of working with Muggers, luring prey in a trap in exchange for a cut of the take.
8-9	Beasts	Domesticated animals, either mounts, draft creatures or livestock; 10% chance they have gotten out of control on the city streets.
10-24	Beggar	Unfortunates begging for coins- they may offer information in exchange (25% chance the information is true).
25	Bounty Hunter	50% chance he's currently tracking a target; otherwise likely to be looking for trouble.
26-28	City Militia	Armed soldiers; 50% chance of being off duty, in which case there is a 30% chance they are currently drunk.
29-31	Crewmen	Voidship ratings, in town on leave and looking for a good time.
32-35	Drunks	A group of revelers; 30% chance they are Ashleen, 15% chance of being off-worlders. 20% chance they are armed.
36-37	Dust Storm	The wind whips up the all-pervasive dust, reducing visibility to 2d10 meters for 1d10 minutes. Anyone without some form of filter mask must make an Easy (+20 Toughness test or gain 1 level of Fatigue.
38-40	Enforcer Patrol	Lawmen "keeping the peace"; 10% they are corrupt and looking to solicit a bribe.
41	Fortune Teller	A crazy hag offering to "see the future" for a Throne (10% chance of having actual precognitive powers).

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42	Freak Weather	The weather briefly takes a surprising turn, typically in the form of a thunderstorm or torrential downpour.
43-45	Grifter	A fast-talking con man looking to hustle some rubes out of their hard-earned Thrones. Deceive Skill of 50%.
46-48	Gambler	A card-sharp looking for a game. 75% chance of being an off-worlder. Gamble Skill of 45%.
49-50	Killer	A "bad man with a gun", either "laying low" after trouble (50% chance or looking for an opportunity to enhance his reputation. 20% chance there is a 1d5x100 Throne reward for his capture.
51-59	Labourers	Local prols hard at work or hard at play (40%; in which case there is a 75% chance they are drunk).
60-61	Mercenaries	Well-armed and -armoured soldiers-for-hire; 60% chance they are currently unemployed.
62-66	Merchant	A trader hawking wares; 5% chance of dealing in illegal goods. Trade: Merchant and Evaluate Skills of 60%
67-70	Muggers	Criminal thugs looking for potential victims.
71	Official	A member of the community's small Adeptus presence; there is an equal chance of being engaged in business or pleasure.
72-74	Pick-Pocket	A sneaky criminal looking to boost an item (Sleight of Hand skill: 40%).
75	Pilgrims	A group of religious fanatics retracing the steps of a saint or martyr (1% chance they are actually members of the Red Redemption).
76-77	Press Gang	Burly off-world toughs armed with shock mauls, looking to forcibly "recruit" crewmen for service onboard a voidship.
78	Prophet	A holy man who claims to have divine visions- or he may just be insane.
79-82	Prostitute	A "joygirl" soliciting "customers"; 10% chance she is working with muggers.
83	Riot	Civil unrest erupts into violence in the streets, as a crowd of 3d100 people go on a rampage. It takes the local Enforcers 1d5 hours to break up the disturbance.

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84	Robbery	A group of 1d5+2 criminals are in the process of robbing a local business (01-30), financial institution (31-60), or Ghostfire Pollen warehouse (61-00).
85-89	Rowdies	Local ne'er-do-wells looking for a fight.
90-93	Scavenger	Either in town with goods to sell (70% chance), or equipping for another expedition into the wastes (30%).
94	Sororitas	A pair of Sisters from the Abbey of the Dawn, in town on a specific mission; they are well-armed and usually (75% semi-disguised under heavy robes.)
95	Traffic Accident	1d5+1 ground vehicles have collided, blocking off a main road for 3d10 minutes.
96-99	Vermin	Either a swarm of Miniscule creatures or a pack of 2d5 Puny beasts, all ravenously hungry and looking for easy pickings.
00	Wyrd	An unsanctioned psyker living in the shadows (10% chance off-worlder, 40% chance Ashleen).

PDF: [2LateForThePelle](#)

CREDITS

Adeptus-B (2014, Mar 05). ARCANA ARCHIVE. Posted at <https://community.fantasyflightgames.com/topic/82130-arcana-archive/>