100 road encounters for WFRP

01 - Jakob, an old man with wild grey hair and a bit of a stoop is travelling from town to town with 5 trained small dogs (schnauzers). He has various props like hoops and ramps as well as a miniature table and chairs which the dogs sit at as if they were people. He has a small cart pulled by a nag of a mule. A girl of 11, Ilsa, either his daughter or his granddaughter, travels with him and does much of the work. Jakob travels widely and is a notorious gossip, so can be a good source of information.

02 - On the side of the road is a small shrine to Sigmar. The shrine is a one-foot-thick wooden wall with a small roof over it with a wooden carving of Sigmar protruding from the wall. A handful of scraps of parchment bearing prayers are tacked to the wall. Various offerings lie at the foot of the shrine: Fresh cut grain, flowers, a woven cord bracelet, a wooden carving of a boy, etc. A wooden bowl contains d6 brass pennies.

If examined closer, the centre panel of the shrine, the one bearing the image of Sigmar, is latched in place. It can be removed and flipped around. The other side (normally hidden within the wall) bears a wooden carving of a man in a cloak wearing a grin. A crow rests on his shoulders and a cat rests near his feet. It can only be Ranald.

03 - The party finds a cart on the side of the road that has been overturned and lit ablaze (Was it some time ago? Or is it still burning?). The horse that was pulling the cart has been killed and much of its meat removed. The corpse of the cart driver can be found in the bushes near buy. If the party examines the contents of the charred cart they find it was carrying several bundles of lucky charms. Most of them have been burned or melted together, but they do manage to find 3d10 lucky charms that survived the fire intact. They do not work, but don’t tell the players that.

04 - A raven seems to be following one of the PCs. And now that he thinks of it he has been having some bad dreams lately. Probably best to consult a priest of Morr.

05 - A traveller warns that a nearby town is overrun with rats (simply normal sized rats, not skaven or anything). They are offering a big reward to whoever can get to the bottom of the huge influx of rats...

**Hook 1:** the town’s sewers are slowly filling with water - enterprising goblinoids have dammed up the town’s sewers and are hoping to drive everyone out. The rats are the first warning.

**Hook 2:** A female rat, living at the bottom of a pit in a derelict farmhouse by the town walls, has ingested a lump of warpstone and is now bestowed with a haybale-sized, pulsating, heaving belly from whence a stream of baby rats are continuously issuing forth. But while her tiny body is prone, she is not defenseless, oh no.

**Hook 3:** The rats are drawn to a small child, who is found hiding in a bedroom on the second floor of a townhouse. Waves of rats are chewing through the walls, and the first level is a living floor of rats, devouring his parents and surging up the stairs. The child, traumatized and mute, is clutching an item and will not let go.

06 - A judicial duel is taking place between a man and women. She has accused him of marrying her only so he could sell off her livestock and disappear with the money. He has accused her of casting a spell upon him. The man stands in a waist-deep hole and is armed with a club. The woman is armed with a large stone in a burlap sack. She swings it at him while he tries to catch the sack and drag her toward the hole so he can club her. The whole thing is presided over by a travelling magister appointed by the local Baron. He is accompanied by two guards and a clerk.

07 - A big family of kislevite refugees in a covered wagon. The grandmother is a skilled fortune teller and will tell fortunes with rune stones for six pennies. She speaks almost no reikspiel, but her son can translate.

08 - An aged bretonnian knight and his young squire ride past on tired-looking riding horses. The knight also has a fine war horse in tow. They each wear a yellow and red tabard with a black lion on it. They each only speak a little Reikspiel but are apparently on some sort of quest.

09 - A gaggle of Sigmarite zealots and fanatics pass the PCs.  Each of them has the palm of their left hand painted an orangish red. They hold the hand up to the sky with their thumb pressed against the side of their hand and their fingers split, two to each side, so that it resembles a twin tailed comet falling to earth. A lay preacher with wild orange hair named Anders tries to draw the PCs into a conversation about the coming of a second comet that will wipe the sinful from the world and bring the righteous to Sigmar’s side.

10 - The PCs come across a small local turnip festival. Prayers are given to Rhya. A giant pot of turnip stew is cooked in the largest cauldron the PCs have ever seen. There are foot races and dancing, etc.

11 - The PCs meet a jovial travelling Sigmarite friar named Krieger. He has a big beard and closely cropped hair. He is missing a couple of teeth and has a large belly. He is genuinely friendly and likeable. If the PCs agree to share their rations with him he will bless them all.

12 - The PCs stumble across a big boar with eight tusks growing out of its head at different angles. It looks tired and is bleeding from a recent wound. **M** - 6, **W** - 11, **A** - 1, **SB** - 4, **TB** - 5, **WS** - 46. Special rule - To the bitter end -The boar gets one final attack after any critical that would kill it, unless the PC some weapon that would physically prevent it (halberd, boar spear, etc. A regular spear is not good enough.).

13 - The PCs encounter a ragged man in ragged clothes. He insists that he is the goblin warchief Grumbl’buk and that he has done terrible things. He insists on confessing the tales of his many horrible raids against human settlements. He begs the PCs to take him to the authorities and turn him in.

14 - A wounded bounty hunter stumbles out of the bushes. He has taken an arrow through the arm, which now hangs limp. His name is Dieter, and he tells the PCs that he and his partner tracked three infamous bandits to a wooded hill nearby, but they were ambushed. His partner was killed. He needs to retrieve a locket from his partner for the man’s widow. He will give the PCs half of the 30 (10 crowns a wolfshead) gold crown bounty if they help him capture the bandits. Dieter has a sword and a net and a sap.

15 - Three trees have been stripped of their limbs for their first 15 feet. Each has a corpse nailed to it with thick iron stakes. Two of the corpses have visible mutations; one has a series of small tentacles sprouting from his neck and chest, the other has a hooked beak where his mouth should be. Above them a board is nailed to one of the trees. In big red letters is written ‘THE FRUITS OF CHAOS’. The sight is horrific and the smell is atrocious. Make any of the PCs who approach within even a moderate distance, pass an easy (+20) **Willpower** test or gain an insanity point.

16 - Six mounted road wardens halt the PCs. They are on the lookout for a group of mutants and cultists. They will make the men remove their shirts. Then pat everyone down looking apparently looking for hidden mutations. They pay very close attention to any tattoos the PCs have. They will ask the PCs if they have seen anyone or anything suspicious. As long as they don’t find anything and the PCs don’t refuse their demands, they will let them continue on their way.

17 - A young Reikland fop in stylish clothing approaches one of the PCs. In a hushed tone he asks “Have you ever owned a dog that was born in Wurtbad?” Whatever the PC replies he will stare for a moment and then ask, “. . . Are you sure?”. He will linger for a minute nervously and then hurry away.

18 - The PCs run into 8 halflings who are camping along the side of the road. They are drunk on brandy. They are happy to share their brandy and the cheese and sausage they are eating. They insist on referring to all of the PCs as Lars. They start to refer to each PC by the name Lars with a number after it. “Some more brandy, Lars number two?” Each time it sends the halflings into a fit of drunken giggling. One of the halflings will continuously try to tell a joke he can’t remember. “The Grand Theogonist, a big ogre mercenary and an elf prostitute with a slight limp walk into a tavern . . . and then, ummm . . . there is a problem with the tab? Or maybe there’s a kislevite sleeping somewhere . . . anyways, something hilarious happens!”

19 - Road wardens are dragging a poacher out of the woods. He is manacled, and sobbing that he only did it to feed his family. He begs them to be merciful. One of the roadwardens carries the 2 pheasants that the man killed.

20 - A small town is in complete turmoil. A piglet named Lil’ Magnus who was blessed by Shallya with a birthmark in the shape of a dove has gone missing. The little pig had brought the town great prosperity as people flocked from many miles around. It was said if you feed the piglet and apple Shallya would answer any prayer. But now that the piglet is missing the town is being torn apart by greed and suspicion. Neighbour is accusing neighbour. Werner Kerzung is the mayor. He is a tall man with a bit of a paunch and a greying beard. He is well dressed considering the area. He is offering a 20 gold crown reward to anyone that can recover the piglet. He talks slowly and is rather despondent about the whole thing. He just had his wildest dreams realized for a very brief time and then snatched away. “Yes, you’ve come to the right man . . . I am offering a twenty-crown reward. But . . . it doesn’t matter anyways. I’m sure you won’t find Lil’ Magnus anyway.”

21 - The PCs come to a large clearing beside the road about the time they should settle down to camp. There are fifteen wagons organized in a loose circle. A handful of men are posted around the edges guarding. Many have bandanas and big hoop earrings and they are armed with a wide variety of weapons. They are clearly Strigany. They will not let the PCs enter the camp.

If the PCs set up a camp nearby (there is plenty of space it is a very large clearing), a Strigany girl will approach them and offer to tell their fortunes with tarot cards for five pennies. Her name is Florica. She is pretty and charming and just straddling the fence between childhood and womanhood. She is accompanied by a BIG Strigany man who appears unhappy about the situation. He wears a long curved dagger. He keeps his arms crossed and glares at the PCs constantly. If the PCs are well behaved she may invite them back to the Strigany camp.

22 - The PCs encounter several dozen people who are on a ‘crusade to Marienburg’. There are a fair number of fanatics, but there are plenty of regular folk; tradesmen, farmers and even a few soldiers. They saw they are marching toward the Reik where a flotilla of boats and rafts are gathering because of the prophetic visions of a man named Wilhelm Hubert. He is not amongst the crowd, but they become excited any time someone mentions his name. His visions told him that if he gathered a great collection of the faithful and sailed them to Marienburg he could reunite it with the Empire and make the Empire whole again, in the name of Sigmar.

23 - There is a large fish hanging above the road. It is tied to the branch of a tree by a rope. What could it mean?

24 - The PCs hear a loud explosion off to one side of the road. If they explore further they find a circle of strange standing stones. They have been overgrown with bushes but all of the bushes in the centre seem to have been recently singed by fire. The entire place reeks of curdled milk.

25 - The PCs come to a roadblock manned by three road wardens. A mile up the road there is a small town infected with the black plague. It has been quarantined. The road wardens will explain a circuitous route that will only add a day or so to their travel.

26 - The PCs come to a small village at a crossroads. It happens to be the weekly market day and the village is packed with merchants and people from the surrounding farms. Notably a leather armourer whose wares are well crafted has brought a wagon full of merchandise. Additionally, his prices are very low. PCs can get any type of leather armour at 50% of the typical cost. A wise woman is selling batches of healing salve.

27 - The PCs encounter a wizard in bright orange robes named Bardolph Lustgarten. His hair is wild and he has a somewhat twitchy manner. He smells faintly of sulphur. His destination is the same as the PCs and asks if he can travel with them.

28 - The PCs come across a small empty village. Most of the buildings have been burnt. There is a pig wandering about on two legs, upright like a man, muttering to himself.

29 - a company of 200 halberdiers marches by along with several supply wagons. Their landschneckt uniforms are ostentatious and bright red and yellow. They look tired but determined. Wonder where they are headed.

30 - the PCs come across three road wardens on horseback who are holding a half dozen travellers at crossbow point. One of the road wardens urges the PCs to hurry along. He says they’ve just apprehended a group of bandits. The travellers don’t look like banditry though. As the PCs are passing one of the traveller’s shouts that they are innocent. One of the road wardens shoots the man in the throat. If the PCs interfere the road wardens will try to escape on their horses and cause trouble for the PCs in the future.

31 - The PCs notice a bear in the underbrush shadowing them.

32 - Have the PCs make an average (+0) *Outdoor Survival* test. Anyone who succeeds notices that they are travelling through has a large number of a flowers called Yellow Finnalia. It has a strong scent and is sought after by perfume makers. If the party delays two hours they can make a thorough search of the area. Have each PC searching make an average (+0) Perception test (any PCs who have Outdoor Survival get a +20). A success means a PC finds a d5 gold crowns worth of the flower. Anyone who gets three degrees of success finds 2d5 gold crowns worth.

33 - An halfling apothecary named Himminus Tworrly waves approaches the PCs. He has a long moustache and an absurdly tall hat. He needs to collect whisper berries from a nearby cave, but goblins have taken up in the cave. If the PCs will escort and protect him, he can pay them with six healing potions. Himminus has a staff, a sling and a large knife.

34 - A tremendously large oak tree looms over a crossroads. The tree is crowded with crows and the corpses of seven big green orcs hang from its branches.

35 - The PCs come to a coaching inn named the *The Rusted Flail*. The PCs may detect a whiff of sulphur as they approach. Inside the walls of the coaching inn, in the courtyard, a drunken wizard (Anselm Gruber) is stumbling about slurring his words and now and then discharging large gouts of flame into the air. A half dozen nervous servants stand around the edge of the courtyard holding buckets of water. The Innkeeper, a big, short man named Kristian Offunder, is at his wits end. He quickly shuffles across the courtyard toward the PCs and tries to convince them to take care of it somehow. He will give them free food, drink, baths and accommodations and 5 gold crowns if they can find a way to calm him down or knock him out or get him to pass out, or head down the road, etc.

36 - The PCs spot some strange hills in the distance. A routine (+10) common knowledge Empire test will reveal that they are burial mounds of one of the twelve tribes that Sigmar united (give them the name of the tribe that once populated the province they are currently in if you can. can be found in Sigmar’s Heirs). Perhaps there is wealth hidden in those tombs?

37 - The party comes to a clearing beside the road. A dozen travellers are gathered and praying at a shrine to St. Britta who was burned as a witch at the site. There is a large circle of burnt grass five yards in diameter. A few yards away there is a collection of large rocks jutting out of the earth, each larger than a horse and carriage. It is littered with candles and flowers.

A dirty anchorite with a big beard named Knut sits cross-legged on one of the rocks. He wears a simple, long brown tunic. He asks the PCs for a penny or two, or any food they might be willing to part with. He is especially interested in any sweets or beer they might have. He tends to the shrine and never leaves the rocks. He is eager to chat about St. Britta as well as gossip about what is going on in the rest of the Empire.

Britta was born to a farmer more than 900 years earlier. Sigmar spoke to her in visions. A group of jealous priests and bishops denounced her as a witch and had her burned at the stake. It is said after she perished in the flames a vision of her appeared on the nearby rocks and forgave her accusers before ascending to sit at Sigmar’s side. Knut also claims that the earth remains ever scorched where the fire that consumed St. Britta burned.

38 - The party passes a half dozen charcoal burners. Each is loaded down with several huge bags of lightweight charcoal.

39 - The party notices a big, somewhat overgrown, stone statues. It is worn down by time and weather. The statue is squarish and somewhat simplistic. It appears to be a man-shaped figure wearing a necklace of skulls who is impaling a deer with a spear. A challenging (-10) common knowledge the empire test reveals the statue to be an ancient and darker version of Taal. There looks like there may be some blood stains around the base.

40 - The party notices they are being stalked by men wearing wolf hides. “The Pack” is a group of bandits who worship a dark and twisted version of Taal, obsessed with predation. Even some of the local nobility is involved.

41 - The party runs into three men travelling with a dozen big mastiffs (trained wardogs). They train and breed them and travel from place to place, selling them. They are willing to sell them at the greatly discounted price of 20 gold crowns each.

42 - The party spots a band of poachers, emerging from the wild with a freshly killed deer. They will offer the party a haunch from the deer if they promise to keep quiet about their poaching.

43 - The party passes an apple orchard. Anyone who fails a routine (+10) willpower test is inexplicably drawn toward the orchard. At the orchards centre is a gnarled apple tree larger than all the rest. Its fruit is oversized and the most beautiful red. Those that failed their willpower will do anything, including fighting, to get their hands on one of the apples. The owner of the orchard paces erratically under the tree. His hair and beard are wild, and he looks like he hasn’t slept in several days. He is carrying a woodsman’s axe. Three corpses lay around the base of the tree.

44 - A bear with a very violent temper comes out of the wilderness and attacks the players. If they are in a region where the presence of a bear would be strange, make a big deal out of that.

45 - The party arrives at a medium size town at a crossroads. As soon as they enter the town they spot two dozen people dancing in the street. They come from all walks of life. They all look ragged and tired and are shuffling slowly and painfully. A man is sitting nearby and playing a violin and weeping.

His wife is one of those who has been struck by a strange plague of dancing. People affected to to the streets and dance for days in a row, unable to stop. Approximately half of them eventually come out of it, the other half perish from exhaustion. The local priests have advised that playing music may aid them to speed through the sickness.

If the party lingers overly long or has much close contact with locals you might make them pass a toughness test or contract the plague. If any of the PCs contract the plague have them make a routine (+10) toughness test or perish to the disease. Give them a +20 if the rest of the party can round up musicians to play continuously through the nights. If they survive have them make a willpower test or take 2 insanity points.

46 - Seven blind beggars pass the party. Each holds on to the rope belt of the man in front of him. The lead beggar feels with a cane. The last man in the chain shakes a wooden mug with a few brass pennies in it. “Alms for the blind!” he shouts. They will gladly accept food as well. They are on a pilgrimage to the temple in Altdorf.

47 - The party comes across the gruesome aftermath of an attack. The bodies of several dead travellers are strewn around the road. Several have missing limbs. Near the edge of the road the corpse of a beastman has been put into the cross-legged position and leaned against a big tree. Human bones, stripped of their flesh, have been positioned around him, so they radiate out in a circle.

48 - The party passes a big cart. On the cart is a brand new Hellblaster volleygun. Two dozen soldiers armed with halberds and muskets and dressed in the black and yellow of Nuln escort the wagon.

49 - The party comes across a small fair. The principal activity is horse racing and horse trading. Good deals can be found, and PCs can find most types of horse at a good price (25% discount). There are merchants selling food and wine and ale. PCs can also bet on the races. Also a local farmer has grown a big turnip that is shaped like a twin tailed comet! They are selling raffle tickets for a penny. Four tickets will be drawn and the lucky ticket holders will get to share the turnip and cheese pie that is going to be made from it.

50 - A priest of Taal and Rhya is leading a dozen men in a sacred hunt on a holy day of Taal and Rhya.

51 - An old dwarf with a bit of a limp is leading a donkey that is over-laden with various junk and knick-knacks. His name is Grindel. He will try to sell the PCs all sorts of strange items. One and a half shoes. A perfect match! Other than the missing part. A gear that once served in the great doors of Karak Azduul, now tied on a piece of twine as a necklace. A few pieces of the finest donkey jerky you’ll ever taste, a fate this one is surely destined for if he doesn’t start being more agreeable!

52 - The party meets a strange man named Bruno Hillgen. He is carrying a plethora of books and scrolls. He says he is a starting wizard but his primary field of study is linguistics. He is cataloguing colloquial language throughout the Empire in an effort to root out what he believes to be a subtle plot by Tzeentch to bring about some cataclysmic event by slowly changing the Empire’s speech patterns over generations. He will ask each of the players where they are from and then ask them questions about colloquial phrases in their hometown. Do people use the term “two-headed rooster” to describe an annoyingly early riser. Does their village call mushrooms “dryland fish”? What type of bug does the term “Rhya’s revenge” mean?

53 - About a hundred yards off the road the players spot a ravine. The wind makes an eerie howling sound as it blows through it. At the top of the ravine there is an old decrepit shack. It lists toward the ravine, as do all of the trees on either side of the ravine.

54 - A slight man with a bit of stoop and an oddly wide grin approaches the characters. He has a small bag of counterfeit goblin ears, meticulously crafted from pig skin. They are covered in pigs blood. He tells them the nearest town is paying a gold crown per ear and he will sell them counterfeit ears for ten shillings each.

55 - The party crosses paths with a giant of a man named Eberhard. He has broad shoulders, a thick neck, a patchy beard and a terrible scar running from his chin all the way up into his hairline. He is dressed in a soldier’s uniform that once must have been very fine, but is now tattered. He says his friends call him “Hard” Eber. He is a veteran of the Storm of Chaos looking for mercenary work. He will travel with the PCs if they will have him, until they reach the next large town. They may hire him, if they are interested, his price is two gold crowns a week. He is strong, tough and skilled with the halberd. He has full leather armour (1 pt arms and legs) and a breastplate and helmet (3 pts head and torso). His mind is badly damaged from the war. When he thinks no one is looking he whispers to his halberd. The first time he takes damage in any combat he must make a very easy (+30) **Willpower** test or he is lost in a nightmarish flashback and cannot act until he can make an average (+0) Willpower test. Despite his addled mind, Eberhard is generally brave and will be incredibly loyal to anyone who shows him kindness.

56 - The party meets an old artisan named Josef Pruddlinder. He is nearly sixty. His grey beard is neatly trimmed. He crafts very fine violas and is about to journey deep into the wilderness to find the perfect spruce tree to make them from. He is armed with a sword, a buckler and a large saw. He has two young apprentices each armed with a spear.

57 - The party meets a brave and bold halfling adventurer, Hartmundus Crumblefoot. He is armoured with ostentatiously decorated leather armour, supplemented by plate in places. He carries a two-handed-sword and a finely painted buckler bearing the image of a foot with the toes falling off. He is accompanied by a halfling bard, Theodoric Widdins, who carries a harp and continually sings ballads about Hartmundus, the “Hero of the Moot”.

58 - The characters encounter a large mercenary company, the Bloody Eagles. Their banner is a spread eagle, red, on a black field. They are six hundred strong. They wear all black landschneckt uniforms. Composed mainly of pikes with some greatswords and firearms mixed in.

59 - The party comes across the Black Gold Inn. It is a long, low building that clearly has not been overly well looked after. The ale is average and the food well below average. Most of the patrons are charcoal burners or woodsmen. The owner is a big man named Lutz. He is nearly as wide as he is tall, with a long beard, equal parts red and grey. He is somewhat standoffish.

60 - flyers are posted regarding recent attacks on a nearby logging settlement by a band of wood elves accompanied by a walking tree. The local Baron is recruiting men to march on the elves in retaliation.

61 - Three carts (or one barge) are hauling various pieces of a recently unearthed broken twenty-foot-tall statue. The features are badly worn, but the priests, scholars and soldiers escorting it are sure that it is a statue of Sigmar. They think it might even date back to Sigmar’s lifetime.

62 - The party meets a bounty hunter named Rolf. He wears a long ragged grey cloak and a large, droopy black hat, as well as an eyepatch over his left eye. He tells the party that he has been hired to find a young woman that has gone missing named Trimilla Hoontzen. Her father is a wealthy shipping magnate in Marienburg. He believes she may be in the next town in the party’s path. He has to make a detour and will arrive a day behind them. If they can provide him with any useful information when he arrives he will pay 10-20 gold crowns, depending on how useful the information is. He gives a detailed description of Trimilla, telling the party that she is thin and very tall for a woman, she has long blonde hair, and has a patchy birthmark on the right side of her neck.

63 - The party meets ragged middle-aged woman named Halvenna. She is travelling across the Empire to take her husband’s ashes to a Sigmarite shrine. She offers to embroider classical passages from scripture such as “The Heavens protect the Empire and her loyal sons” and “Always, Sigmar watches and weighs” into their clothes for the price of 1 gold crown (If you are so inclined you might give the players a bonus reserve fortune point to use sometime they are out of them). She swears that the thread she carries was blessed by her local bishop. If no one takes her up on her offer, she asks the players if they can spare any food for a hungry pilgrim.

64 - A half-dozen of the local Graf’s men, all well-armed, try to shake down the players for an “adventurer’s tax”. They demand a half-crown from each of the players, excluding any clergy of any kind. The party may be able to talk their way out of it through persuasion or subtle intimidation. If the party draws their weapons they make a fighting retreat and try to go find reinforcements.

65 - A society of astrologists are travelling from a big city to a rural area to witness a meteor shower that has been predicted. There are two dozen of them or so. Most of them are amateur astrologists who are minor nobles or upper middle class, but there are a few scholars and even a celestial wizard.

66 - The party cross paths with a Verenan Investigator named Wolfgang Von Glossen. He has an assistant who is laden down with various tomes and texts. Wolfgang is searching for a man named Martin Kinske who has been masquerading as a witch hunter of the Order Fidelis. Martin has a half dozen ruffians acting as his entourage. Wolfgang questions the party.

67 - A group of locals are selling a traditional fruit wine made from apples and various berries that is famous to the region. They are pouring it from a barrel and are charging a few silvers per cup or wineskin. Not only is it refreshing but it’s also surprisingly strong (counts as weak wine)

68 - the party crosses path with a grizzled old veteran and three fresh-faced lads. They have heard news of a crusade against the greenskins! They say the Grand Theogonist himself has blessed the endeavour, it surely cannot fail! They have heard that the crusade is retaliation against a horde of orcs that burned down an important monastery. They are travelling to Wissenland to join the crusade.

69 - the party encounters a young couple, Lutz and Brunhilde. They look happy and talk eagerly. Apparently they are travelling fullers peddling their finely-crafted felt hoods. In reality, they’re thieves fleeing justice.

70 - Thirteen peasant refugees are fleeing their burning homesteads. Their village, Grussdorf, was attacked by terrible creatures from the forest (mutants and beastmen).

71 - Several families of halflings are travelling to the moot on a pilgrimage for a holy day related to sausage. Their mood is drunken and boisterous.

72 - The Village. The PCs come upon a small village situated just by the side of the road. The villagers are absolutely terrified of something outside the settlement’s palisade or defensive ditch. The PCs are told a story of a young man who recently ventured outside at night and hasn’t come back (this allegedly happened 2d10 days ago). Others fill in with stories of strange sounds and sightings. Is there something out there preying on the villagers, is the young man’s disappearance caused by accident, or did he just grow bored of his superstitious neighbours and leave for the big city? (Sample Village: GM Pack p. 22-23)

73 - A ragged cart pulled by a lonely donkey rolls by. No one is in the driver seat. The donkey has a cut and some matted blood in its fur and is somewhat weary of people. Roll twice to determine the contents of the cart.

74 - Trader. The PCs meet a young, travelling salesman, Reinolt, who sells mundane items like cutlery, blankets, or bottles of spirits from his cart (or boat) at slightly (+10%) increased prices. He offers a fair deal if the PCs agree to accompany him to the next coaching inn, and can also be a source of rumours, tips and directions.

75 - A parade thrown by the local ratcatchers guild. At the head of the parade are two people in a huge “rat king” costume. It looks like a regular rat, only the size of a cow and wearing a crown. It is “chased” by the rest of the guild and dozens of small but vicious dogs. People gather and pelt the rat king with old vegetables and cheer for the ratcatchers.  The finale of the parade is a member of the ratcatchers brandishing a large prop sword and severing the detachable head of the rat king costume.

76 - a strange storm approaches. It has a purplish hue and crackles with lightning. When it is overhead it starts to rain hard. Along with the rain, small river eels fall from the sky. Most are about as thick as a finger and several inches long but some are larger.

77 - A Bridge Too Few. If travelling by coach or cart, crossing this broken wooden bridge can be a severe hindrance. But depending on the geography this may also impede travellers on foot or horseback. Either way they may encounter someone at the bridge who needs the PCs’ assistance.

78 - A Warm Reception. Not far from the road the PCs see a group of Charcoal-Burners hauling logs, chopping wood, and tending to their charcoal stacks. These weathered individuals are suspicious (one could say they have a dark outlook on life!) and used to the dangers of the wild. Unless the PCs seem like a dangerous, haughty or boring lot they will be invited to their dirty camp. Besides coal smudges they have an endless supply of rumours, rotgut liquor and black humour. (Charcoal-Burner: WFRP p. 36)

79 - Abattoir Blues. Not far from the road a party of hunters and trappers have made camp and are currently gutting and skinning today’s catch. It’s a scene of sweat, blood and crude humour. Suddenly one of them cries out in dismay, pain or horror. Perhaps one of the dead animals is hideously mutated (or not dead at all!), or the scent might have drawn other “visitors”… (If this a Waterline encounter the Hunters are Fishermen instead) (Hunter: WFRP p. 41, Fisherman: p. 39)

80 - A Simple Life. A few yards off the road (or in a boat) and surrounded by playing children, empty bottles and jars and a gigantic picnic basket, a family of affable Halflings (Dramfast and Bomflower Millpond) is resting, waiting for someone or simply enjoying a day off. A source of gossip, a couple of apples or just a reason to put your feet up for a few minutes?

81 - Broken Equipment. One of the PCs breaks or loses something vital for travelling or their current task: a boot, blanket, weapon, paddle or horseshoe, for example. Acquiring a substitute may prove as urgent as it is difficult.

82 - Colossal Rain. The area through which the PCs are travelling is drowned in heavy rains lasting 1d10 hours. Roads turn to mud, rivers overflow, and vision drops to a few yards. The PCs must seek shelter unless they are adequately equipped, highly motivated or hard-pressed for time.

83 - Driving Home for Mass. Some carriages bar the road ahead and figures in cloaks are trying to pull one of the carriages up from the ditch. These virtuous but inexperienced pilgrims are on their way back from (or to) a holy site a couple of days journey away and obviously need all kinds of help, and they humbly ask for it.

84 - Feast of Crows. The PCs suddenly come upon a small but gruesome field of battle: on the road ahead, a flock of crows audibly feasts on the flesh of 1d10+2 recently slain travellers. Whether they were robbed and killed by Outlaws, ambushed by Greenskins or succumbed to the schemes of fellow travellers is up to the GM.

85 - Flash Flood. The PCs spot a good place for camp next to a small stream. However, upstream it has been raining heavily (or perhaps a dam breaks or the stream changes course because of a landslide) and suddenly the stream becomes a fierce river, ten times wider than normal. Sometime during the night the raging water floods the PCs’ campsite. Unless they’ve taken precautions like posting a guard who passes a Perception test (you can make one test per round starting when the water is 5 rounds away, and reduce the difficulty by one step for each test until passed), they may be in serious trouble, and most of their equipment is washed miles downstream.

86 - From Eve to Morning. On the road lies a fortified coaching inn, one of those places where travellers from everywhere - and those who prey upon them - come together for a night. But this particular inn is currently run by less agreeable guests. Too late do the PCs realize that a rather sizeable band of Outlaws has taken over the inn. They pillage the inn, harass its guests (including the PCs) and won’t let anyone leave until they do (early morning), all while getting very drunk on the inn’s tap.

87 - Fugitives. The PCs encounter a train (10+3d10) of swearing, shocked and injured villagers carrying the few possessions they managed to save when their village was burnt to the ground. Last night they were attacked without warning by Greenskins, Beastmen or perhaps troops from another province. Although their stories differ as to the purpose, numbers and origin of the assailants, they agree on one thing: they are coming this way. Soon. (Peasant: WFRP p. 48)

88 - Garden of Morr. About 50 yards from the road the PCs see a cemetery with about 1d10x10 graves, a few crypts and a chapel surrounded by a low wall. Milling about is a handful of figures, and a couple of wagons are waiting by the gates. Are they Grave or Tomb Robbers, mourning relatives burying a loved one, or something worse? (Grave Robber: WFRP p. 40, Tomb Robber p. 57, Zombie p. 231 or Bestiary p. 120)

89 - Hilltop Holler. The PCs notice a person standing on the top of a small hill about 100 yards off the road. The person, clad in some sort or robe or cape, seems to be dancing or waving, and occasionally the PCs can hear chanting or singing

90 - Incoming! From out of nowhere an arrow is shot and lands far too close to one of the PCs. On a successful Perception test another PC can point out the approximate spot from whence it was shot. But was the arrow fired by someone deliberately aiming for that (or another) PC, did the shooter mistake him or her for someone else or was it just a young Peasant who hasn’t quite gotten his act together?

91 - Lost and Found. On a stretch of road, trappings are spread all over: clothes, food items, sacks or broken boxes and a few other belongings. Perhaps they fell off a carriage, are the result of marauding goblins going through the loot, or came from someone needing to ditch extra weight in a hurry? Do the PCs find something of interest among the remains? What if the PCs pick something up and later on are accused of theft?

92 - Love’s Labours Now. The PCs encounter a lonely young woman who is about to give birth. She looks barely 18 and if asked, she says her name is Carlott and that she is from a village a few days away, but since she’s already in labour she cannot say anything further. Carlott is obviously in no condition to travel and the baby arrives in 3d10 minutes – can the PCs be of any assistance? Childbirth is dangerous business in the Old World – what if the baby survives but she doesn’t? What if the baby is mutated in some way? And what of the young woman’s family and the baby’s father?

93 - Lone Ranger. The PCs can hear hoofs against the paving coming around the next bend, and soon after the steed appears. But the saddle is empty and as the horse approaches, the PCs can clearly see the blood on its side. What happened to the rider, who was he, and can the horse be sold at the next village provided they catch it (Charm Animal or a lasso should do the trick)? (Mounts: WFRP p. 232-233). Closer inspection that it is branded with a mark, probably a heraldic device. Roadwarden? Messenger?

94 - Marshlands. For about half a mile the road winds through a bog that partly swallows the road in places. Veils of mist rise from the putrid water, and through the haze the PCs can see vague shapes of ruins and trees. Suddenly, one of the PCs can see lights moving in the mist, as if people are moving around in the marsh. The lights are slightly compelling – anyone who sees them must make an Easy (+20%) **Willpower** check. If the character fails, he must follow the lights into the marsh, where the lights will lead him to a patch of quick sand.

95 - Noise Conspiracy. A loud noise in the bushes by the side of the road (branches cracking, pebbles clattering) is followed by a chilling cry. However, it’s only a deer that, halfway across the road, is startled by the PCs presence and stops to stare at them for a few seconds. A source of amusement, food, or perhaps a sign from Taal? (Taal: WFRP p. 179)

96 - Of Wolves and Men. While travelling through the wilds, the PCs are stalked by a pack (roughly twice the PCs’ numbers) of wolves. The pack follows the party for 1d10 hours and the PCs are allowed one Hard (-20%) Perception test per hour to realise this. Then the pack closes in, at which point one of the PCs must pass a *Charm Animal* test (or come up with some clever strategy like lighting several torches) lest they are considered dog food and the wolves attack. (Wolf: WFRP p. 233)

97 - Path of Left Hands. The PCs are hailed by a man walking out from the trees or shadows by the side of the road and onto it. He is in his twenties, wearing wilderness apparel and is quite friendly, enough so to have attracted a following of 5+1d10 less friendly Outlaws for whom he acts as leader and scout, and he is evaluating the PCs’ fighting skills and wealth. If everything is to his liking, he will make a silent signal to his comrades who will challenge the PCs to put down any weapons and move off the road. (Outlaw: WFRP p. 47)

98 - Roadwardens. A group of Roadwardens (or Riverwardens) led by a weathered Sergeant intercepts the PCs. Do they warn the PCs of some danger ahead, demand the road toll (a shilling per leg) or harass them in some other manner (accusations, questions, force them to provide assistance)? (Roadwarden: WFRP p. 50, Law, Justice, and Criminals: Sigmar’s Heirs p. 27-32)

99 - Something Rotten. When sitting down for lunch or dinner the PCs are dismayed as they realize that most or all of their food and water is spoiled: rotten, mouldy, infested by maggots or eaten by rats (or, more likely, the Halfling in the group!). If far from civilization this can be a nuisance and delay them on their journey, as they have to hunt or scrounge for food. But if the PCs lack the skills to find food on their own, and it’s the middle of winter, they may be in dire peril. Furthermore, what if the only consumable intact is the alcohol – and we all know that lack of water and too much alcohol is a bad combination. (Starvation, WFRP p. 114)

00 - The Tempest. The sky has been darkening during the last few hours, and there’s an ominous freshness in the air. Then, the wind picks up speed. At first, this is merely amusing as the gusts make it hard to stand upright and the odd hat rolls a few yards. Then, it gets annoying as this impedes travel, delaying the PCs by 1d10 minutes as an important trapping is blown far, far away. But the wind keeps gathering strength, and soon trees start falling, carriages overturn and people are knocked to the ground. The storm lasts 1d10 hours, and leaves the countryside much changed.

**Sources**

[d1000 random WFRP encounters](https://www.reddit.com/r/warhammerfantasyrpg/comments/2lopsc/d1000_random_warhammer_fantasy_encounters/)

[Rural Encounters from Tales of the Rover in Liber Fanatica III](http://liberfanatica.net/LF3download.html)