

# Rural Encounter table 1

Encounter	Farmland		On the road		village		Country side	
	day	night	day	night	day	night	day	night
<b>Mounted rider</b>	01-20	01-10	01-40	01-10	01-30	01-05	01-35	01-15
<b>Animal</b>	21-40	11-50	41-45	11-35	31-38	06-15	36-60	16-50
<b>Locals</b>	41-50	51-55	46-60	36-40	39-75	16-50	61-75	51-57
<b>Already occurring</b>	51-60	56-60	61-75	41-45	76-85	51-65	76-80	58-70
<b>No encounter</b>	61-98	61-98	76-98	46-98	86-95	66-98	81-98	71-98
<b>Special</b>	99-00	99-00	99-00	99-00	96-00	99-00	99-00	99-00

## Mounted Rider

Farmland	Road	village	Country	Encounter
-	01-30	01-20	-	<p>Patrols of guards are mounted on riding horses.</p> <p>1-2 More interested in impressing the locals than watching for any trouble.</p> <p>3-4 Stop to ask the characters if they have seen someone.</p> <p>5-6 Question the characters as to their business, suspicious of their intent.</p>
-	31-35	21-30	01-10	<p>Several cultists and a cult fanatic are being led in chains to a public execution by several guards. A character recognizes one of the cultists</p>
<b>01-20</b>	36- 40	31-35	01-25	<p>A barbarian is chasing their mount,</p> <p>1-2 a giant hyena who has stolen their lunch.</p> <p>3-4 a camel who has spit on him and got lose.</p> <p>5-6 he is drunk and the horse is not having any of his bull and continues to evade his trying to grab the reins</p> <p>The locals treat any of this as a normal occurrence.</p>
	41-45	36-45		<p>A mob of commoners and bandits are looking at a picture poster defaming a local merchant. One asks the party what they think.</p>
	-	46-50		<p>A few tribal warriors are drunk and</p> <p>1-2 trying place a cart on top of a statue</p> <p>3-4 harassing a local woman</p> <p>5-6 are relieving themselves as people avoid them in shock</p>
<b>21-35</b>	46-55	51-55	26-35	<p>A group of acolytes and guards are going into the wilds to perform a wedding ceremony and celebration.</p>

				1-2 and Invite the party along to witness 3-4 and would like them to help them as bandits have been seen in the area 5-6 and need help with capturing a wild boar for the feast after
<b>36-40</b>	56-60	56-60	36-40	An odd fellow is riding an old draft horse, they try and talk to the characters about 1-2 the weather 3-4 farming and crop rotations 5-6 livestock
<b>41-50</b>	61-70	61-65	-	A family of starving commoners are moving out of the area pulling a rickety cart and stop to ask the character... 1-2 For a few coppers 3 try and sell them one of their kids 4 if they would protect them from bandits in the area until the next town. 5 ask them if they have some food to spare
<b>51-55</b>	71-75	66-70	41-50	A local ranger mounted on a giant boar is patrolling for any signs of trouble. 1-2 Stops to chat with the group. 3-4 wonders if they have any fruit on them 5-6 offers the characters some healing salves he has made recently. 7-8 and thinks one of the characters is a bandit.
	76-85	71-80	-	A mounted group of 1 guards on mules 2 merchant (spy) on a cart and 1d4 mules 3 2d4 acolytes with a sacrificial goat 4 noble with 1d3 commoners and 2d4 guards 5 1d3 commoners on ponies with 2d4 cows 6 tax collector (spy stats) with 1d4 thugs and a wagon 7 priest of agriculture with 1d4 commoners 8 1d6 tribal warriors on riding horses 9 commoner with 1d2 mastiffs and 4d6 sheep (goat stats) 10 1d2 nobles mounted on riding horses with 2d4 mastiffs
<b>56-60</b>	-	-	51-55	Roll on creature encounter tables
<b>61-65</b>	86-87	81	56-60	Centaur in disguise
<b>66-75</b>	88-90	82-85	61-75	Local farmer with cart ... 1- Pig farmer going to market, 20% mischievous kids 2- Hauling hay, 20% bandits hidden in cart 3- Going to market with vegetables. 4- Going home from market, desperate to sell goods 5- Empty 20% has mischievous kids 6- With goats, 20% one speaks to characters
<b>76-80</b>	91-95	86-90	76-80	Group of mounted adventures/mercenaries ... 1- Returning from a task 50% mostly injured 2- Going on a task



				3- They are carrying a couple dead strapped to horses 4- Have 1d4 people bound and gagged, strapped to horses
<b>81-85</b>	96-98	91-95	81-85	Cloaked figure on horseback... 1- Evil creature (if at night 50% vampire or other undead) 2- Bandit leader, with 2d4 bandits hidden near by 3- Humanoid, peaceful trying to avoid attention. 4- 3 kobolds 5- Disfigured nobleman 6- Medusa, Peaceful under a curse
<b>86-85</b>	99-00	96-00	86-85	Roll on Weird and spooky Encounters
<b>86-90</b>	-	-	86-95	Wilderness encounter table
<b>91-00</b>	-	-	96-00	Roll on trap table

## Locals

Farmland	Road	village	Country	Encounter
<b>01-20</b>	-	01-35	-	Several urchins are holding a quest notice and talking of becoming heroes. 1 They ask a character to read it to them 2 They take interest in the adventures and want to tag along 3-4 this is a distraction to pickpockets 5 They see the heroes and scatter 6 They hand it to the characters and run away.
<b>21-25</b>	01-10	36-40	01-15	A small boy/girl is looking for a pet that has gone missing 1-2 A dog 3-4 A cat 5-6 a duck or chicken 7-8 a pig 9-10 the pet is dead and the kid knows it.
<b>26-30</b>	11-15	-	16-30	A ranger is training a 1 young owlbear. Currently it is afraid of everything. 2 young wolf that is way too friendly 3 small bear cub that has lost its mother. 4 a crow that is distracted by something shiny on the characters 5 a small pot belly pig that is currently think that it just a game of tag 6 a ram that is trying to head but everyone
<b>31-35</b>	16-25	41-60	31-35	A solder retired to a farm and lost everything. 1-2 Now they look for any work as a day laborer

				3-4 willing to arm wrestle the player for money 5-6 willing to teach the characters some skills for a price
	26-30	61-75	36-40	A noble is desperate for news and invites the group to their estate 1-2 he is not a noble and this is a trap to ambush the group 3-4 is attracted to one of the characters and wants to woo them 5-6 he is not a noble but is insane and will just lead the group into the woods and get them lost.
<b>36-50</b>	31-40	76-80	41-45	1d4 locals are... 1 talking about a local scandal (or the weather) 2 investigating signs of ankhegs in the area or fishing in a pond 3 butchering a dead animal or performing a seasonal ritual 4 herding (or stealing) livestock; or unhappy about taxes 5 tending to (or harvesting) crops 6 curious about a clockwork plowing device (or a huge wagon) 7 building (or destroying) something or celebrating a festival 8 going to a nearby market or complaining about the local ruler 9 chasing after (or being chased by) beasts 10 carrying a saddle of the cavalier (or potion of animal friendship)
<b>51-55</b>	41-60	81-90	46-50	A group of Bards 1 - A song of rest. Lose any debuffs. 2 - A song of good health. Gain 1D8 temporary hitpoints. 3 - A song of heroics. 1D6 party members gain inspiration. 4 - A song of misery. All party members with inspiration lose it. 5 - A song of battle. The next combat encounter grants double xp reward. 6 - A song of healing. Regain up to half your max HP. 7 - A song of pain. Lose 1D8 HP (after the bard has long since passed). 8 - A song of storms. A storm starts and forces the party to stop for the rest of the day. 9-20 - A song. Nothing special happens.
<b>56-60</b>	61-75	91-95	-	A Merchant that has 1 - Only has one useful item for sale a minor weak potion. 2 - Studded leather armour and basic weapons. 3 - Five healing potions, double price. 4 - Basic adventuring equipment. 5 - Wood. 6 - Hunters bounty. Fresh meat, some herbs. 7 - Herbalist (can give directions). 8 - Fisherman 9 - Gem & Jewellery merchant (500gp worth of loot) 10 - Bug catcher. One of the bugs is a fay that is hiding
-	76-85	96-98	-	A vagrant asks for... 1-2 food. Nothing happens if they give him some. 3-4 money. Nothing happens if they give him some.



				5-6 money. They get triple what they give back if they give him some.
61-80			51-70	A local ranger <ul style="list-style-type: none"> <li>1- gives the party directions to their next destination, shorting their journey</li> <li>2- Directs them to a trap</li> <li>3- Is a dick and gives them wrong directions</li> <li>4- Offers them some magical mushrooms (DM decides out come)</li> </ul>
-	86-98		71-80	Trap encounter
81-98			81-98	Druid... <ul style="list-style-type: none"> <li>1- In animal form (if attacked will return favorer)</li> <li>2- With identity concealed traveling to grove</li> <li>3- In the middle of performing a ritual is annoyed if interrupted</li> <li>4- Friendly will provide the characters with 2d6 goodberries</li> <li>5- Is neutral woill give them some mushrools (50% poisonous or hallucinogenic or DMs choice)</li> <li>6- Evil will act good and then attack characters later, when they sleep.</li> </ul>
99-00	99-00	99-00	99-00	Roll on Weird and spooky Encounters

# Animals

Roll on this table for the animal and on the Farmland Encounter Details for what is going on.

Farmland	Road	village	Country	Encounter
01-20	01-10		01-30	A stampede of herd beasts 1-2 Deer 3-4 cows 5-6 sheep/goats 7-8 pigs 50% wild
21-25	11-30	01-10	31-40	2d6 giant rats
26-35			41-45	4d6 deer
36-41	31-45	11-20	-	1d6 draft horses
42-46			46-50	6d6 goats
47-55	46-56		51-55	1d3 boars
56-63	57-66	21-30	56-60	2d4 ponies
64-70	67-72	31-40	61-65	2d6 oxen
71-75			66-70	2d6 elk
76-80		41-45	-	1d6 domesticated giant lizards
81-84	73-80	46-50	71-75	2d4 mastiffs

85-87	81-83		76-80	2d4 giant badgers
88-89		51-60	81-85	2d6 cows
90-91	84	61-70	-	1d6 cats
92-93	85	71-80	-	2d4 riding horses
94	-		81-85	2d4 giant chickens (axe beak stats)
95-96	-	81-90	-	1d6 mules
97-98	85-98	91-89	86-98	Druid in animal form
99-00	99-00	99-00	99-00	Roll on creature tables

## Farmland Encounter Details

1d20 roll	Details
1	wandering around a meadow (or fenced area)
2	looking at you like you don't belong here
3	investigating a broken plow (or wagon)
4	associated with a nearby settlement (or farm)
5	in field of crops (or a farmyard)
6	curious about strangers
7	being lazy or with their young
8	feeding on their favorite food
9	marked by (or bearing symbols of) a local deity (or temple)
10	near a well or a dead goat

## Already occurring

Farmland	Road	village	Country	Encounter
01-20	-	01-10	-	Fire 1-2 a farm 3-4 a funeral pyre 5-6 local burning brush
-	01-10	01-20	-	See abduction attempt
21-30	11-30	21-35	-	Witness robbery
-	31-45	36-50	-	A few spies from a nearby city are spying on a local. They are badly disguised as locals and have horrible accents.
-	46-50	51-55		An old mans riddles. 1 - I have a tail, but no body. I have a head, but no brain. What am I? (coins, 50gp reward)



				<p>2 - What is running around Waterdeep, yet never truly moving? (The wall, Healing potion reward per player)</p> <p>3 - My rivers are dry, my forests have no trees, my towns are flat and empty, and my roads cannot be walked on. What am I? (A map. The party's journey is shortened)</p> <p>4 - Two bodies have I, though both joined in one. The more still I stand, the quicker I run. What am I? (An hourglass. Time slows down if they get it, and immediately skips to night if they don't)</p> <p>5 - What kind of ear cannot hear? (An ear of corn. Potion of Cure Silence, everyone deafened if they don't get it)</p> <p>6 - What has four wheels and flies? (A garbage wagon. Potion of flight if correct, attacked by Stirges if they don't get it)</p>
<b>31-40</b>			<b>01-30</b>	Hidden object or place
<b>41-45</b>	<b>51-55</b>	<b>56-60</b>	<b>31-35</b>	The party finds a random cow. No amount of investigation reveals anything of significance about the cow or where it came from.
<b>46-55</b>	<b>56-65</b>	<b>61-75</b>	-	A stranger asks to be escorted to the nearest town. If the party agrees, the stranger gives them 100gp upon delivery.
<b>56-60</b>	<b>66-70</b>	<b>76-80</b>	<b>36-50</b>	A group of excited gnomes bounce past the party. If the party is polite to them, one gives them a useless gizmo that makes a chirping noise when wound up.
<b>61-65</b>	-	-	<b>51-60</b>	A man is trapped under a log. If the party helps him, do a DC15 check. A failure drops the log and crushes the man. He has nothing of value on him, but the saviour gets inspiration if they succeed.
<b>66-70</b>	<b>71-75</b>	-	-	A man is buried in the road up to his neck, with the ground around him undisturbed. If the party helps him, the head pops out the ground and crawls off on spider legs, cackling. The party takes a DC14 Wisdom saving throw, taking 1D10 psychic damage on a failure.
<b>71-74</b>	<b>76-79</b>	<b>81-98</b>	<b>61-69</b>	A drunken dwarf challenges the strongest looking party member to a wrestling match. A DC15 Strength check beats her, and she gives the party member 5gp. The party member gains a level of exhaustion on a failure.
<b>75-79</b>	<b>80-89</b>	-	-	A road sign points back to wherever the party came from, but is otherwise useless.
<b>80-84</b>	<b>90-98</b>	-	<b>70-79</b>	Trap
<b>85-98</b>	-	-	<b>80-98</b>	Roll on creature encounter table
<b>99-00</b>	<b>99-00</b>	<b>99-00</b>	<b>99-00</b>	Weird and spooky Encounters

# Special

Farmland	Road	village	Country	A strong storm picks up
01-10			01-20	2d4 centaurs with 3d6 riding horses
11-20	01-10	01-05	21-30	An enormous dragon flies over head.
21-30			31-40	3d6 giant chickens (axe beak stats)
31-35	11-15	06-10	41-45	The players encounter a group of more experienced adventurers heading in the other direction. If the players are polite, they are given some healing potions.
36-40	16-20	11-15	46-50	A naked gnome runs across the path, gasps at the party, then runs back. Cannot be pursued.
41-50	21-30	16-25	51-60	Omens (for players to interpret how they wish) 1 - A roll of thunder. 2 - A black dog runs across the path. 3 - A lone yellow flower is growing in the middle of the path. 4 - A shadow drifts over the party. 5 - A pool of blood. 6 - The earth shakes briefly. 7 - The sun bursts through an overclouded sky. 8 - A beautiful white horse dashes past the party and disappears.
51-55	31-35	-	61-65	The players find an encampment of well armed, friendly humans. They may stay the night here and avoid a random encounter for the night.
56-57	36-37	26-27	66-67	A dwarf falls out of the sky and splatters in front of the party. No logical source of the dwarf can be seen.
58	38	28	68	A player (whoever does the roll) trips over, takes 1D4 bludgeoning damage.
59	39	29	69	A stranger asks to be escorted to a town, but gives the party nothing for doing it.
60-65	40-45	-	70-75	The party finds the tracks of wolves going across the path (Nature/Survival check).
66-70	46-50	-	76-77	An arrow strikes a nearby tree, with a note attached to it. The note reads "You are a fool for looking!" No source of the arrow can be found.
71	51-55	-	78	A dung beetle pushes a ball across the road. If disturbs, it bursts into a smog, doing 1D4 poison damage and leaves the party member poisoned.
-	56	30	-	A mystery key is found laying in the road. If used on a locked door, roll a D20. A 20 will unlock the door, after which the key is lost.
72	57	-	79	A thick fog prevents travel for the rest of the day.
73-80	58-60	31-45	-	The party catches up with and overtaking a slow travelling



				farmer, bickering with his wife. They know nothing useful.
<b>81-83</b>		-	<b>80-84</b>	There is an unusually vocal chorus of birdsong. Druids, Hunters, Clerics gain inspiration.
-	61	46-50	-	A stranger asks for directions from the party to the last town they left. If they help him, he gives them 1D6x10 gold when they next appear in town, if ever.
-	62	-	-	A line of Goblin heads on spikes line the road. A sign written in Goblin next to them says "Traitors of Yeemik".
<b>84-85</b>	63	-	<b>85</b>	A man is trapped under a log. If the party helps him, he disappears - it was an illusion.
-	-	-	<b>86</b>	The party finds a sword in a stone. A DC15 Strength check pulls it out. It is a +1 Longsword.
-	64	51-60	-	A flower girl skips down the path towards the party, but disappears before she reaches them.
-	65	61-84	-	The party meets an old priest and a young priest, who offer them a blessing. The party has advantage on attacks against undead till they next take a long rest.
-	-	85	-	A mirror image of the party walks towards them, but disappears before reaching them.
<b>86-98</b>	66-79	86-98	<b>87-94</b>	The party notices that they are being followed by a bush, which runs into the forest when they attempt to investigate. If they pursue, they find a goblin, that throws a gold coin at them to make them go away.
-	80-85	-	-	A stranger on the road tells each PC to repent of their sins. He knows details.
-	86-98	-	<b>95-98</b>	A door stands in the middle of the road. If opened, the frame bursts with confetti, then disappears.
<b>99-00</b>	99-00	99-00	<b>99-00</b>	Weird and spooky encounter

## Traps

Roll 1d20	Trap Encountered, Determine DC, damage, and damage type under sub table.
<b>1-3</b>	Pit fall.
<b>4-6</b>	Snared or take bludgeoning damage if cut loose without landing being factored in.
<b>7</b>	whole party snared by net, roll combat encounter. 20% hooked or constricting damage
<b>8</b>	A cupcake lays in the middle of the road. If the party approaches, they trigger a pitfall into spikes. Piercing damage.
<b>9</b>	Magic rune triggers, paralyzing party. Roll for a combat encounter.
<b>10-13</b>	Log trap
<b>14-15</b>	Old bear trap, 50% doesn't go off
<b>16</b>	Open pit, sides are unstable 50% chance of collapsing
<b>17</b>	Covered sinking pit, quick sand, oil or bog, etc,

<b>18</b>	Door in the middle of the path. If opened, a Hobgoblin is on the other side and gets a surprise attack. If walked around, the Hobgoblin flees.
<b>19</b>	A DC10 Perception check spots caltrops over the floor which do 1D4 piercing damage to the party if they don't spot them.
<b>20</b>	Cage trap

Trap Danger	Save DC	Attack Bonus
<b>Setback</b>	10–11	+3 to +5
<b>Dangerous</b>	12–15	+6 to +8
<b>Deadly</b>	16–20	+9 to +12

Damage Severity by Level			
Character Level	Setback	Dangerous	Deadly
<b>1st–4th</b>	1d10	2d10	4d10
<b>5th–10th</b>	2d10	4d10	10d10
<b>11th–16th</b>	4d10	10d10	18d10
<b>17th–20th</b>	10d10	18d10	24d10

## Hidden object

Roll 1d8	Result determine DC as per DM or roll randomly under subtable
<b>1</b>	Perception check spots a small chest hidden a tree. It contains a gold ring worth 20gp.
<b>2</b>	Perception check spots a small chest hidden in a tree. It contains 44gp.
<b>3</b>	Perception check spots a chest hidden in a tree. It contains a +1 Short Sword.
<b>4</b>	Perception check spots a small chest hidden in a tree. It contains a dead mouse.
<b>5</b>	The party finds a chest in the middle of the road. 1-3 fake gold inside and is a trap 4-5 empty broken lock 6 3d6 gold inside, locked (fell off wagon of local noble)
<b>6</b>	Mundane object 1d20 1: Water Tight Boot. The boot is filled with water and there are a couple of fish swimming about. 2. Wagon Wheel. Half buried in the dirt. 3. Wizard's Hat: Lonesome on the road. Has a note tucked inside 4. Box of Nails: Inside the box are rusty nails. 5. Daggers: A tree has a dozen daggers punched into it's trunk. 6. Broken Hourglass. 7. Empty Satchel. 8. Dirty Trousers.



	9. Ancient Coin 10. Holy Symbol 11. Copper Ring 12. Broken Mirror and Frame 13. Sack with Toys 14. Chisel 15. Bucket with rolls of parchment paper. 16. Bear Trap 17, 50ft of Silk Rope. Separated in three spots. 18. Five Bags of Sand 19, Rusty Spoon 20. Canteen filled with ale.
7	Interesting Things D20 1. Tree with Markings: The Tree has Druid markings etched on it. 2. Signpost: Points to the nearest town. Has the name of the town crossed out 3. Wooden Sculpture of an Elven Warrior. 4. Small Graveyard 5. Obelisk 6. Rickety Bridge over a River 7. Shrine to a Nature God 8. Burnt Down Orphanage 9. Greenhouse 10. Tree house 11. Mushroom Field 12. A Shed filled with hand painted garden gnomes. 13. Bubbling Cauldron and Cabin 14. Enclosed Garden 15. Druid Grove 16. Monument inscribed with names of famous heroes 17. Broken Down Catapult. 18. Battlefield. Area filled with remnants of a recent battle. 19. Circular Holes: Huge holes created by a giant burrowing creature. 20. Mound of Bones: A 10ft high pile of skeletal bodily remains.
8	Roll on small personal treasure tables

## Personal treasurer tables

Roll 2d20	result
2	A Potion of Invisibility and some chestnuts
3	77 gp, and some chestnuts
4	32 gp, and a set of merchant's weights
5	36 gp, and a Potion of Healing
6	32 cp, and a flask of wine

7	A deep blue spinel (400 gp), a list of people, and a wooden button
8	1 gp, 18 sp, and a patch of chainmail
9	3 gp, 73 sp, and a vial of ink (8 gp)
10	100 gp, and a rock crystal (80 gp)
11	60 cp
12	49 sp
13	4 sp, 55 cp, and an invitation
14	A Potion of Climbing, a Potion of Invisibility, and ten candles in a small pouch (1 sp)
15	20 cp
16	A Potion of Water Breathing, a necklace of animal teeth, and some stale bread
17	20 gp, and a jade (130 gp)
18	72 sp, and a small ingot of electrum
19	A document of identification, a flint and steel (1 gp), and a spool of thread
20	A flint and steel (1 gp) and a wedge of cheese
21	8 gp, 5 sp, and a vial of ashes
22	3 gp, 24 sp
23	Copied!
24	6 gp, 43 sp
25	A blood-stained cloth and a brass bell (1 gp)
26	A pair of leather gloves, a rock crystal (50 gp), and an amethyst (140 gp)
27	37 gp, and a small hammer and chisel (2 gp)
28	A fire opal (1100 gp), a pouch of ruby powder, and several ribbons
29	A lead amulet, a page torn from a spellbook, and a pair of leather gloves
30	5 gp, 43 sp
31	A star rose quartz (50 gp), some hardtack, and some sand
32	A brass bell (1 gp) and a contract for services
33	A flask of ale and a string of wooden beads
34	A flint and steel (1 gp) and a pouch of berries
35	A Potion of Healing, a drafting compass (1 gp), and bits of broken glass
36	A flask of wine, a holy symbol (10 gp), and an apple core
37	82 sp, and a metal cube carved with demonic faces
38	5 cp, moldy cheese and a fish skull
39	A broken key and some chestnuts
40	A bundle of seven twigs and a journal of heresies

## Creature encounter

Roll 1d20	Creature Encounter (if the creature roll doesn't make sense then treat as no encounter)
1	Patch of 1d3 Assassin Vines
2	Solitary Grizzly Bear
3	Gang of 2d4 Goblins



4	Band of 2d6 Pixies
5	Pair of Satyrs
6	Nest of 2d10 Giant Wasp
7	Dire Wolverine
8	Colony of 2d4 Giant Spiders
9	Band of 2d6 Wood Elves
10	Pack of 3d4 Wolves
11	Group of 2d4 Boars
12	Solitary Pegasus
13	Pride of 1d3+1 Manticores
14	Pack of 1d4+1 Werewolves
15	Flock of 1d6 Cockatrice
16	Flight of 3d4 Harpies
17	Grove of 2d4 Dryads
18	Nest of 1d6+1 Ettercaps and 2d4 Giant Spiders
19	Yellow Musk Creeper and 1d6 Yellow Musk Zombies
20	Solitary Young Green Dragon

## Weird and spooky Encounters

Farmland	Road	village	Country	Results
01-10	01-05	01-10	01-15	Giant fly snatches a baby or cat and flies away
11-20	-	11-20	-	Giant rat runs under a building
21-25	-	21-25	-	A dog vomits up some fingers
26	06	26	16	A horse tears a shred of flesh of a farmers leg and eats it
27-30	-	27-30	-	Bats fly out of a chimney
31	07	31-35	17	Old woman talking to cat who whispers answers back in her ear
32	08	36	18	Children/child ... <ol style="list-style-type: none"> <li>1- chanting in strange elder language</li> <li>2- sucking on headless squirrel</li> <li>3- with overgrown fang sticking out of mouth</li> <li>4- playing with pet black rats</li> <li>5- running from giant bed bug</li> <li>6- asks if visitors are the chosen ones elders speak of</li> <li>7- child drawing demon sigils on walls with chalk</li> <li>8- bites a dog which runs away in terror yelping</li> <li>9- Staring silently each holds a pet familiar</li> <li>10- With solid black eyes smiles broadly and then steps behind or disappears when something blocks the</li> </ol>

				sight of it 11- with a creepy straw doll drops it in visitors belongings
-	09-10	37	19	Statue made from animal skulls covered in blood
-	11-20	38-46	-	Villagers .... 1- frolicking in masks some not really wearing a mask 2- performing a puppet show for the kids full of heresy and treason 3- torturing a local who broke the local code by some bizarre means 4- have welcomed a strange clever man from a foreign city to live here 5- all wearing jewelry (metal, wood. horn, stone) with a sinister face design
33-35		47		Elaborate totems of wood, horn and herbs on every house for the old gods
		48-55		Strange figure designs on fabric woven and knit by local old women
36	21	56	20	Headless corpses suspended by pole by the executioners block, heads missing
37-40	22-25	57-60	21-25	Pile of large beast heads near a bonfire ready to burn, no bodies present
41-50	-	61-65	-	Local drunk tries to arrange to meet you about something sinister and is never seen again
51-60	26-50	66-75	26-69	A robed figure offers vices and narcotics (dm,s choice good or bad)
-	-	76-80	-	Storekeeper uses quite a few odd coins
61-70	-	81	-	Roof repair man attacked by stirge
-	51-60	82	-	Street covered in sawdust over a rancid pool of gore they say was a wagon accident
71-75	61-79	83	-	Border stones and official signs have been wrecked or vandalized
-	-	84	-	Wanted posters from the city law have been painted over and torn down
76-85	-	85	--	Free stew and village having a party, someone asking about missing friend
86-98	80-98	86-89	70-94	Naked villagers drunkenly asleep wearing nothing but robes or goat leggings
-	-	90-98	95-98	House burning 1- family in trapped inside 2- young kid trapped inside 3- many are trying to put it out but failing 4- family pet trapped inside children crying Once the character help or save people the entire thing fades away only they know what happened.