

Marienburg Heat Tables

By KillerGM

Whenever you attract the attention of the Law, roll 1d6 on the table number equal to the parties heat roll.

Black Caps: The run of the mill city Black Caps of Marienburg. Typically encountered in patrols of 1d4+1, although when out in force those numbers can be doubled or tripled. Equipped with breastplates, crossbows, halberds, and short swords.

Fog Walkers: The secret police of Marienburg, operated under the Stadholder. They often work alone or in pairs, but a 'hit squad' usually contains 2d4+1 members. Equipped with crossbows, poisons, disguises, firebombs, and short swords.

1 Heat:

Roll	Result
1	Suspicious looks from the Black Caps, but no more
2	You feel as though someone is watching you, but the feeling passes
3	A single watchman approaches you to ask a few questions, very general.
4	A single Black Cap makes smalltalk with you.
5	A few Black Caps give you a hard time about what you are doing and where you are going. Revealing too much could result in arrest.
6	Something peculiar. Roll on Something Peculiar

2 Heat

Roll	Result
1	A couple Black Caps give you the stink eye, one may even crack a joke at your expense

2	A Black Cap eyes you suspiciously before coming to ask you a few questions.
3	Black Caps come to investigate you and slap a fine on you, regardless of what you're doing, although if a legitimate reason exists they will use it.
4	A Black Cap comes to investigate you and will slap a fine on you, regardless of what you're doing, they will also ask a few questions.
5	The Black Caps demand that you comply with a search. Unjust fine optional
6	Something peculiar. Roll on Something Peculiar

3 Heat

Roll	Result
1	Questioned by a few Black Caps quite harshly, fines likely, possibly even sergeants court.
2	Stopped by Black Caps, might be dragged to sergeants court if your offense warranted it
3	You are served a warrant to appear in court if your crimes warranted it, otherwise receive a fine
4	You are stopped by a squad of Black Caps, who summon their superior who questions you at length.
5	An Inspector from the Black Caps or a Fog Walker approaches you with a few questions
6	Something Peculiar: Roll on the Something Peculiar Table

4 Heat

Roll	Result
1	A group of Black Caps approach and summon you to either sergeants court or attempt to arrest you depending on the gravity of crime
2	An inspector from the relevant authorities approaches you with a few questions
3	You either are arrested, or receive a court summons.
4	You are either arrested, or receive a court summons.
5	A sergeant and a few men approach with a warrant for your arrest.
6	Something Peculiar: Roll on the Something Peculiar Table

5 Heat

Roll	Result
1	A group of Black Caps apprehend you and bring you to sergeants court.
2	A gaggle of Black Caps and a sergeant serve with a warrant for your arrest.
3	A group of Black Caps chase you down and attempt to apprehend you
4	A Watchman, concerned citizen, or bounty hunter sees you and raises the hue and cry
5	You are followed by a Fog Walker or Witch Hunter, whichever is appropriate
6	Something Peculiar: Roll on the something peculiar table.

6 Heat

Roll	Result
1	A Watchman, concerned citizen, or bounty hunter sees you and raises the hue and cry.
2	A small group of Black Caps sees you and raises the hue and cry.
3	You are followed by a Fog Walker or Witch Hunter, whichever is appropriate.
4	A large group of Black Caps attempt to apprehend you.
5	A group of Fog Walkers attempt a sudden attack against you.
6	Something Peculiar: Roll on the something peculiar table.

Warrant Events

1-5	You are being followed by a bounty hunter. They will try and apprehend you at the right time
4-6	You are being followed by an Inspector of the Black Caps, collecting notes and studying the parties habits. Hopefully finding a good opportunity to arrest offending members or serve them with court summons.
6-9	You are being distantly tailed by a Fog Walker. They are less interested in mundane crimes, but are keeping a close eye out for heresy or talk of political upheaval! Any party planning an insurrection, assassination or demon summoning is likely to be attacked in the misty morning hours by a gang of Fog Walkers.
10	Merciful respite.

Something Peculiar

Roll	Result
1	Respite: Nothing Happens
2	Roll one table higher than the table you rolled on if possible.
3	Find a friend or ally in a confrontation with the law!
4-5	Approached by legitimate Black Caps, looking for an excuse to get a bribe or fine money.
6	Approached by false Black Caps, they are really cultists!
7	An Angry Mob Seems to form out of nowhere!
8-9	A monster emerges from the canals!
10	A Fine Omen: Gain a fortune point (I.E a Die Re-Roll)