

THE "CITY ENCOUNTER" SCROLL

THE HUNGRY PACK



A pack of wild, hungry dogs [**mastiffs**] surrounds the party as they're walking through a bad part of the city.

Threat. A pack of wild dogs [**mastiffs**] and their pack leader, a heavily scarred hound [**worg**] that's missing most of its upper lip. The pack is starving and looking for any easy meal. They don't immediately attack but instead surround the party and move in slowly, waiting to see if the party is worth the fight.

Timer. Every d4 rounds the pack leader is attacking the party, another wild dog shows up to aid the pack. Killing the pack leader or earning the trust of the pack of wild dogs ends the timer.

Treasure. If the party befriends the pack, the alpha leads the party to its den in an abandoned magic shop. Inside is a variety of minor magic items and potions of healing that got left behind.

THE DOPPLEGUARD



The party hears a cry for help from an alleyway. Investigating the sound reveals two identical guard captains fighting each other.

Threat. A **doppelganger** attempted to surprise an off-duty guard captain but was spotted as it approached. The doppelganger took on the form of the captain, and both of them will ask the party to help them kill the other creature.

Timer. After d4 rounds, a second doppelganger disguised as a young town guard shows up to aid their partner in crime.

Treasure. If the party helps the real captain, they reward the party with 250 gold for apprehending this dangerous criminal. If they help the doppelganger, they do the exact same thing.

VAMPIRE ALLEY



The characters spot a cloaked figure [**vampire spawn**] drinking the blood of a seemingly dead citizen in a dark alleyway.

Threat. Lordana [23yo female half-elf] was turned into a vampire spawn just a few nights ago. Terrified and unable to control herself, she attacked the commoner as he was walking home from the tavern. He is not dead but is close to it. Lordana doesn't want to hurt anyone else but will defend herself.

Timer. The town guard will show up to investigate the commotion d4+2 rounds after the party discovers Lordana.

Treasure. Lordana is wearing a diamond necklace [300 gp] given to her by her lover. If the party spares her, she can lead them to the vampire's lair beneath the city which is filled with ancient riches and strange magical relics.

ESCAPED CULTISTS



A wagon that is transporting the leader of a dangerous cult to a more security facility outside the city is ambushed by cultists.

Threat. Several **cultists** armed with vials of alchemists fire have managed to knock the wagon over with an explosive and are fighting a handful of outnumbered guards.

Timer. 2 cultists are working on the lock and will free the **cult leader** in d4 rounds if they are not stopped.

Treasure. The cultists offer the party 3,000 gp if they aid them in freeing their leader and assure them they can keep their involvement in this scheme secret. If the party prevents the cult leader from being freed, the guards reward them with 500 gp.