



# d30 Tavern Encounters

## TVE1: GENERAL TAVERN ACTIVITY & SIZE OF CROWD

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

\* roll on d30 may be interpreted as # of patrons in addition to PCs and tavern staff

## TVE2: NOTABLE TAVERN PATRON(S)

|             |           | Tavern Patron |              |               |                 |   | Patron's Action |
|-------------|-----------|---------------|--------------|---------------|-----------------|---|-----------------|
|             |           | Male Local    | Female Local | Male Traveler | Female Traveler | Demi-human*                               |                 |
| Roll on d30 | <b>1</b>  | <b>2</b>      | <b>3</b>     | <b>4</b>      | <b>5</b>        | discusses/talks quietly (roll on TVE3a)   |                 |
|             | <b>6</b>  | <b>7</b>      | <b>8</b>     | <b>9</b>      | <b>10</b>       | discusses/talks loudly (roll on TVE3a)    |                 |
|             | <b>11</b> | <b>12</b>     | <b>13</b>    | <b>14</b>     | <b>15</b>       | approaches PCs discreetly (roll on TVE3b) |                 |
|             | <b>16</b> | <b>17</b>     | <b>18</b>    | <b>19</b>     | <b>20</b>       | approaches PCs openly (roll on TVE3b)     |                 |
|             | <b>21</b> | <b>22</b>     | <b>23</b>    | <b>24</b>     | <b>25</b>       | approaches PCs discreetly (roll on TVE3c) |                 |
|             | <b>26</b> | <b>27</b>     | <b>28</b>    | <b>29</b>     | <b>30</b>       | approaches PCs openly (roll on TVE3c)     |                 |

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

## TVE3a: DISCUSSING...

| Roll      | Seeking                         |
|-----------|---------------------------------|
| <b>1</b>  | amount of ale consumed          |
| <b>2</b>  | conspicuous local               |
| <b>3</b>  | conspicuous traveler            |
| <b>4</b>  | desire for loose women          |
| <b>5</b>  | distrust of demi-humans         |
| <b>6</b>  | distrust of magic & magic-users |
| <b>7</b>  | hatred of government/ruler(s)   |
| <b>8</b>  | hatred of humanoids             |
| <b>9</b>  | hatred of religion & clerics    |
| <b>10</b> | humanoid actions in area        |
| <b>11</b> | humanoid presence in area       |
| <b>12</b> | lost/stolen/missing item        |
| <b>13</b> | monster action                  |
| <b>14</b> | monster presence                |
| <b>15</b> | new construction                |
| <b>16</b> | obscure item                    |
| <b>17</b> | person(s) who died              |
| <b>18</b> | person(s) who disappeared       |
| <b>19</b> | recent troop movements          |
| <b>20</b> | renowned benefactor             |
| <b>21</b> | renowned coward                 |
| <b>22</b> | renowned hero                   |
| <b>23</b> | renowned malefactor             |
| <b>24</b> | something overheard             |
| <b>25</b> | something seen                  |
| <b>26</b> | strange phenomenon              |
| <b>27</b> | strange weather                 |
| <b>28</b> | strange/remarkable item         |
| <b>29</b> | upcoming battle/conflict        |
| <b>30</b> | [too drunk to be understood]*   |

## TVE3b: OFFERING...

| Roll      | Seeking                        |
|-----------|--------------------------------|
| <b>1</b>  | advice                         |
| <b>2</b>  | contraband                     |
| <b>3</b>  | directions to location of item |
| <b>4</b>  | directions to special person   |
| <b>5</b>  | directions to special place    |
| <b>6</b>  | documents, actual              |
| <b>7</b>  | documents, forgeries           |
| <b>8</b>  | information                    |
| <b>9</b>  | item, famed/legendary          |
| <b>10</b> | item, magic                    |
| <b>11</b> | item, seemingly mundane        |
| <b>12</b> | map(s)                         |
| <b>13</b> | (safe) passage                 |
| <b>14</b> | prediction                     |
| <b>15</b> | prophecy                       |
| <b>16</b> | services as alchemist          |
| <b>17</b> | services as animal handler     |
| <b>18</b> | services as assassin           |
| <b>19</b> | services as cleric             |
| <b>20</b> | services as fighter            |
| <b>21</b> | services as forger             |
| <b>22</b> | services as guide              |
| <b>23</b> | services as healer             |
| <b>24</b> | services as henchman           |
| <b>25</b> | services as magic-user         |
| <b>26</b> | services as ranger/tracker     |
| <b>27</b> | services as thief              |
| <b>28</b> | truth                          |
| <b>29</b> | warning                        |
| <b>30</b> | [false pretense]**             |

## TVE3c: SEEKING...

| Roll      | Seeking              |
|-----------|----------------------|
| <b>1</b>  | adventure            |
| <b>2</b>  | answer(s)            |
| <b>3</b>  | assassin             |
| <b>4</b>  | assistance (w/ task) |
| <b>5</b>  | cleric(s)            |
| <b>6</b>  | courier              |
| <b>7</b>  | cure                 |
| <b>8</b>  | escort               |
| <b>9</b>  | fighter(s)           |
| <b>10</b> | forger               |
| <b>11</b> | help                 |
| <b>12</b> | information          |
| <b>13</b> | investigator(s)      |
| <b>14</b> | item                 |
| <b>15</b> | justice              |
| <b>16</b> | magic-user(s)        |
| <b>17</b> | mercenaries          |
| <b>18</b> | messenger            |
| <b>19</b> | monetary assistance  |
| <b>20</b> | (safe) passage       |
| <b>21</b> | person               |
| <b>22</b> | protection           |
| <b>23</b> | ranger(s)/tracker(s) |
| <b>24</b> | revenge              |
| <b>25</b> | smuggler             |
| <b>26</b> | thief(s)             |
| <b>27</b> | training             |
| <b>28</b> | truth                |
| <b>29</b> | work                 |
| <b>30</b> | [false pretense]**   |

\* 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