

d30 Tavern Encounters

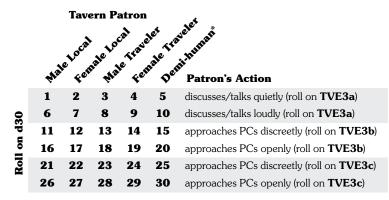
"d30 Tavern Encounters": © 2014, New Big Dragon Games Unlimited

TVE1: GENERAL TAVERN ACTIVITY & SIZE OF CROWD

1s Digit: Activity		10s Digit: Crowd*	
1	drinking only		light (mostly a few regulars, convsersations easily overheard)
2	drinking/gambling		
3	drinking/lechery	11-20	moderate (some smoke/noise, people able to keep to themselves)
4	drinking/fighting		
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...

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 new construction obscure item person(s) who died person(s) who disappeared **19** recent troop movements 20 renowned benefactor renowned coward 22 renowned hero 23 renowned malefactor 24 something overheard something seen strange phenomenon **27** strange weather 28 strange/remarkable item 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	7 services as thief			
28	8 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
- 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

23 ranger(s)/tracker(s)

- 20 (safe) passage
- 21 person
- **22** protection
- 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