d30 Tavern Encounters

TVE1: GENERAL TAVERN ACTIVITY & SIZE OF CROWD

1s Digit: Activity

1	drinking only
2	drinking/gambling
3	drinking/lechery
4	drinking/fighting
5	drinking/gambling/fighting
6	drinking/lechery/fighting
7	drinking/deal-making (business)
8	drinking/deal-making (business)/fighting
9	drinking/gambling/lechery/fighting
0	drinking/gambling/lechery/deal-making (business)/fighting

10s Digit: Crowd*

1-10	light (mostly a few regulars, convsersations easily overheard)
11-20	moderate (some smoke/noise, people able to keep to themselves)
21-30	heavy (noisy, smoky, unable to converse quietly/maintain privacy)

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

TVE2: NOTABLE TAVERN PATRON(S)

Tavern Patron

Roll on d30

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

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

TVE3a: DISCUSSING...

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

TVE3b: OFFERING...

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

TVE3c: SEEKING...

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