

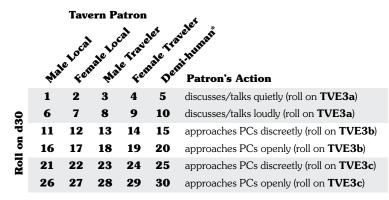
d30 Tavern Encounters

TVE1: GENERAL TAVERN ACTIVITY & SIZE OF CROWD

1s Digit: Activity		10s Digit: Crowd*	
1	drinking only	1-10	light (mostly a few regulars,
2	drinking/gambling		convsersations easily overheard)
3	drinking/lechery	11-20	moderate (some smoke/noise,
4	drinking/fighting		people able to keep to themselves)
5	drinking/gambling/fighting	21-30	heavy (noisy, smoky, unable to
6	drinking/lechery/fighting		converse quietly/maintain privacy)
7	drinking/deal-making (business)		
8	drinking/deal-making (business)/fighting		
9	drinking/gambling/lechery/fighting		
0	drinking/gambling/lechery/deal-making (business)/fighting		

^{*} roll on d30 may be interpretted as # of patrons in addition to PCs and tavern staff

TVE2: NOTABLE TAVERN PATRON(S)



^{*} roll 1d2 [1=male; 2=female]; demi-human type at DM's discretion

TVE3a: DISCUSSING... TVE3b: OFFERING... TVE3c: SEEKING... Roll Seeking **Roll Seeking** Roll Seeking 1 amount of ale consumed 1 advice **1** adventure **2** conspicuous local 2 contraband 2 answer(s) 3 conspicuous traveler 3 directions to location of item 3 assassin 4 desire for loose women 4 directions to special person 4 assistance (w/task) **5** distrust of demi-humans **5** directions to special place **5** cleric(s) 6 distrust of magic & magic-users 6 documents, actual 6 courier **7** hatred of government/ruler(s) 7 documents, forgeries 7 cure 8 hatred of humanoids **8** information escort **9** hatred of religion & clerics 9 item, famed/legendary 9 fighter(s) 10 humanoid actions in area 10 forger 10 item, magic **11** humanoid presence in area 11 item, seemingly mundane 11 help 12 lost/stolen/missing item **12** map(s) **12** information **13** monster action **13** (safe) passage **13** investigator(s) **14** prediction **14** item **14** monster presence new construction **15** prophecy **15** justice obscure item 16 services as alchemist 16 magic-user(s) person(s) who died 17 services as animal handler 17 mercenaries person(s) who disappeared 18 services as assassin 18 messenger recent troop movements **19** services as cleric 19 monetary assistance renowned benefactor 20 services as fighter **20** (safe) passage renowned coward **21** services as forger 21 person 22 renowned hero 22 services as guide **22** protection renowned malefactor 23 services as healer 23 ranger(s)/tracker(s) something overheard 24 services as henchman **24** revenge something seen 25 services as magic-user 25 smuggler

strange phenomenon

strange/remarkable item

upcoming battle/conflict

30 [too drunk to be understood]*

strange weather

28

27 services as thief

30 [false pretense]**

28 truth

29 warning

26 services as ranger/tracker

26 thief(s)

27 training

30 [false pretense]**

28 truth29 work

^{*} roll again, ignoring this result hereafter; result=what person is actually talking about

^{**} roll twice, ignoring this result hereafter; result 1=lie told to PCs; result 2=truth being kept from PCs