

This sheet can be used to determine incredibly minor encounters that could randomly take place within a city! The encounters aren't intended to be plot hooks but can be used as so. These are more equivalent to miscellaneous tasks from Skyrim and simply serve to make the world more alive and robust! Rewards can vary but shouldn't be expected. Exp. is not listed and instead is up to you~

-The **Dice Roll** tab is self explanatory.

-The **Encounter** tab gives a rough description of the encounter that takes place.

-The **Rewards** tab describes potential rewards for the party but can be adjusted at the DM's discretion.

-And the **NPC Name** tab is there in case the struggle for coming up with a character name on the spot becomes a haunting reality!

Dice Roll(1-100)	Encounter	Rewards	NPC Name
1-2	A fully garbed adult Bandit appears to steal $5d10+5$ of a chosen currency from the party or another civilian. The thief has a $+5$ to <i>Sleight of Hand</i> on the check. Contest with player <i>Perception</i> to see if they notice. If unnoticed, after having stolen from either a civilian or player and made some distance, have a civilian point out the thief to the party. The thief will avoid combat at all costs and seek to flee or bargain with the party for their life.	$8gp$ and $17sp$ of the thief's personal stash if they mug them. Plus whatever was just possibly stolen.	Dexidious Riverwood/Angela Riverwood
3-4	A partially garbed child Commoner appears to steal $3d10+5$ of a chosen currency from the party or another civilian. The child thief has a $+3$ to <i>Sleight of Hand</i> on the check. Contest with player <i>Perception</i> to see if they notice. If unnoticed, after having stolen from either a civilian or player, they break into a full sprint at which point they are noticed. The child lives on the streets, acting on behalf of their superior to make money for them, who in turn provides them with food & shelter.	$4gp$, $16sp$ and $40cp$ of the thief's personal stash if they mug them. Plus whatever was just possibly stolen.	Damian Somner/Amber Somner (See name in above encounter for their superior)

5-6	An exhausted, begging Commoner sits on the side of the road, asking any passersby to spare some coin into a hat placed in front of him. The man has a broken leg which came at the cost of him defending a young couple from ruffians on the street weeks earlier. Unable to afford medical bills, he struggles to strive forward. His leg can be healed with magic or mended with a DC 15 Medicine check and some supplies. He has earned the nickname " <i>Kneecap</i> " among the citizens nearby as a sick pseudonym from his resulting injury.	His hat contains 6sp and 36cp currently and offers no resistance if the players mug him. He offers gratitude if the players help him.	Carlos Fuera " <i>Kneecap</i> "
7-8	A male Commoner sits on the side of the road, begging any passerby to spare some coin into a can placed in front of him. This beggar is actually a con man. He changes his appearance with help of a <i>Disguise Kit</i> and performs this ruse multiple times a week in a variety of locations. A successful DC 15 Insight check can see through his disguise, spotting irregularities. The con man has a +4 to any speech <i>Deception</i> check.	His can contains 11sp and 76cp. He attempts to flee without the money if discovered, or bargain if escape isn't an option.	Joel Suede
9-10	A male Commoner in exaggerated Shakespearean distress stands at the side of the road. " <i>Oh woe is me</i> " he cries, seeking aid from any passerby that will pay him mind. He has written a " <i>letter of love</i> " and wishes for the party to deliver it to a woman who would be located outside the front of a shop they are heading to. He makes excuses that he must leave and cannot deliver it himself. The letter is sealed and cannot be read without breaking it. Upon delivery and after reading it, the woman will attempt to smack the PC that handed it to her(make an <i>unarmed strike</i> using the Commoner statblock). The letter reads " <i>Roses are Red, Violets are Blue, I don't ever want to see you. Respectfully, Sevantes~</i> "	He offers the players 2sp for the delivery but can be persuaded up to 5sp. He does not make certain the players complete the delivery and simply chooses to leave the story completely.	Serio "Suave" Sevantes and Marianne Beth

11-12	<p>A hooded Drow appears from an alleyway, asking one of the PC's if they wish to make a little money. The Drow has a small package hidden in their robe containing contraband for your game world(or valuables if your world is lawless). The package is sealed and they refuse to describe what is inside, insisting that they'll earn enough to satisfy their curiosity instead. The Drow does not make the delivery themselves because Guards/Bandits are after them. The players can get this information on a successful DC 15 Persuasion check. If rejected, the Drow will leave the spot. If accepted, they will disclose the drop location as a Bandit in a building nearby the players would travel past.</p>	<p>They offer <i>5gp</i> upfront and <i>15gp</i> from the Bandit on delivery. The box contains either <i>drugs/Potions of Poison</i> x3 or simple jewelry. A necklace with an <i>Azurite gem</i>, a <i>Blue Quartz</i> ring, and a <i>Malachite</i> bracelet.</p>	<p>"Shadow" and Markus Crow</p>
13-14	<p>A tiefling Commoner is playing a dice game on the streets. The game has attracted a large crowd and she welcomes any participants to partake in a bet. If asked about the game, she describes that it was inspired by a group of "<i>eccentric adventurers</i>," then explains the rules. A PC makes a wager, minimum <i>3sp to maximum 8sp</i>. She then hands them dice, 2d6's. The PC must roll them and wins if the total result is 7 or 12. After the roll, the PC can double their wager to roll an additional 1d6. On any win, the PC receives triple what they wagered.</p>	<p>The tiefling plays until 2 hours have passed or they have a net loss of <i>100sp</i>. If defeated by net loss, she extends an offer of a date with the luckiest PC, believing them to be a "<i>winning horse</i>".</p>	<p>Lileath Evercrest</p>
15-16	<p>A Priest stands atop a soap box delivering a sermon to any listening. Seeing the party, he requests their attention and details to them notes about the god they worship(god up to you). Afterwards, he offers some services in exchange for donations. They note a donation of <i>15gp</i> will award the party with a flask of <i>Holy Water</i>(max of 3), and anything less but above 1gp they can offer spell aid using their spell list.</p>	<p>The Priest has little money on them, if any. The real value comes from the three flasks of <i>Holy Water</i> and a gold necklace(<i>50gp</i>) fashioned with the symbol of their god.</p>	<p>Timothy Cals/Ariel Cals</p>

17-18	<p>A red dragonborn using the Berserker statblock stands at the center of a crowd, taunting them for his next challenger. The party arrives as one challenger falls, who is then treated by a nearby Acolyte until they are stable. The Acolyte requests that the party accept the dragonborn's game and subdue him to end the violence. The dragonborn fights challengers in a fist fight one-on-one until he drops to <i>20 hit points</i> or less. If he notices cheating going on, through magic or other assistance, he draws his weapon and fights to kill the "<i>cheating miscreants</i>" instead, at which point he fights until reduced to 0 hit points. His unarmed strikes deal 2d4+3 slashing damage, but never uses his breath weapon.</p>	<p>The Acolyte awards the PC who subdued/dealt the most damage to the dragonborn with a randomly selected charm(see <i>Charms in The Dungeon Master's Guide</i>) or a <i>Potion of Heroism</i>, regardless of how he is defeated.</p>	<p>Hologron, The Emperor and Timothy Cals/Ariel Cals</p>
19-20	<p>A group of 2-3 Thugs are extorting a Noble in an alleyway. If the party intervenes, the standoff can be defused with a successful DC 20 Intimidation/Persuasion check. On a failure, the leading Thug suggests the PCs pay <i>55gp</i> on the Noble's behalf and they'll leave. Anything less is insulting to them and they offer a final warning to, "<i>leave or die</i>". Initiative begins if the party stays or keeps negotiating. If the party tries to ambush them from the start, the Thugs are distracted and have a passive perception of 7. If only one Thug remains standing, they attempt to flee.</p>	<p>The Thugs carry nothing of value aside from their weapons. The Noble has <i>44gp</i>, <i>17sp</i> and <i>44cp</i> as well as an <i>Amethyst necklace</i> on him currently, but only offers the party <i>30gp</i> if they assist.</p>	<p>Bruce, Butch and/or Dan and Lord Jeremiah Crestfall</p>
21-22	<p>A Mage paces outside of a house, mumbling to him/herself. If the party approaches and inquires about them, the Mage will describe that they're after a family heirloom that has now fallen into the "<i>wrong hands</i>." The house's resident is not home but the heirloom is. They then request help in two forms: either go in and steal the heirloom discreetly or buy a magic item(<i>Circlet of Blasting</i>) for an exorbitant <i>750gp</i> so the Mage can buy the heirloom instead.</p>	<p><i>36gp</i> and <i>Circlet of Blasting</i>, if they mug the Mage. The heirloom is a decorative <i>Ring of Protection</i>, unbeknownst to the house's resident.</p>	<p>Rodrick Harroway/Saline Harroway</p>

23-24	<p>An all-female band consisting of an elf, a halfling and a tiefling are gathered at the side of a busy street. Upon talking with them, the party learns that the band is called “<i>The Bootlicker Kickers</i>” and is scheduled to perform in the town square in <i>two hours</i>, but their entourage of background performers are still days out from the city. They plead with the party in hopes that some of them can play an instrument or dance, offering <i>1gp-15gp</i> per participant, based on each performance. Those that agree are then escorted to the square backstage, where they are taught to play the songs/dance routines directly by the band members. Each PC makes an Intelligence check. On a <i>15+</i>, Performance checks for the next <i>4 hours</i> are made at <i>advantage</i>. <i>10-14</i>, nothing changes. Anything less, and Performance checks for the next <i>4 hours</i> are made at <i>disadvantage</i>. When the concert begins, have each PC roll a Performance check to determine their effectiveness at the show.</p>	<p>Aside from instruments, the band possesses a lockbox containing <i>214gp</i> and <i>78sp</i> in earnings by the end of the show. Each PC receives gold pieces equal to their highest roll on the Performance check(max <i>15gp</i>). On a nat <i>20</i>, the PC gains Inspiration and a member offers to court them for the night.</p>	<p>Bonny “<i>Buns</i>”, Stella “<i>The Expella</i>”, and “<i>Suger & Sweet</i>” Candice(Candy)</p> <p>The elf, halfling and tiefling respectively in that order.</p>
25-26	<p>(TRIGGER WARNING) A young elf child with muddied shoes appears to be investigating the side of the road closely. If the party approaches her or passes by, she walks up to them and asks them for help finding her pet dog. She describes that he “<i>ran this way,</i>” pointing at a muddy puddle, but sounds too scared to go further. A successful DC 10 Persuasion check convinces her to disclose the reason for her fears: “<i>Mommy said bad men in robes are down there</i>”. Following the muddied tracks of her dog leads to a cellar where a scramble of human footprints enter the mix. The cellar is locked but can be picked or broken open. Inside are 1d4+2 Cultists and 1 Cult Fanatic surrounding a deceased, gutted dog in a hand-drawn circle. They attack the party on sight in an effort to gather more sacrifices for their god(your choice).</p>	<p>The Cultists’ loot consists of an <i>orb</i> (spellcasting focus), a <i>Potion of Poison</i>, <i>17gp</i>, <i>32sp</i> and <i>14cp</i> between all of them, as well as a <i>map</i> leading to buried treasure in the city. The girl offers nothing but eagerly awaits the party’s return with good news...</p>	<p>Celestia Fanatio</p>

27-28	An old fortune-reading mystic sits in a pitched tent beside the streets, waiting for customers to come in. Little does the party know, this person is actually a Doppelganger using its power to read minds freely and simply tell them what they want to hear. At a fair cost of 3sp per fortune, no less! They speak in the 3rd person.	The Doppelganger only possesses today's earnings, 48sp. They call the guard if the party tries to rob them.	"The Great Mystical Rasa"
29-30	A muscular Noble becomes greatly interested in a random PC. He behaves like a jerk and only offers cheesy pick-up lines to the target of his infatuation. If his advances are rejected, he doesn't cross any lines and bids them farewell with an offer to come and visit him any time. Some flirty lines he might have are: -"Hey, baby, do you have a jersey? 'Cause I need your name and number." -"Do you know what the difference between a horse and myself is? You don't need a saddle to ride me." -"Baby, you need to come with a warning label, because you are HOT! HOT! HOT!"	The Noble has 37gp and 56sp on his person, along with an <i>Aquamarine</i> ring given to him by his mother. The target of his infatuation has <i>advantage</i> on <i>speech checks</i> against him and he offers them assistance in most endeavors.	Eduardo Esperanzas
31-32	A seemingly-cheery person calls the party over from the shadows of a building/alley. At first glance, she determines the party might be able to amuse her and asks if they would like to earn riches for doing her a favor. She requests that the party eliminate a nearby Noble at a location of your choosing. The method is up to them, as long as the target dies. PCs that succeed a DC 15 Wisdom check can feel a sinister, sadistic aura that chills their spine, originating from this woman. The woman uses the Assassin statblock with 140 hit points and access to <i>Cunning Action</i> .	She offers all the gold on her person as a reward for the Noble's death, which is 300gp. But, she also has multiple poisons of varying lethality that can be consumed or placed on weapons.	Yandehime

33-34	<p>The party sees smoke rising in the distance. Upon investigating, they see an orc family comprised of a father, mother and son all using the Commoner statblock. They are watching helplessly as their home is burning down. They've given up hope for saving the house, but are pleading with onlookers to head inside and save their daughter. After hearing that information, the house will collapse after 3 <i>minutes</i>. PCs can head inside, using Perception or Investigation to determine the origin of the girl's screams, successfully locating her on a 20. At the start of each round spent in the burning, smoke-filled building, have the player(s) roll a Dexterity saving throw(the child inside does not need to roll). Any roll under 12 counts as a failure. On a failure, PCs take 1d6 fire damage, and make Perception and Investigation checks at <i>disadvantage</i> until the end of their next turn. After 3 <i>minutes</i> have passed, the house collapses and any occupant still inside takes 4d10 bludgeoning damage, then 6d6 fire damage at the start of every turn until they escape.</p>	<p>The orc family has nothing to give in return except their gratitude. They take up residence with friends or a shelter afterward. None of them have any suspicions on how the fire started.</p>	<p>Mogak Cromrow, Dura Cromrow for the parents and Umek Cromrow, Mazoga Cromrow for the children.</p>
35-36	<p>The party happens upon a group of 1d4+3 Bandits disguised as Guards committing arson, using molotovs on a home. The Bandits flee the scene immediately after starting the fire. The PCs can extinguish the flames through magical means or multiple Survival checks, at your discretion. The Bandits continue to flee, leaving any comrade that is apprehended or attacked by the party behind. A successful DC 12 Insight check figures out they aren't Guards, and a successful DC 10 Intimidation check convinces any culprit to admit this heinous act was done purely out of discrimination towards the orc family taking up residence within the home. No matter what happens, the orc family escapes the fire unharmed.</p>	<p>Each Bandit has <i>1d10gp</i> and <i>4d6sp</i> on them. They offer this in exchange for their release, along with a half-assed apology. Turning over any Bandit to the Guards awards a <i>10gp</i> bounty, dead or alive.</p>	<p>Alec, Jack, Ruben, Oliver, Axle, Linel and/or Judith, Mercedes, Tina, Ella, Kelly, Victoria The orc family(see names in previous block)</p>

37-38	<p>A male human Acolyte stands in deep thought outside of the city's jailhouse. Noticing the party, he approaches them with a serious demeanor and asks if they could aid him, promising <i>10gp</i> in return. The party can convince him to increase the reward up to <i>25gp</i> on a successful DC 15 Persuasion check. He describes that his sister is currently locked-up on "<i>ridiculous</i>" charges, and suspects the jailer has a personal grudge against her. He asks the party to convince him to free her. The Acolyte's sister is a very guilty Evil Mage that assaulted a Noble and tried to escape with their belongings. The jailer, using a Guard statblock, describes this, despite the sister's denial. The party can pay her fine of <i>80gp</i> or convince the jailer she was framed with a successful DC 20 Persuasion check. The same check can be used to convince the Acolyte of his sister's guilt.</p>	<p>The Acolyte has a total of <i>32gp</i>, <i>76sp</i> and <i>22cp</i> he has scrounged up to save his sister. He awards <i>10gp-25gp</i> after she's freed or he's convinced. The Evil Mage possesses nothing, as the jailer has confiscated and locked up her <i>spellbook</i> and <i>wand</i> (spellcasting focus).</p>	<p>Silus Midwinter and Aria Midwinter</p> <p>with the jailer</p> <p>Hal Murkov/Brooke Murkov</p>
39-40	<p>A gnome Commoner stares lovingly through a shop's window, completely enamored by the high elf inside. They sigh, turning their attention to the dirt. If the party approaches, they describe their crush within the store with Shakespearan flair. The gnome requests advice for flirting with the elf, or magical assistance if the party has any.</p>	<p><i>Potion of Hill Giant Strength</i> (their own concoction) if you feel the party's advice was convincingly helpful.</p>	<p>Gus Sprite/Jubilee Sprite</p> <p>and</p> <p>Simon/Liadra</p>
41-42	<p>A Doppelganger disguised as a small child calls for help from the party. If the party approaches, they describe that their friend was taken by "<i>a big man with a knife</i>" down the alley behind them. The Doppelganger then immediately proceeds down the alley with haste, with or without the party until they turn a corner. If the party follows, a second Doppelganger waits in the described form to ambush them. The original Doppelganger joins the fray mid-ambush (transforming into an adult form first, at the DM's discretion). They seek to steal all the party's money.</p>	<p>The Doppelgangers have accrued <i>66gp</i>, <i>166sp</i> and <i>440cp</i> from unfortunate victims who fell for the same ploy.</p>	<p>Nicholas/Jessica</p> <p>and described friend</p> <p>Duke/Sally</p>

43-44	<p>A Commoner is causing commotion in the streets. Traffic has been brought to a standstill as a crowd gathers to hear the crazed man speak nonsensical babble. The Guards' nerves are being tested, and they are close to using force to silence him. The PCs may attempt to defuse the situation through a speech check (DC left up to you). Some things he shouts might be:</p> <p><i>"The mayor is spying on us using birds!"</i></p> <p><i>"The water supply is contaminated with bacteria that will kill us all on the mayor's command!"</i></p> <p><i>"The world is flat!"</i></p>	Moral reward only, for saving him. Looting him or the Guards offers nothing(except their armor/weapons).	Rusty Shackelford
45-46	<p>A traveling musician using the Bard or Commoner(+6 to <i>Performance</i>) statblock is playing songs on an acoustic guitar for those that pay them mind on the side of a busy street. They have a hat placed in front of them for collecting tips. Any PC that listens to a full song and offers at least 5sp into the hat receives a d8 of Bardic Inspiration for <i>one hour</i> that can be added to any <i>skill check, saving throw</i> or <i>attack roll</i>. A PC that donates 5gp gains a d10 instead.</p>	Bardic Inspiration or 22gp, 14ep, 37sp and 98cp if the PC's steal from their hat.	Jon Bovi/Katty Pierre
47-48	<p>A thief using the Thug statblock(+5 to <i>Deception</i>) is trying to peddle a <i>Wand of Magic Detection</i> for 500g that they claim to have gotten "<i>from some guy.</i>" The item is stolen, but they won't disclose that information without a successful DC 15 Persuasion/Intimidation check. PCs who make an Insight check (same DC) may discern there's more to the story. The item is in fact currently being tracked via <i>Locate Object</i> by a Mage and 1d4+2 Guards. They arrive within 5 minutes of the start of this conversation, and will demand its return or take it by force, regardless of who possesses it.</p>	The Thug has 32sp and 14cp on him along with the magic item. The Mage has a <i>rod</i> (spellcasting focus) while each Guard only has their weapons. Who keeps what in the resulting chaos is up to you.	<p>The Thug goes by the title "<i>Swagger</i>" and the Mage...</p> <p>Victor Kosh/Amelia Kosh</p>

49-50	<p>A Noble with 27 <i>hit points</i>, along with his two Guards (acting as an escort), come under attack in an ambush on the streets. The ambush begins with 2-3 Thugs attacking and acting as decoys while an Assassin takes out the Noble. The Assassin fixates on the Noble, only changing targets if they're unable to attack him. If the Assassin is reduced to half hit points, they abandon their mission and attempt to flee. The Noble is a politician who's had a hit placed on him from an unknown malefactor. The Assassin will not give out any information willingly, regardless of circumstance; if they are captured, they instead choose to commit suicide.</p>	<p>60gp per PC, along with the Noble's aid while they are in the city, if the party manages to save his life. If he dies, even if the Assassin dies as well, the party gains nothing.</p>	<p>Augustus Eden and for the Thugs/Guards... Butch, Oliver, Undine, Sam, Kendal, etc. Assassin "Mistveil"</p>
51-52	<p>A <i>Neutral Good</i>-aligned Veteran calls out to passersby like they're trying to sell something: <i>"No, I'm not offering an item or anything like that. I'm offering my body... WAIT! Not like that!"</i> The Veteran is a sellsword simply looking for work. If the party listens, they can enlist the sellsword on a per diem rate (value determined by the DM). The Veteran is cheerful but not overtly so to the point of being annoying. If the party is performing evil acts, they will need to convince the Veteran with speech checks or they will choose to leave. The Veteran only offers their services for a maximum of 3 days before returning home(city/place of your choosing).</p>	<p>A temporary ally, if payment is made. Their supplies + what they were paid if killed and looted.</p>	<p>Dexter Salem/Aqua Salem</p>
53-54	<p>Three Kobolds in a trench coat are stacked on top of each other with a hat, trying to disguise themselves as a Commoner. They've managed to scrounge up 12gp and 46sp together to try and buy some <i>Blasting Powder</i> from a shop, but the merchant refused their business. The Kobolds request that the party go inside and buy the ingredient in their stead. A successful DC 10 Insight check reveals they aren't what they seem. They are after the powder to collapse a Wolf den near their home, outside of the city.</p>	<p>12gp and 46sp if the party mugs them or agrees and keeps the money.</p>	<p>Jak-Jak, Gru and Peskin under the alias... "Hoo-Man"</p>

55-56	<p>A panicked Commoner is standing outside of their home arguing with a doctor. Overhearing the conversation reveals the Commoner's child is afflicted with something the doctor cannot seem to diagnose. If the party intervenes, they'll be invited in to help (out of desperation), regardless of their qualifications. The child has a burning fever and the other parental figure is sitting beside them with a seemingly-stoic demeanor. On a DC 15 Medicine check, PCs believe the child is suffering from something paranormal and not medical. A Ghost is possessing the child on behalf of a god (your choice), slowly killing them to claim their soul. The stoic parent is aware of this, because they promised the life of their firstborn for wealth years prior.</p>	<p>70gp from their life savings stash, if the party exorcized and killed the Ghost. Aside from the gold, there's not much else to take if the PCs try to steal anything (maybe an <i>Uncommon</i> magic item, if the Ghost is particularly challenging).</p>	<p>Jedidiah Sovereign/Maggie Sovereign</p> <p>Terra/Shane and the Ghost...</p> <p>S'calia</p>
57-58	<p>The party comes across an <i>exhausted</i> dog in the streets that approaches them. The dog uses the Wolf statblock and is noticeably malnourished. It whines for food from the party, and if it receives some, it will carry it nearby to its three pups (use the same block except 2 <i>hit points</i> each, and Bite deals 1 <i>piercing</i> damage only). The pups are as worn as their mom is, and one is in dire need of medical attention or it won't make it past tomorrow. The PCs can treat the pup with a DC 15 Medicine check or take it to a doctor/veterinarian. The mother won't allow the party to take the other two without an Animal Handling check (at advantage, if any pup is aided).</p>	<p>Possibly a pet doggo!</p>	<p>N/A</p>
59-60	<p>The party comes across a hanging poster depicting a criminal that is wanted dead or alive for various crimes, from theft to murder. This culprit on the run can be placed in a location of your choice as a minor side objective for the party to accomplish. Use either the Archer, Cult Fanatic, or Gladiator statblock depending on your preference for the party's level (and minions at your discretion).</p>	<p>A pouch on their person contains 58gp and 72sp, plus whatever you decide the bounty is worth.</p>	<p>Saline the "<i>Hawk</i>"</p> <p>Garleth Corwell the "<i>False Prophet</i>"</p> <p>"<i>Stalwart</i>" Ruge</p>

61-62	<p>A Druid has been accused of stealing merchandise from a shop and Guards are in the process of arresting them. If the party engages, the Druid pleads for the party to assist them. They claim an animal (squirrel/cat/dog/etc.) in the nearby vicinity can vouch for them. Although the Druid is capable of speaking with animals, the shopkeeper and Guards cannot. If the party cannot interpret animal language either, they must try to decipher things based on the body language of the chosen animal instead. The truth of the matter is the shopkeeper is just an employee of the shop/stand that stashed the “<i>stolen</i>” item in the hopes of retrieving it later, effectively making the Druid a patsy.</p>	<p>If aided, the Druid will offer a spell scroll of <i>Commune With Nature</i> or <i>Lesser Restoration</i>, or a <i>Common Potion of Healing</i>.</p>	<p>Nimbus Scroo the Druid</p> <p>Jed Peterson the employee of Solutions & Tonics/Ale’s Deliverance/The Yarn & Spool</p>
63-64	<p>As the party passes a shadowy alley, you may call for a Perception check. On a success, they can discern a hunched over figure down the center in the distance. The Commoner is currently distracted, patting down the body of a slain elf for valuables. The Commoner came upon the body by chance and is not aware of who or what killed them. They will make excuses for looting the victim such as, “<i>just a crime of opportunity</i>,” or, “<i>the dead leave things behind to help the living</i>”. The Commoner is frightened and will not put up resistance if the party tries to steal back any of the possessions. As for the corpse, the victim was skewered through the back with a decisive strike that pierced through to their heart. Nothing implicating a culprit can be found. Enjoy the paranoia.</p>	<p>A small bag contains <i>12gp</i> and <i>74cp</i> (claimed by the Commoner), as well as an <i>Amethyst ring</i> they are currently trying to pry off. Engraved inside the ring are the words, “<i>My Dear Beloved -S.</i>” These valuables indicate that the killer didn’t act on greed.</p>	<p>Drew Singh</p>

65-66	<p>A lone, sighing tiefling Commoner stares blankly at a canvas on a stand before them. Once the party passes by, one randomly selected party member will spark creativity in the tiefling's artistic ways. They will jump up with glee and shout "<i>You! You're the one!</i>" The tiefling doesn't have much but will offer everything they have left in their pocket for an hour of their time to pose for their art. The full party isn't required to stick around, but the artist will engage in small talk, perhaps offering tips on the city to anyone interested. The piece comes out clean, and if left alone with the artist, they will continue to make additional pieces of the player character over the course of the campaign's lifetime, including but not limited to a sculpture. Oh no. A fandom!</p>	<p><i>7gp, 39sp and 16cp</i> loosely jingle in their pocket. If the player expresses a romantic interest in the artist, they will offer the player a <i>Sending Stone</i> to continue communicating freely.</p>	<p>Talon Evertide/Tara Evertide</p>
67-68	<p>(<i>TRIGGER WARNING</i>) A distressed young adult woman Commoner is frantically searching for aid from passersby. Any party member that pays her mind will prompt her to explain that her mother is fatally ill and in need of medicine, while guiding the party to her home. The disease is unnamed, but slowly rots the mother's internal organs until they no longer function. Methods such as <i>Remove Disease</i> only stave off the effects temporarily (the <i>Wish</i> spell can remove it). For three years, they've used medicine offered to them by a wandering merchant named Felix. The medicine has worked until the most recent supply. Succeeding on a DC 20 Medicine check on the medicine reveals that it has been replaced with placebos. The daughter and mother are in shock that Felix would do something so harmful. The stepfather is quick to condemn Felix, but the truth of the matter is that the stepfather replaced the medicine himself to kill his wife, so that he could be free to make romantic advances towards his stepdaughter, taking advantage of the distress she'd be under if her mother dies.</p>	<p><i>4gp, 66sp and 20cp</i> in savings stashed at the house. If aided in any way, the family doesn't have anything to offer but a meal and a place to stay.</p>	<p>Shayna Frost as the daughter Courtney Frost as the mother & Derek Frost (previously Derek Chauven)</p>

69-70	A drunkard Commoner is traveling down a road. During their swaying, they collide into a wall and say, " <i>Excusche me shir</i> ," accidentally dropping something. The party can notice this with a successful Perception check and either claim the item(s) for themselves or deliver it to him before he vanishes. The item(s) can be anything, and the rewards section offers but one possibility.	A pouch containing 22sp, some dice, and a voucher for a free drink/health potion at a local tavern/shop. He offers the voucher if it is returned.	Hamfarn
71-72	A small child is playing out in front of their house when suddenly they break into tears. From up close, the party can tell that the child's stuffed teddy has just torn from a branch/sharp object that they ran past. If the party offers to help repair the toy, either by stitching or magic, the child will excitedly ask them to stay there and run back into the house. If they wait, the child will bring outside a collection of broken toys also in need of repair, including other torn or dirty plushies, a hand-carved wooden carriage with a snapped-off wheel, a doll with a detached limb, and possibly more.	They offer one toy described by them as one of their " <i>favorites</i> ," if multiple are repaired.	Timothy(Timmy) Pines/Victoria(Tori) Pines
73-74	The party happens upon a wounded dwarf being cared for by a kenku. The dwarf Commoner is bleeding out from an altercation involving a mugger minutes ago. The kenku describes how the dwarf came to their aid when no one else did, but despite their efforts, their money was stolen and the dwarf left bloody. With a successful Medicine check or the use of healing, the dwarf can be stabilized or restored. The kenku can only mimic the sounds of the mugger's grunts from earlier, which makes finding the culprit difficult.	If restored to consciousness, the dwarf offers a <i>Potion of Climbing</i> . If stabilized, they will seek out the party to thank them properly with the same gift.	Sundrak/Oligia Gearmount as the dwarf & Creaky Flaps as the kenku

75-76	<p>Rapidly approaching the party from any direction, they can hear a loud trotting noise. If they pay it any mind, they may realize or see that a domesticated Draft Horse is on the run. Any target that remains in the way will be attacked by their Hooves as they continue attempting to flee. A middle-aged Commoner runs in pursuit of the horse. If the party assists in subduing the horse instead of letting it pass, the Commoner will explain that loud ruffians spooked it, then pay the party <i>5sp</i>.</p>	<p><i>5sp</i> if the party assists, but the Commoner has <i>88sp</i> in total on them.</p>	<p>Hugh Mustang/Margaret Mustang</p>
77-78	<p>The sound of persistent barking can be heard down the street. A dog is barking at a passerby in a non-threatening way. A successful Animal Handling check reveals the dog is trying to get anyone to follow them. If anyone from the party follows, the dog will lead them to a well, where the faint echoes of a child calling for help can be heard. The child is soaked in water, clinging onto the walls to keep his head above. It is up to the players to attempt to save poor Tommy, who is stuck in well.</p>	<p>If saved, Tommy says their father can pay them as thanks, and escorts the party to his home. The father is a Noble who gives <i>25gp</i> in thanks, then scolds Tommy.</p>	<p>Glennis (Rudy's dog)</p> <p>Tommy Glendale</p> <p>&</p> <p>Marcus Glendale as their father</p>
79-80	<p>A tabaxi (using the Drow statblock) is hidden from sight before the party passes by. They will study the party, figuring out who best to approach for their ordeal. (A scenario for your most chaotic player!) The tabaxi will walk over and initiate conversation with the chosen party member, perhaps in <i>Thieves Cant</i>, if the PC speaks it. <i>"Hey, can you do me a favor?"</i> They speak in whispers and offer to cut the PC in on the spoils, should they accept. A caravan hauling a wagon will soon pass by with some valuables in its storage. The tabaxi simply requests that the PC creates a distraction while they sneak in and steal the loot. If both are successful, the tabaxi will vanish, fleeing the scene invisibly and meeting up with the PC later to divide the spoils.</p>	<p><i>176gp, 456sp</i> and <i>340cp</i>, along with 2 <i>Amethysts</i>, a <i>Garnet</i> & a <i>Black Pearl</i> stowed in a chest within the wagon.</p>	<p>Cheshire Restclaw or "Phantasm"</p>

81-82	<p>A man dressed in an elegant tux or a woman wearing a white dress is standing distraught atop a bridge. As the party passes by, they beg for the party's help in finding their wedding ring, which has sunk into the river below. Any party member that agrees and dives in will inexplicably see images flash in their head as they near the riverbed, revealing the location of the ring. It is buried beneath the mud at the bottom of the stream, in a small box. Recovering the ring and bringing it back, the man/woman will graciously thank the PC and ask the PC to deliver it to their love interest, claiming it'll be a "<i>wonderful surprise</i>" and insisting they cannot deliver it themselves. If the party agrees and delivers the ring to the provided (nearby) address, the target's love interest will answer the door while carrying a child. This love interest is married with two kids. Upon seeing the ring, they'll be shocked at first and break down into tears soon after being told the details of how the PC came upon it. They will explain that the ring belonged to someone they dated four years prior, who proposed to them. The love interest turned them down, and had heard the proposer committed suicide a couple of days later. The love interest will refuse to take the ring, regardless of debate, and will ask the party to leave. If the party has attempted to return the ring, they can keep the ring and/or sell it without issue. If they have never tried to do so, the PC who found it will suffer nightmares for 1d4+1 nights. On the final night, a Ghost of the groom/bride will ambush them during their long rest.</p>	<p>An ornate ring with multiple gems the sum of which totals <i>300gp</i> in value.</p>	<p>Inago/Serenity Scier as the bride/groom</p> <p>&</p> <p>Eren/Talia Montet (formerly Castemont) as the love interest</p> <p>&</p> <p>Robin, Ash, Aubrey as the partner and kids</p>
-------	--	---	---

83-84	<p>While the party is walking through the city, minding their own business, a Commoner will approach the party, choosing someone in the group at random and demanding, <i>“Kiss me”</i>. Regardless of the response, they will lock arms with the chosen player and try to appear affectionate. This act is done to purposefully upset their ex, a man using the Hobgoblin statblock, who is rapidly approaching. If convincing, the ex will try to intimidate the chosen party member with violence, otherwise they will just try to grapple and remove the Commoner from the group. The party can intervene in multiple ways to save the Commoner, such as Intimidation, Persuasion, or combat. In the event that they assist the Commoner to escape the ex, the Commoner will thank the party and ask for an escort to a safehouse (their friend’s place).</p>	<p>A gold necklace worth <i>25gp</i> on the Commoner. <i>18sp</i> on the ex boyfriend. The Commoner’s friend offers the party a place to stay if they escort their friend there.</p>	<p>Kaidan/Jocelyn Evers as the Commoner</p> <p>&</p> <p>Richard Ryder as the ex</p> <p>&</p> <p>Coreellia as the friend</p>
85-86	<p>Two half-elf children (using the Commoner statblock) are seeking help. Upon seeing the party, they’ll ask if anyone can provide healing for their parents. If the answer is yes in any way, the kids will try to hurriedly convince the party to follow them. On the way, if the party inquires about the nature of the injury, the children will prove difficult and tight-lipped, only offering <i>“burns”</i> as relevant info. The house is on the outskirts of the city, and upon arrival, a burned down house can be spotted through a successful Perception check. Getting closer, the children will call out <i>“Mom! Dad! We brought someone who can help, just like we promised!”</i> before kneeling down in front of two gravestones. Eventually, their uncle will arrive, suspecting that the children might be at their former home. He will apologize to the party for their actions, and thank them for listening. He’ll state that the childrens’ parents perished from a house fire just under a week ago, and the kids haven’t overcome their grief yet.</p>	N/A	<p>Avery and Ira Windsword as the children (ages 8 & 11)</p> <p>&</p> <p>Nathaniel and Seridia Windsword etched on the gravestones</p> <p>&</p> <p>Matthew Windsword as the uncle</p>

87-88	<p>An Air Genasi dressed as a chef and using the Commoner statblock stands on the side of the road, offering food to anyone. He is known locally and avoided by all. The party doesn't know any better, however, and if they approach, he will beg them to try his food. He states how he wishes to introduce cooking from a distant land, and believes people are avoiding him because of "<i>foul rumors</i>." He wants someone to eat his food and prove to everyone how good it can be! Some example dishes are...</p> <ul style="list-style-type: none"> -Fried Giant Spider Legs served with a tangy orange sauce -Hops Soup, a bowl containing rice and frog legs, as well as frog heads, in a watery substance-filled bowl -Cream & Chips, chips dipped in mashed maggots (like salsa), served like Pâté -Hog Steak, beef marinated and cooked inside a hog's stomach with various spices -Snake Strips, peeled snake skins coated in oil (for a slick shine) then heated extensively, served with peppers & lime <p>Anyone trying any dish must succeed on a Constitution saving throw to hold the food down. Holding it down also results in 1d4 Poison damage.</p>	The chef has no money left. Only food and an upbeat spirit filled with positivity.	Chef Nomu
89-90	<p>A half-orc (using the Martial Arts Adept statblock, AC 20) has stirred up a crowd around them. Many Commoners and even Guards have come to participate, but ultimately, only the party can win. The half-orc offers each participant a chance at victory, after paying a <i>5sp</i> entry fee apiece. After entering, the participant has two chances to try and hit the half-orc with an Unarmed Strike. The first to deal damage to them wins, and receives the prize pool of <i>40sp</i>. Any attacker whose roll has a total result of 14 or under takes bludgeoning damage equal to their own Unarmed Strike instead.</p>	<i>40sp</i> is the prize pool for a victory, but the half-orc has accumulated <i>155sp</i> thus far.	Skagra/Demeter the "Impenetrable"

91-92	<p>A traveling salesman using the Commoner statblock (with a +9 in Deception and +5 in other CHA-based skills) opens up his caravan and sets up shop in the middle of the city, bribing guards to allow him to do business without a permit. He sells various useless items, claiming each to be magical in some way. Some item examples are...</p> <ul style="list-style-type: none"> -Negative Ring, a silver ring that will snap in two once it has absorbed enough negative energy -Head Ointment, a stick, much like chapstick, that once applied to the head, will cool and soothe it, relieving headaches and granting advantage on Concentration checks. -Sole Pads, pads that can be placed in your shoes to alleviate tension, doubling your walking speed after leaving it on for 48 hours. -Beautiful Hand Mirror, a small, replica mirror made of cheap steel that can turn its beholder beautiful, but only so long as they peer into it in complete darkness. -Bottled Air, an otherwise empty bottle that can possibly save your life in a pinch, when clean air isn't immediately available. -Owlbear Paw, a disembodied owlbear paw passed down for generations. They say that a wish made upon it will be granted (in 4-6 business days). -Traveler's Gift Card, a small, plastic card that is an excellent gift for travelers. There's no need to hoard your expenses in bags when you can carry all your financials in your pocket. "<i>Accepted at only participating locations</i>" with no locations listed. <p>This trader is only available for 8 hours before he will flee town in his caravan to sell goods in yet another town. The price of items vary up to the DM's discretion, but none of the listed items grant any actual benefits.</p>	<p>All listed items (including duplicates), as well as <i>44pp</i>, <i>367gp</i>, <i>297sp</i>, <i>467cp</i>, a <i>garnet ring</i>, a <i>black pearl</i> & an <i>aquamarine necklace</i>, contained in a sturdy safe with a complex lock.</p>	<p>Margo the Trader also known as Margo the Traitor in towns he has previously visited.</p>
-------	---	---	---

93-94	<p>(<i>TRIGGER WARNING</i>) What just seems like a normal adventuring day for the party through the city is a grim day for another individual. As the party walks down a street, you can have them roll a Perception check. Anyone that rolls a 15 or higher notices someone standing at the edge of the tallest building and looking down. Insight checks can reveal early on that this person (a Commoner) plans to jump. The players can take any number of actions to prevent this suicide attempt, such as magic, talking them down, catching them, etc., but any result that ends with the jumper still alive causes the Commoner to open up about the loss of their child, who was recently mauled by Dire Wolves just outside of the city a few days ago. They'll describe the grisly scene of what little remained of their son among the torn clothes and bloody paw prints. Their partner has left them as a result of this recent tragedy. A Guard will offer to take the Commoner to a doctor for counseling.</p> <p>If no one succeeds on the Perception check, the party notices the jumper too late as their head cracks against the concrete in front of them, instantly dying. The story behind their actions is whispered by the gathering crowd.</p>	<p>If saved, a friend of the jumper may offer thanks and <i>4sp</i> for saving their life. <i>"It's all I have on me. Please take it."</i></p>	<p>Axel/Liri Russelford as the Commoner</p> <p>&</p> <p>Alexander Russelford as the mentioned son. Partner is unnamed.</p>
95-96	<p>A Guard appears anxious as they stand outside a building keeping watch. Once the party passes near, they will try to judge who is the most <i>Good</i>-aligned character in the group and ask them for help. They'll state how they need to take a quick bathroom break, but can't leave their post, so they'll ask the party member to temporarily take their place. On agreement, the Guard will leave for roughly 6 minutes. A duo of nefarious lawbreakers will see this as an opportunity. A Yuan-ti Pureblood will come out to try and distract the party member(s) while an Assassin will try to sneak in and kill the Noble inside the residence. They flee if discovered.</p>	<p><i>5sp</i> initially to keep watch, but more in bounty rewards, if either criminal is apprehended. <i>35gp</i> for the Yuan-ti. <i>65gp</i> for the Assassin.</p>	<p>Vlad/Valery as the Guard</p> <p>&</p> <p>Azu and "<i>Mirage</i>" as the criminals</p> <p>&</p> <p>Regi the Noble</p>

97-98	<p>A goblin Mage is visibly annoyed by a crow beside them as they work on writing a scroll at a table in front of a public diner. <i>“Shut it, bird!”</i> they shout as the crow retorts back <i>“Asshole! Rawwwr! Asshole!”</i> If the party gets involved, the Mage will explain that the Crow is their familiar and has been extra rebellious recently. They’ve sometimes ignored summons, constantly namecall the Mage, and peck them when they aren’t looking. The party can play mediator between bird and goblin, trying to settle the issues between them. The party must ask the right questions, leading the Crow to nod and repeat back the important word. Some examples are...</p> <ul style="list-style-type: none"> - <i>“Do you want more treats?”</i> - <i>“Do you want more head pats?”</i> - <i>“Do you need more respect from your master?”</i> - <i>“Do you want more free time?”</i> 	<p>In the event you decide peace has been made, the goblin will be thankful and offer the party <i>Oil of Etherealness</i> or a spell scroll containing <i>“Banishment”</i>.</p>	<p>Skivy the <i>“Short-Tempered”</i> as the goblin</p> <p>&</p> <p><i>“Squirmy”</i> the Crow</p>
99-100	<p>After traveling a bit through the city, a group of four Guards will recognize a randomly-chosen member of the party and confront them with pointed spears. <i>“Hold it! You’ve violated the law!”</i> they’ll exclaim, before demanding the PC not resist. A Guard will state how witnesses, including himself, saw the party member fleeing the scene after a robbery took place yesterday. The store owner also identified the same suspect afterwards, during investigations. Unbeknownst to the party, a changeling, using the Doppelganger statblock, has been committing crimes under the guise of that player character. While this changeling’s crime spree is not at an end and they can be caught later, at the current moment, that player character can be arrested and go through processing now or resist arrest, leading to more chaos. Yes, expect to be called an evil DM. Hehehe.</p>	<p>50gp upon the capture of the changeling, dead or alive.</p> <p>A reward determined by the DM for the capture of the PC (if they flee), dead or alive. The bounty increases if guards have died.</p>	<p><i>“Tabula Rasa”</i> as the changeling</p>

CONGRATULATIONS!! :D You've made it to the end! I hope you've enjoyed the multiple wacky, sometimes-dark scenarios and can put these to good use in your game in some way, shape or form! Feel free to adjust any of these encounters on the fly to your group's expectations or settings. After all, like D&D rules, these scenarios are more like... guidelines.

Be sure to comment your favorite encounter on whichever thread you found this post in! And if you use any, I'd love to hear the story of how it played out!

This sheet was a LOT of work. Far more than I was expecting, so I probably won't be doing something like this again. I'll stick to my maps!

Writer: Yandehime (also known as Azu!)

Editor: Caduceus