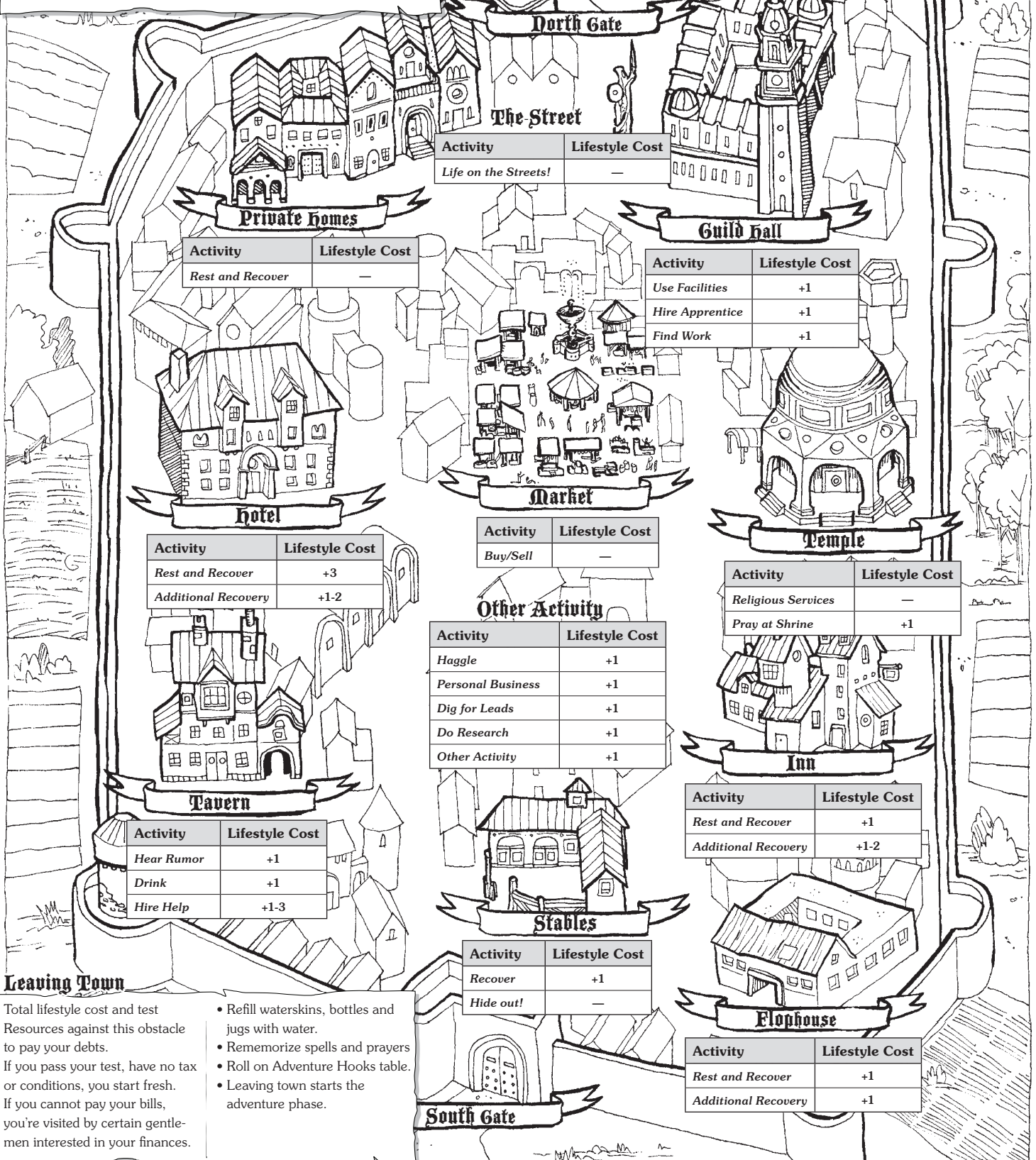


Entering Town

- Checks: Spend them to recover conditions now using normal recovery rules. Otherwise hold onto them to earn experience from helping. You cannot spend checks to make tests in town.
- Roll on the Town Events table.
- Disaster indicates that you may not enter town.
- Uneaten fresh food spoils. Feed it to the dogs.
- Characters level up as soon as they enter town if they have spent the required rewards.
- Strategize.
- Determine if you're haggling.
- Determine your accommodations while in town.



Activity	Lifestyle Cost
Life on the Streets!	—

Activity	Lifestyle Cost
Rest and Recover	—

Activity	Lifestyle Cost
Use Facilities	+1
Hire Apprentice	+1
Find Work	+1

Activity	Lifestyle Cost
Rest and Recover	+3
Additional Recovery	+1-2

Activity	Lifestyle Cost
Buy/Sell	—

Activity	Lifestyle Cost
Religious Services	—
Pray at Shrine	+1

Activity	Lifestyle Cost
Haggle	+1
Personal Business	+1
Dig for Leads	+1
Do Research	+1
Other Activity	+1

Activity	Lifestyle Cost
Rest and Recover	+1
Additional Recovery	+1-2

Activity	Lifestyle Cost
Hear Rumor	+1
Drink	+1
Hire Help	+1-3

Activity	Lifestyle Cost
Recover	+1
Hide out!	—

Activity	Lifestyle Cost
Rest and Recover	+1
Additional Recovery	+1

Leaving Town

- Total lifestyle cost and test Resources against this obstacle to pay your debts.
- If you pass your test, have no tax or conditions, you start fresh.
- If you cannot pay your bills, you're visited by certain gentlemen interested in your finances.
- Refill waterskins, bottles and jugs with water.
- Memorize spells and prayers.
- Roll on Adventure Hooks table.
- Leaving town starts the adventure phase.

Some Useful Town Tables

2d6	Entering Town
2	Disaster
3-6	Minor Inconvenience
7-9	Peaceful Town
10-11	Minor Break
12	Lucky Break

Haggling Obstacles by Town

- ☉ Elfland: Ob 5
- ☉ Dwarven Halls: Ob 3
- ☉ Religious Bastion: Ob 3
- ☉ Bustling Metropolis: Ob 4
- ☉ Wizard's Tower: Ob 4
- ☉ Remote Village: Ob 3
- ☉ Busy Crossroads: Ob 2

If successful, you may choose to keep the result that you roll on the Haggling table or the next higher result. If failed, subtract your margin of failure from your result.

Haggling Events Table (3d6)	
3	<i>You again:</i> The goldsmiths are closed to you on this trip to town. Your party may not cash in gems, jewelry, objet d'art and similar items.
4	<i>None of your bullshit:</i> Market is closed to you and all your friends for this trip into town.
5	<i>We know you:</i> Next time you come to this town, increase all prices for gear by one.
6	<i>Big spender:</i> Next time you come to this town, increase all prices for accommodations by one.
7	<i>Fury:</i> The shopkeepers toy with you. Take the angry condition.
8	<i>Blowing off steam:</i> Feels good just to argue over something. Remove the angry condition at any point during this town phase.
9	<i>Hard bargain:</i> When buying something at the market, take an extra item for the same price.
10	<i>Thriftiness:</i> Add +1D to Resources for your lifestyle test.
11	<i>Interesting item:</i> Take +1D extra cash for one piece of loot other than coins or gems.
12	<i>Honest face:</i> Take +1D extra cash for one piece of kit traded in (even if rated Ob 1-3).
13	<i>Regular customer:</i> Reduce the price of accommodations by one (minimum of 1).
14	<i>Good find:</i> Take double the value of one piece of kit or salvage traded in.
15	<i>Good customer:</i> Reduce your lifestyle cost obstacle by one.
16	<i>Rare specimen:</i> Double the value of one piece of loot (aside from coins) traded in.
17-18	<i>Welcome home:</i> Reduce lifestyle cost obstacle by two.

Rumor Events Table	
2	A dark secret about this town
3	A key figure in the town
4	A coming war
5-7	Your enemy
8-9	Your friend
10	Your mentor
11	A lost treasure
12	A terrible creature

Street Events Table	
2-3	<i>Become involved in some unspeakable plot.</i> You may not conduct any business or use any facilities while in town. Never speak of this again. Take Unspeakable Plot-wise.
4-6	<i>Thieved:</i> Your purse is stolen. All cash gone.
7-8	<i>Clothing soiled:</i> Factor this soiling into all Circles tests until clothing replaced.
9	<i>Alms:</i> A kindly old blind priest feeds you. Remove hungry and thirsty condition.
10	<i>Misplaced:</i> You lose a piece of gear of the GM's choosing.
11-12	<i>Rousted:</i> The Watch boots you and the other vagrants from town (unless you're wanted for a crime, in which case you're arrested). You may not conduct further business in this town. Roll on the Rumor Events table once for free.

Shrine Events Table	
2-3	<i>Curse:</i> The curse counts as a factor in all tests until removed.
4-5	<i>Omen:</i> An ominous omen crosses your path. Take angry or afraid condition.
6-8	The Immortals are deaf to your pleas.
9-11	<i>Visions:</i> You are visited with a vision of events to come. Remove angry or afraid condition.
12	<i>Boon:</i> Add +1D to all tests within this Immortal's idiom for your next adventure or removes curse or disease.

Loot Item	Inventory	Value
Titles and Deeds	pack 1 or carried 1	No immediate cash value. Determines ownership of a piece of property.
Copper Coins	pack 2	1D
Silver Coins	pack 1	1D
Gold Coins	pack 1	2D
Gems	pack 1	3D
Jewelry	worn 1 (head, neck or hand)	2-6D (2d3)*
Silverware and Plate	pack 3 or carried 3	1-5D (2d3-1)*
Objet d'Art	pack 4 or carried 4	2-7D (1d6+1)*
Rugs and Tapestries	pack or carried 6-12	2-12D (2d6)*

*Value determined when sold in town. Roll randomly to determine value. You can increase the value of loot with a lucky Haggler test.

Guild Table

11	Apothecaries	42	Fletchers
12	Armorsers	43	Goldsmiths
13	Bakers	44	Loriners (bits, bridles, spurs)
14	Barbers (surgeons)	45-46	Masons
15-16	Blacksmiths	51	Plumbers
21	Bowyers	52	Poulters
22	Brewers	53	Saddlers
23	Butchers	54	Salters
24	Carpenters	55	Wheelwrights
25	Chandlers	56	Skinners
26	Clothworkers	61	Vintners
31-32	Tanners	62	Weavers
33	Cutlers (knife makers)	63	Scriveners
34	Dyers	64	Woolmen
35	Farriers (horseshoes)	65	Shipwrights
36-41	Fishmongers	66	Magicians and Alchemists