

## – Street Encounters –

Cities and towns are dangerous and hazardous places for the unwary where even a casual stroll down the street can result in unfortunate consequences. You can use these random street encounters to add colour and detail to your cities, though it is a good idea to use them sparingly so as not to wear out their novelty or make your cities more perilous than they should be.

### Roll Encounter

- 01-05 A bucket of vile stinking filth is emptied out of a nearby upper storey window. Characters should make a **Perception** test to hear the casual warning from the citizen disposing of the waste. If they fail to hear the warning or heed it, they must make an **Agility** test or be covered in excrement and other less wholesome things.
- 06-10 Out of nowhere a cart, wagon or coach comes barrelling down the road towards the characters (this could be because it is out of control or perhaps just that the noble inside is in a hurry). They must make a **Perception** test to hear the cart before it appears, and get out of the way. If they fail to notice it in time they must pass an **Agility** test or be run over, suffering a Damage 4 hit to a random part of their body.
- 11-15 The characters notice some children playing in a puddle. Closer inspection reveals them to be racing baby rats in the water and they will gleefully ask if the characters want to join the fun.
- 16-20 A grubby Halfling with no legs drags himself up to one of the characters and offers to bake them a pie with a crust bearing their likeness. If they accept he will pester them for ingredients, cooking implements and the use of an oven. If the character meets all these requirements they will indeed receive a delicious pie bearing their likeness, however the resemblance is so uncanny that they must make a **Willpower** test or gain a point of Insanity!

- 21-25 A small girl stumbles into the characters crying that she is lost. If they ask her where she is from she will stop crying and scornfully reply that she knows where she is but that the nasty man with the bald head told her she was lost, pointing to a nearby street preacher condemning passers by.
- 26-30 A group of three blind beggars beseeches the characters for money as they pass, however quickly become confused as to exactly where the characters are standing. After a few moments the beggars begin trying to extort money from each other, cursing their fellows loudly when they claim to have none.
- 31-35 One or more of the characters has attracted the attention of local pickpockets. Use the guidelines for **Pickpockets**, presented below, for running this encounter.
- 36-40 A trader approaches one of the characters trying to sell him a wooden fish, a crude painting of the Emperor, a stuffed goblin doll or some other equally useless item. Regardless of how many times the character tells him to go away the man will continue to follow them, harping on endlessly about the virtues of the item.
- 41-45 A man in colourful garb stands on a street corner waving his arms and proclaiming that he is the creator of the greatest show in the Empire. He will spend a great deal of time enticing people to come and witness what is doubtless the most impressive event since the birth of Sigmar himself. However, if any kind of crowd gathers or he is pressed about the nature of this "show" he will smile, stand tall and spread his arms before bolting off down the street.
- 46-50 A cry of "Fire!" echoes down the street and people start running around madly but not doing anything particularly useful. If the characters investigate or wait around, sure enough yellow tongues of flame and clouds of smoke will be seen billowing from a nearby structure.





## Games Master's Toolkit

- 51-55 A man or child runs past the characters with a grizzled old woman in hot pursuit who is crying out "Thief!" at the top of her lungs. The characters can try and catch the thief who has stolen some goods from the woman's shop, however, the thief belongs to a local gang and their civic act may net them more than they bargained for.
- 56-60 The characters arrive in a market square in time to witness the start of a public execution, as a wizened old man is led up onto the gallows to be hung. As he is dragged to the noose he pleads for his life protesting his innocence and beseeching the crowd for help, but then again, don't they all say that?
- 61-65 A man is drawing portraits of people on the street for a few brass pennies, and has gathered quite a crowd. However, most of them seem to be haranguing him about his work, which upon inspection is clearly rubbish, and look nothing like the people they are supposed to represent.
- 66-70 The characters come around a corner to see some noblemen throwing brass pennies from a coach to a crowd of wailing beggars. This is not in fact an act of charity but a perverse act of amusement for the nobles who have heated the pennies so they will burn the fingers of anyone who tries to pick them up.
- 71-75 A drunken watchman staggers up to the characters to give them a piece of his mind, cursing them as filthy adventurers, opportunists and mercenaries. After briefly accusing them of something ludicrous like starting the Storm of Chaos, he will amble off oblivious to the characters' replies.
- 76-80 One of the characters happens to glance down an alley and catches a glimpse of something distinctly monstrous disappearing into the shadows. Investigation will only reveal a scattering of rags and prayers scribbled on scraps of paper.
- 81-85 In a nearby alley a group of grubby gutter-snipes have made a makeshift pen in which they are fighting cats. Their leader challenges the others to find a cat to match his own, a scarred and battered feline that has a maniacal glint in its one remaining eye.
- 86-90 A man dressed in a poorly made fish costume dances and capers down the street in some strange ritual to Manann. Those he passes however seem delighted to see him and kiss his "scales" as he passes for good luck.
- 91-95 A priest of Morr drags a handcart full of bodies down the street calling out for people to bring out their dead. Closer inspection of the priest, however, reveals him to be less than dedicated to his task, especially as occasionally people will slip him some coins and take away one of the bodies.
- 96-100 A dead cow or horse is blocking the road and causing traffic to either find another route or try and squeeze past. For the most part people are ignoring the dead animal with the exception of a few enterprising scamps that are trying to cut off a leg and take it home.

## – Thieves and Beggars –

Cities and towns are a haven for thieves and pickpockets, and anyone braving crowded taverns, streets and markets should do so with one hand firmly wrapped around their coin purse. There are however many ways characters can become parted from their hard earned wealth, some of which they may even choose to employ themselves if they are of a less than law abiding disposition.

**Pickpockets**

Anyone with **Sleight of Hand** skill can attempt to pick someone's pocket. A person that is the target of a pickpocket can make a **Perception** test, which must at least match the thief's level of success, to notice the attempt. If the thief failed his test the target only need pass a **Perception** test to notice the attempt. There are of course many ways a pickpocket can improve his chances of going undetected. Looking well-dressed and presentable, working in a large crowd, working with other thieves and distracting the target could all increase the difficulty of the target's **Perception** test to **Challenging**, **Hard**, or **Very Hard** depending on how successful you feel the thief's trick is.

**Beggars**

Another fixture of any Empire town or city are beggars, the filthy misbegotten dregs of the Empire that have taken it upon themselves to leech coin from their fellow man with their tales of woe, pathetic appearance and generally vile stench. Anyone can attempt to beg, as it requires no formal training. A **Charm** skill test opposed by the target's **Willpower** will net some cash if the beggar is successful. To improve your chances of success, as well as your rewards, there are a number of tricks you can employ such as looking pathetic, having missing limbs or a disease (real or fake), telling the saddest story ever, doing a little dance, seeding your begging bowl with coin and appealing to your target's good moral fibre. All of these tricks can increase the target's **Willpower** test to **Challenging**, **Hard**, or **Very Hard** depending on how successful you feel the beggar's performance is.

**Note:** Players might object to giving up their money simply because a beggar makes a successful **Charm** test. As a general rule players should always decide for themselves whether or not they give beggars any money.