

The World of Farland's Random Encounter Table for Large Cities

The chance of encounter will vary per city, but it is recommended that the chance be set at 1 in 8 per hour. Roll d100 to determine the encounter. These are encounters of some note. Average residents will be encountered normally and constantly. For more roleplaying tools, see www.farlandworld.com.

Day	Upscale area
1-3	Artisan
4-6	Carpenter looking for work
7-10	2 city watchmen
11-15	Weaver
16-20	Clerics trying to proselytize
21-25	Landowner passing by
26	Lord on horseback
27-28	Seller of foreign wine
29-33	Salt merchant
34-35	Troubled Resident
36-37	Tax collector
38-40	Con man
41-45	Drunk Guildsman
46-50	Moneylender
51-52	Fishmonger
53	Interesting and unusual demi-human
54-57	Public Scribe
58-60	Barber
61-63	Spice Merchant
64-65	Buyer of Foreign goods
66-67	King's messenger
68	Organ Grinder w/ exotic pet
69	Dancing bear
70	2 Mastiffs on the way to a fight, and their handler
71-72	Wizard lvl 1-4
73-74	Cleric lvl 1-4
75-76	Fighter lvl 1-4
77-79	Rogue lvl 1-4
80-84	Bard lvl 1-4
85	Barbarian lvl 1-4
86	Sorcerer lvl 1-4
87	Ranger lvl 1-4
88	Druid lvl 1-4
89	Wizard lvl 5-9

90	Cleric lvl 5-9
91	Fighter lvl 5-9
92	Rogue lvl 5-9
93	Bard lvl 5-9
94	2-4 ruffians
95	Beggar
96	Prostitute
97-98	Troubled Resident
99	Prophet
100	The King with entourage

Night	Upscale area
1-10	6 city watchmen
11-15	2-4 Rakes
16-20	2-4 Drunken guildsmen
21-25	Landowner passing by
26	Lord on horseback
27-30	Adventuring party
31	Interesting and unusual demi-human
32	King's messenger
33-34	Wizard lvl 1-4
35-36	Cleric lvl 1-4
37-38	Fighter lvl 1-4
39-40	Rogue lvl 1-4
41-42	Bard lvl 1-4
43	Barbarian lvl 1-4
44	Sorcerer lvl 1-4
45	Ranger lvl 1-4
46	Druid lvl 1-4
47	Wizard lvl 5-9
48	Cleric lvl 5-9
49	Fighter lvl 5-9
50	Rogue lvl 5-9
51	Bard lvl 5-9
52-60	2-4 ruffians
65-75	Beggar
76-82	Prostitute
83-85	Diseased beggar
86-88	Slaver
89	Prophet
90	Vampire Spawn
91-95	Paid Lantern bearer
96	Troubled Resident
97-100	Drunken scullery maid

Rough Area	Day
1-3	Artisan
4-6	Carpenter looking for work
7	2 city watchmen
11-15	Weaver
16	Clerics trying to proselytize
17	Press gang for the royal navy
18-19	Seller of foreign wine
21-35	Troubled Resident
36-37	Tax collector
38-45	Con man
46-60	Drunk Guildsman
61-62	Fishmonger
63	Interesting and unusual demi-human
64	Barber
65	King's messenger
66	Organ Grinder w/ exotic pet
67	Dancing bear
68	2 Mastiffs on the way to a fight, and their handler
69	Wizard lvl 1-4
70	Cleric lvl 1-4
71	Fighter lvl 1-4
72	Rogue lvl 1-4
73	Bard lvl 1-4
74	Barbarian lvl 1-4
75	Sorcerer lvl 1-4
76	Ranger lvl 1-4
77	Druid lvl 1-4
78	Wizard lvl 5-9
79	Cleric lvl 5-9
80	Fighter lvl 5-9
81	Rogue lvl 5-9
82	Bard lvl 5-9
83-90	2-4 ruffians
90-95	Beggar
96-100	Prostitute

Night	Rough area
1	6 city watchmen
11-20	2-8 Rakes
21-25	2-4 Drunken guildsmen
26-27	Adventuring party
28	Interesting and unusual demi-human
29	Wizard lvl 1-4
30	Cleric lvl 1-4

31	Fighter lvl 1-4
32-36	Rogue lvl 1-4
37-40	Bard lvl 1-4
41	Barbarian lvl 1-4
42	Sorceror lvl 1-4
43	Ranger lvl 1-4
44	Druid lvl 1-4
45-60	2-4 ruffians
61-70	2-8 Beggars
71-80	2 Prostitutes
81-83	Diseased beggar
84-89	Slaver
90-92	Zombie
93-94	Ghoul
95	Ghost
96	Vampire Spawn
97-100	Troubled Resident