

# Vignettes, Encounters, and Bits of Color

## Suggested use

Add some local color to various locations

### D20 Dungeon

1. A rat scuttles past carrying a finger bone with a ring on it.
2. You hear a card game going on in the next room. It sounds like someone is losing their shirt.
3. A sleepy orc pushes the party to one side and says "otta ma way cur. Yer blocking the way to the mess hall."
4. A voice shouts from ahead "My god! What did you do to the loo?"
5. Blood drips from a hole in the ceiling and pools on the floor.
6. You hear the sound of a whip crack from up ahead.
7. You find a room of corpses. One has a hand outstretched towards a glowing gem. A second has stabbed the first in the back with a dagger.
8. A paper boat floats past on an underground stream. If plucked from the water it has a letter written inside.
9. A prisoner in a cage sees the party and yells "turn back! Runaway!"
10. Cave paintings cover one of the walls, obviously the work of bored hands.
11. A side corridor has an active trap and deadly trap. A broken treasure chest at the far end spills a few coins.
12. A grate in the wall allows you to see a mimic finish consuming an adventurer and scuttle off.
13. Wind howls mournfully as you cross a rope bridge strewn with arrow riddled adventurers.
14. A hunchbacked orc with his back to you tinkers with something in the wall and complains loudly about always being the one who has to reset the traps.
15. A large man sits near a pile of treasure reading a book. If approached he changes into a wisp of smoke and retreats to a lamp. Any amount of rubbing on the lamp produces only "Go away! We're closed!"
16. A displacer beast and blink dog come thrashing through a cross corridor.
17. A dead man's ghost continues searching for a key to a door. A long dead rouge lies nearby.
18. A grouchy dragon stomps around a vast cave shouting "Igor! Where's the ledger listing my gold coins?!"
19. A dusty side corridor holds a tiny, rough made shrine to an unlikely god, and a dusty body with it's hands still clasped in prayer.
20. A hole broken in the brick walls leads to a very, very dark tunnel.

### D20 Idyllic Village

1. A farmer and his son walk past on the road. The man is teaching his son a song.
2. A wood cutter pauses his chopping to wave at you as you pass.
3. A milkman struggles past pulling a horse cart. If questioned he mentions that his horse has taken ill but he's managing.
4. A farm wife sets a pie on a windowsill to cool while you walk by.
5. A gaggle of children discuss plans to nick a pie from a windowsill.
6. A butcher haggles cheerfully with a farmer over the price of a fat cow.
7. A group of women take turns sharing gossip and hoisting buckets from the town well.
8. A celebration is taking place on the town green for two young people, recently married.
9. A farmer is having a yard sale and has piled a small mountain of junk outside his home.
10. A healthy looking dog runs past with a laughing boy in pursuit.

11. A farm wife watches playing children through an open window.
12. A man is helping a peddler fix his broken down wagon on the roadside.
13. A smith pounds furiously on his anvil but stops to smile when his wife brings him some water.
14. A group of old men with long beards sit on a stoop smoking pipes.
15. A baker is returning home from making his rounds delivering bread.
16. The town priest stands outside his church greeting people as they arrive for the service. He invites the PCs to attend.
17. A group of men is mending a broken fence.
18. A fisherman walks past carrying tackle on his way down to the lake.
19. A peddler is selling simple wares to the villagers from his wagon on the town green.
20. A group of dwarves with brightly colored hoods puff pipes on the inn porch and watch the sun set.

### D20 Rotting City

1. A group of dogs chewing on fallen guardsmen after a street battle.
2. A giant spider, seen out of the corner of your eye, pulls a struggling something back into a dark alley.
3. A group of beggars in rags huddle together for warmth against the chill of the winter morning.
4. A man and a woman, speaking to a stone carver about what to put on their child's headstone.
5. A burned out drug den with charred corpses outside and city guards keeping gawkers away.
6. A man doling out rations inside a besieged city. Only those able to fight still get full portions.
7. A carriage passing through a rutted street with armed guards and a dangerous looking wizard riding shotgun.
8. A tailor trying hopelessly to impress a noble woman with a variety of dresses, all of which she scoffs at.
9. A gang of ruffians scoping out potential victims. They give you a nod of acknowledgement, one predator to another.
10. A strumpet with a face like a racoon checks you out, then resignedly starts walking towards your party while putting on a fake smile.
11. A group of guards escorts a morose prisoner to the gallows.
12. A group of crows flies away from several bodies hanging at the gallows when people approach.
13. A group of elves pass the party, holding handkerchiefs to their noses.
14. A leper approaches the party and starts begging for alms.
15. The king's guard execute a man in the street for a petty crime.
16. A passing wagon hits a puddle and sprays the party with vile mud.
17. A carriage tramples a club footed beggar who was too slow to move out of the way.
18. A loan shark approaches the party to make an offer.
19. A thick fog rolls in covering the city in damp mist.
20. A church bell sounds mournfully, it's ring swallowed up by the fog.

### D20 Ancient Forest

1. The song of a mocking bird changes mid-tune to an ominous imitation.
2. Elves follow you from a distance but never approach.
3. A green dragon flies overhead.
4. An ancient tree whispers softly to you as you pass.
5. A break in the tree cover lets down a welcome ray of sunshine.
6. Wolves howl in the distance.
7. This part of the forest is gray and quiet. You notice a low fog has come in and the sounds of birds have stopped.
8. A giant dead tree has fallen and blocked the road.
9. A deer bounds across the road with a puma in close pursuit.
10. You've heard tales about a devil living in these woods. You keep seeing movement from the corner of your eye.
11. A great sits on a stone speaking to the birds.
12. A dread shaggy wolfhound approaches the party. He asks if you are lost.
13. The underbrush tappers off and there is nothing left but the trunks of trees and impenetrable leaves overhead.

14. A ground bird is building a nest nearby. A colorful piece of cloth flutters among the twigs.
15. An ancient shrine looms around a corner in the path. It's long abandoned, but the workmanship was once fine.
16. A camped group of travelers in the distance notice the players approach, grab what gear they can and hide.
17. A wolverine feeds on the corpse of a fallen traveler and his horse. It growls if you get too close.
18. A courier wearing the king's livery pauses at the edge of the forest, gathers his courage, and enters down the path.
19. An undertaker lives in a cottage near the entrance to the forest. He makes a point of measuring the players before they depart. He's only concerned with their height from the neck down.
20. The party hears the sounds of a chase in the brush at night. Later, a werewolf approaches the party and demands to know if they have seen the "would-be hunter" pass this way.

## **D20 Aboard a ship at sea**

1. The dolphins riding the bow waves squeak suddenly and flee.
2. A red dawn spooks the sailors.
3. A crossing the equator ceremony. The PCs are 'inducted' into Neptune's court.
4. A woman stares mournfully at the sea. She seems an unlikely passenger.
5. A sailor off duty has a fishing rod cast over the side and a pail of fish beside him.
6. The captain unexpectedly approaches the PCs and demands to know what they are doing in this part of the ship.
7. The wooden creaking of the hulls sounds ominous to the land lubbers.
8. A howling storm can be seen in the distance.
9. The Captain stares with steely eyes into a spyglass then turns to his men with a look of grim resolve.
10. The masts of another ship are visible in the distance.
11. Flotsam from a wreck is seen in the distance. Men cling to bits and pieces. The captain explains there is a reef there, and refuses to approach.
12. An imperial courier approaches the ship in port, and the captain regrets to inform his passengers there has been a change in destination.
13. Pirates approach and greet the Captain as an old friend.
14. The sun rises bright and clear, and the winds pick up, a good omen for the day.
15. Land birds are sighted in the distance where there should be none.
16. At the next stop in port the sailors sing a batch of work songs the bards has never heard before.
17. A storm is sighted coming this way. The Captain sends his first mate down to below to "make sure the cargo doesn't escape."
18. A group of sailors is being flogged at the mast for breaking into the wine supplies.
19. A group of sailors is being flogged at the mast for something the party rouge actually stole.
20. Someone in the party overhears whispers of mutiny.