

Weather chart	
SUMMER (Month1to 6)	WINTER (Month 7to12)
1 = Lunar Eclipse	1 = Lunar Eclipse
2 = Volcano Eruption	2 = Volcano Eruption
3 = Earthquake	3 = Earthquake
4 = Tornado	4 = Hurricane
5 = Mud Puddles	5 = Mud Puddles
6 = Full Moon	6 = Full Moon
7/8 = Strong Winds	7/8 = Strong Winds
9/10 = Fog	9/10 = Fog
11/12 = Clear and Windy	11/12 = Clear and Windy
13/14 = Drought	13/14 = Blizzard
15/16/17 = Heat	15/16/17 = Snow
18/19 = Clear Skies	18/19 =Ice
20/21 /22 = Sunny and Warm	20/21 /22 = Rain/Cloudy
23/24 = Clear Skies	23/24 = Clear Skies
25 = Sun	25 = Sun
<p>*If it's 25 or less, use that # on the Weather chart</p> <p>*If it's between 26-50, subtract 25</p> <p>*If it's between 51-75, subtract 50</p> <p>*If it's between 76-100, subtract 75</p>	
<p>If you decided to saty in Towns/Village/C-astles all the week, since Weather doesnt affect, just roll one to know how it would be.</p>	

1d100 Town Encounters				1d100 Town Encounters (cont)			
1- You see the city guards raid a store. Guards preventing people from coming close say that it's a front for illegal activities. Rumors are that the owners ticked off the wrong person, forgot to pay protection money, and the guards are corrupt.	25-A high-class carriage rolls by the players and an elegant noble inside waves to them. The noble, a male named Barzir, is excited to see some strong looking adventurers.	38- A beggar is sprawled on the ground, surrounded by empty ale bottles.	51-A man is walking down the street with a cage full of birds. If players talk to him, he will try to sell them a bird.	24-A little girl with an obvious injury from begging in the alley. The next time you glance at her party, you see a noisy, later that day the party sees the same kid running around playing tag.	27-A talkative bard who stole the players' fire is a pirate dish for an idiotic strong. The table song was the smash hit and the next few days sold out.	39-Three guards are having an argument about who is the better sword fighter.	52-A merchant offers to buy an item from a PC. It's the item they need most. If they sell it, they will never get it back.

1d100 Town Encounters (cont)				1d100 Town Encounters (cont)				1d100 Town Encounters (cont)			
3- A local alchemist shop has caught fire! There is panic in the streets! Water could make the chemical blaze worse. Someone help!	14-A man barges in to the tavern the party is staying at, shouting and accusing the owner of stealing his secret recipe.	27- A dog starts following you. When you think you've lost it, it appears and rubs against your leg. It follows you for 1d6 days, or until it gets bored.	40-A guard is standing in the middle of the road and pointing his sword down. He shouts, "Clear the road! Clear the road!"	53- AAs the dress in full armor down the street. He bows to help guide his horse. He offers to pay the player for their help. while apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.	65- The cantial bandleader from the night is met by a public sweeper. He executioner to tell a about a wedding. official, breaking a lot of things, of the oldst wife that of them. innocent. moved outworth yesterday bit of gold!	79- 28- A couple of nightriders and a standing if in front of a dark role's way. They are discussing what they will do if they catch the thief who lives there. wish will be granted	90- 10- On a couple of nightriders and a standing if in front of a dark role's way. They are discussing what they will do if they catch the thief who lives there. wish will be granted	54- AThree groll of blessed young come a play. A beggar sitting by the take the way. A mage killed do bid begging bowl over and insult him. If the players decide to step in, the three will begrudgingly stop. They all wear the symbol of a rather influential House.	67- 6A beautiful woman is gathering in the square as she goes to the balcony of her home. A maiden with a band of troubadours. As he professes his love and proposes, the maiden takes a bard's lute and smacks him upside the head as she leaves.	80- 28- A wealthy dwarf is peculiar about the outwitting and to an expedition, despite the fact he has a staff and a small bag. His name is D, and he is selling healing potions. a good deal if they buy now.	42- 1Aa shady soldier is selling a map of the city. He is a goldsmith and says his silver does not glow if it is and is gold, but it's probably not. He says he can get the players a good deal if they buy now.

1d100 Town Encounters (cont)				1d100 Town Encounters (cont)				1d100 Town Encounters (cont)			
6- A Tiefling merchant selling potions out of a travelling wagon. When asked about the origin of the potions, only vague answers are given. Rouges with ties to the local Thieves Guild might know them.	17-A group of bards posts a flyer for an upcoming theatrical production that is highly critical of the local political powers. You are able to grab one before you see local guards tearing down the flyers and burning them.	30- You see a man who is very upset. His horse ran off with his car special recipe that will keep the candle from ever burning down, even if it's left in a hallway.	43-A man has set up a stand selling candles. They're very cheap, but he says they're made from a special recipe that will keep the candle from ever burning down, even if it's left in a hallway.	56- A small orphan and adventurer. While he is a bit of a troublemaker, he is very brave and has a lot of friends. He is currently looking for a place to live and a job. He is also a bit of a troublemaker and has a lot of friends.	69-A grobby herb shop. The owner is a bit of a troublemaker and has a lot of friends. He is currently looking for a place to live and a job. He is also a bit of a troublemaker and has a lot of friends.	82-A local man who is a bit of a troublemaker and has a lot of friends. He is currently looking for a place to live and a job. He is also a bit of a troublemaker and has a lot of friends.	93-A peasant complaining about the weather and the local man who is a bit of a troublemaker and has a lot of friends. He is currently looking for a place to live and a job. He is also a bit of a troublemaker and has a lot of friends.	87-A boy helping a bard who is a bit of a troublemaker and has a lot of friends. He is currently looking for a place to live and a job. He is also a bit of a troublemaker and has a lot of friends.	19-A group of town guards who are trying to catch a thief who has stolen a lot of money. They are currently looking for a place to live and a job. He is also a bit of a troublemaker and has a lot of friends.	32- The local man who is a bit of a troublemaker and has a lot of friends. He is currently looking for a place to live and a job. He is also a bit of a troublemaker and has a lot of friends.	45- A trader who is a bit of a troublemaker and has a lot of friends. He is currently looking for a place to live and a job. He is also a bit of a troublemaker and has a lot of friends.

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By **ame888**
cheatography.com/ame888/

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1d100 Town Encounters (cont)				1d100 Town Encounters (cont)				1d100 Town Encounters (cont)			
9-Two lovebirds with disapp- roving parents meet in secret. They could be separated by social class, or feuding families.	20- Town crier calling out that 'Bite-- Hunting' is now illegal. Upon further inquiry they are informed that there has been a growing trend in the city of people seeking out to be infected with Lycant- hropy.	33- A group of 1d20 dwarf advent- urers are laughing loudly outside a tavern. They are wearing very expensive looking clothing and jewelry. They are celebr- ating their last adventure and are very drunk.	46-A man is trying to sell a rare map. The map is of a dangerous area, but it's worth it. If the players try to buy the map, a rival group of thieves attack them.	159AA favored gale- bursts opened aapproa- ching the swamp. One cheats dropped a dead mid- dle-aged man. Why was he coming leading your to table? a business that has been rumored to pollute the nearby river. These rumors' however turn out to be false.	21-72-A blacksmith was a freshly forged blade and the edge of town. His pack included a map	315-A The merchant ships of old, the cons ship't at the with a merchant woman his daughter "Come with me," she yells. "You haven't paid for the food you've taken."	496A You group of 20 of the cons at the king looking for work. They have been traveling for a long time, and they are looking for a place to stay for a while, until they find work again. They will work for the party for a while, as long as they are paid.	601-A NPC sage and his son went to the town in fear of a rooftop. Her- n's spotted a new waved dancer is not happy about it and has started crushing apples.	22-3A here a bird dog jumps from one of the nearby's alleyways attempting to bring a advent- players and mercen- aries.	356A A strange wagon packed a through which a casually way of a ve- bates he the loved of first castle They are looking for work, reported and missing. they will stay as long as they find it.	48-87- ma- greets of 206 score- day is the the funeral way of a ve- the loved castle- They are looking for work, reported and missing. they will stay as long as they find it.

1d100 Town Encounters (cont)				1d100 Town Encounters (cont)				1d100 Town Encounters (copy)			
12-A	23-	36-An	49-A	62-A3-A	75- 24-Three	88-37- Two	99- 50-A	1- 63-The	25- 76- An	38- 48- A	51- 40-
small	Three	attractive	drunk	legendary	drunk	semi-attractive	generally	see the	high	outlaying	legends
group	guards	maiden	man is	Knights	and lass	guards	troops	city collector	class	farm	sprayed
of	hold a	begins	stumbling	renowned	Squire is said	ladies	recruiting	guards	has been	carriage	on the
children	wanted	flirting	down the	for	violently	ancient	Food	raided	kidnapped	tolls	hired
within	poster.	with a	street	in	battle	for	claves	in	her	store	curiously
sight	They	random	and	and	something	found	PC	saying	offer	keep	a
steal a	carefully	player.	singing	training	they	lost	pretty	his	but	got	piece
small	study	Her	about a	man	on their	thief	Sleep	with	mail	found	on
pet	the	muscular	treasure	acolyte	back	jail	all	three	other	left	street.
	party as	husband	he's	has	gone	their	them,	a	life	of	
	they	takes	looking	mis	Knights		creating	a	war.		
	pass by.	notice.	for.	seemingly			diversion				
				having			for	a			
				turned			pickpocket				
				their			back				
				on the			the	purse			
				order.			of the				
				Can they			PC's	while			
				be found			they	are			
				again in			distracted				
				time of			by the				
				need?			ladies.				
							Once the				
							pickpocket				
							is gone,				
							they				
							apologize				
							and say				
							that the				
							PC looks				
							like				
							someone				
							they				
							know.				

1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)			
2- A child with an obvious injury begging for money pleads to the party for money. Later that day the party sees the same kid running around playing tag.	26-A talkative bard asks the players for inspiration for a new song. The song becomes a smash hit in the next few days.	39-Three guards are having an argument about who is the better sword fighter.	52-A merchant offers to buy an item from a PC. It's the item they need most. If they sell it, they will never get it back.	63-A local innkeeper has baked the MOST delicious pie. Nobody can stop eating it once they start. A chemical blaze worse. Someone help!	72-A barge of loaded taverns left the party yesterday. Saying they're sharing a drink, accusing about searching for a legendary secret recipe.	78-A dog starts following you. When you think you've lost it, it appears and rubs against your leg. It follows you for 1d6 days, or until it gets bored.	40-A guard is standing in the middle of the road and pointing his sword down. He shouts, "Clear the road!" Clear the road!"	53-A man dressed in full plate armor approaches the players. He begins arguing with his squire. He offers to pay guards. A player for their help. while apprehending a criminal, the guards heavily damaged the goblins market stand and he demands repara-tion.	66-The central square is a public execution site. The players witness an official, deaf to the pleas of fight wife that he is innocent. motives outworth yesterday bit of gold!	792-A barndorm is a sweets shop. abbess is a broken lot of things, of the bits of money, and fit them. outworth yesterday	901-On the couple of night a duel is standing if you're not of a head rack. The way. Call and are to discuss what they will do if they catch the thief. well lives you there. wish will be granted



1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)			
5-Three well dressed young men are bullying an old beggar sitting by an alleyway. They kicked his begging bowl over and insult him. If the players decide to step in, the three will begrudgingly stop. They all wear the symbol of a rather influential House.	16- A small crowd gathers in the town square as a young man serenades a maiden with a band of troubadours. As he professes his love and proposes, the maiden takes a bard's lute and smacks him upside the head as she leaves.	29- A man dressed in a peculiar cloak is walking down the street. He has a staff and a small bag. His name is D, and he is selling healing potions.	42-A man is selling jewelry made out of silver and gold. He says it's real silver and gold, but it's probably not. He says he can get the players a good deal if they buy now.	55-AA Trefling with the selling potions and the pavilion. If they asked to produce the origin of the form of potions, only a player answers guard with ties to the local Thieves Guild might know them.	68-A7-A group of blades posts a flyer for metal smiths and blockbusting theatrical roaproductions that is highly critical of the local political powers. You are able to grab one before you said guards tearing down the flyers and burning them.	81- The dispute between a man He's a princeling and they disagree. His with very jobs, but he says they're made from a special recipe that will keep the candle from ever burning down, even if it's left in a hallway.	92-48-A homeless aper has set up a stall selling candles. They're not very good, but he says they're made from a special recipe that will keep the candle from ever burning down, even if it's left in a hallway.	56- A small orphan is tested and adventures share wild tales about another child orphan who is biting every year. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	69-18-A small group of 26 dogs is running through the streets. One of them is a tearfully tells you that it's for the veteran that was hurt in the war.	82- A herb shop is paying for rare specimens. When he caught the street carrying two large bags of flour. He is having a hard time carrying them. He looks very tired and upset.	93-44-A peasant is complaining about the weather and the new woman vestis telling stories about local monsters that were fighting each other long before the city was built. She says that one day one of those monsters will return, and the others will return with it to fight again. People should be prepared for this day, she says, because the monsters are much darker and more

powerful
than the
ones
anyone
has seen
before.
It's a
little hard
to tell if
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people's
legs or
not
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are so
crazy,
but there
are other
people
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to her
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By **ame888**
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1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)			
8-A boy hoping to impress a girl begs you to pretend to harass her and then pretend to be driven off when he intervenes.	19-Two Bards are in the middle of a poetic battle on the street and are unknowingly riling of a crowd and splitting them into factions ready to fight for their bard.	32-The town crier is crying out the daily news and happenings in the town. He is crying out about the recent bandit attacks on the outskirts of town.	45-The party sees a man being beaten by a group of thugs. If they help him, the thugs will turn on them	58-A Two overnights of the town with a guard disappearing and panting heavily as he chases a secret. He says the PCs could be separated by social class, different races, or feuding families.	71-Two towerier guards said but that the night-- nightlurs are on the hunt. He's laughing back at them. He's now being held outside a horse's worth of gold on the jail. They are denying the inquiry he denies they are directly informed with expensive looking things and jewelry. They are celebrating their last adventure and are very drunk.	84-A 32A 95- A46-A man is trying to find a rare map. The map is of a dangerous area, but it's worth it. If the players try to buy the map, a rival group of thieves attack them.	169-A 21-72-A 385A The 496A You several blades with a fresh blade at the edge of town. His pack included a map that was a business that has been rumored to pollute the nearby river. These rumors' however turn out to be false.	maerchant rustles o Blumwell, mteeson adthe aking lookingn: fguardk. They have been traveling for a long time, and they are looking for a place to stay for a while, until they find work again. They will work for the party for a while, as long as they are paid.			



1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)			
11-An apple seller's cart has broken down in front of a tanner's shop. The tanner is not happy about it and has started crushing apples.	22- A rabid dog jumps from a nearby alleyway, attempting to bite a random player.	35- A wooden wagon has lost a wheel, causing barrels of fruit to roll into the street!	48-A group of 2d6 soldiers are on their way to the castle. They are looking for work, and they will stay as long as they find it.	61-For a small group of children, there is a round club with a sign that says "The Small Beepet". They are tasked with finding it and shutting it down. But will they want to join instead?	72-B-An attractive knight in a chainmail tunic is beginning to tumble down the street with a random player. He is a traveler, and his husband takes notice.	83-6-An attractive knight in a chainmail tunic is beginning to tumble down the street with a random player. He is a traveler, and his husband takes notice.	98-4-A knight in a chainmail tunic is beginning to tumble down the street with a random player. He is a traveler, and his husband takes notice.	62-13-A leg today, druseen-atr-megacandymerfindom: Knight/lasse guardians troopers to begin recanting. cointbe for frantically and boldly Food and who dropped in battling for scrolls was a wagetsace in the and something found PC saying off a stream traiting lost pretty is/he but old piece with Milda many their thieves with malfound on 100She i always back jail all three of benets street. part c has to their them, a life of travel missinght. creating a war. band seemingly diversion mins having for a She turned pickpocket sings their back to snag beau on the the purse song order. of the the Can they PC's while played be found they are want again in a distracted hire time of by the they need? ladies. have pay Once the pickpocket well. is gone, is ver they apologize talent and say and v that the She a PC looks has a like stron someone magi they voice know.	75-24-Three druseen-atr-megacandymerfindom: Knight/lasse guardians troopers to begin recanting. cointbe for frantically and boldly Food and who dropped in battling for scrolls was a wagetsace in the and something found PC saying off a stream traiting lost pretty is/he but old piece with Milda many their thieves with malfound on 100She i always back jail all three of benets street. part c has to their them, a life of travel missinght. creating a war. band seemingly diversion mins having for a She turned pickpocket sings their back to snag beau on the the purse song order. of the the Can they PC's while played be found they are want again in a distracted hire time of by the they need? ladies. have pay Once the pickpocket well. is gone, is ver they apologize talent and say and v that the She a PC looks has a like stron someone magi they voice know.	88-37- Two troopers to begin recanting. cointbe for frantically and boldly Food and who dropped in battling for scrolls was a wagetsace in the and something found PC saying off a stream traiting lost pretty is/he but old piece with Milda many their thieves with malfound on 100She i always back jail all three of benets street. part c has to their them, a life of travel missinght. creating a war. band seemingly diversion mins having for a She turned pickpocket sings their back to snag beau on the the purse song order. of the the Can they PC's while played be found they are want again in a distracted hire time of by the they need? ladies. have pay Once the pickpocket well. is gone, is ver they apologize talent and say and v that the She a PC looks has a like stron someone magi they voice know.	99-50-A troopers to begin recanting. cointbe for frantically and boldly Food and who dropped in battling for scrolls was a wagetsace in the and something found PC saying off a stream traiting lost pretty is/he but old piece with Milda many their thieves with malfound on 100She i always back jail all three of benets street. part c has to their them, a life of travel missinght. creating a war. band seemingly diversion mins having for a She turned pickpocket sings their back to snag beau on the the purse song order. of the the Can they PC's while played be found they are want again in a distracted hire time of by the they need? ladies. have pay Once the pickpocket well. is gone, is ver they apologize talent and say and v that the She a PC looks has a like stron someone magi they voice know.



No Shuffling needed Encounters Cards

After you finish an encounter, place the card on the bottom of the deck. When you need to check for a new encounter, Roll two d:20 (to get a random result anywhere between 2 and 40). Let's say the total of the two dice added together is 27. You will need to count out 26 cards and place them on the bottom of the deck. Then the top card would be your new encounter.

Party Limits (House rules)

Jimmy's House Rule that limits your party to a maximum of 7 (included your character). This maximum would include hired help, NPC Companions, random NPC's that want to join your party as well as NPC Comrades. The one exception, is that if you are lucky enough to entice 7+ NPC characters to become your NPC comrades, then you should allow it (but this is probably only a pipe dream that will never materialize). Also, if you eventually acquire the skills to lead troops, then they will not be affected in any way by this new House Rule.

1d100 Town Encounters (copy)

1- You see the city guards raid a store. Guards preventing people from coming close say that it's a front for illegal activities. Rumors are that the owners ticked off the wrong person, forgot to pay protection money, and the guards are corrupt.	25-A high-class carriage rolls by the players and an elegant noble inside waves to them. The noble, a male named Barzir, is excited to see some strong looking adventurers.	38- A beggar is sprawled on the ground, surrounded by empty ale bottles.	51-A man is walking down the street with a cage full of birds. If players talk to him, he will try to sell them a bird.
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1d100 Town Encounters (copy) (cont)

24-A little girl with an oval ring in her finger. Begging for money. She says you can see her in the party, you see her now. Later that day the party sees the same kid running around playing tag.	27-A talkative bard who plays the lute. He is a bit of a scoundrel. He was hit by a stone and is bleeding. He is a bit of a scoundrel. He was hit by a stone and is bleeding.	39-Three guards are having an argument about who is the better sword fighter.	52-A merchant offers to buy an item from a PC. It's the item they need most. If they sell it, they will never get it back.
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1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)			
3- A local alchemist shop has caught fire! There is panic in the streets! Water could make the chemical blaze worse. Someone help!	14-A man barges in to the tavern the party is staying at, shouting and accusing the owner of stealing his secret recipe.	27- A dog starts following you. When you think you've lost it, it appears and rubs against your leg. It follows you for 1d6 days, or until it gets bored.	40-A guard is standing in the middle of the road and pointing his sword down. He shouts, "Clear the road! Clear the road!"	53- AAs the dress in full armor down the street. He bows to help guide his horse. He offers to pay the player for their help. while apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.	65- The cantial bandleader from the night is met by a public sweeper. He executioner to tell a about a wedding. official, breaking a lot of things, of the oldst and them. moved yesterday bit of gold!	79- 28- A couple of nightriders and a standing if in front of a dark rable's way. They are discussing what they will do if they catch the thief who lives there. wish will be granted	90- 10- On a group of blessed young women come and telling played baggask sitting by take the way. A mage killed do bid begging bowl over and insult him. If the players decide to step in, the three will begrudgingly stop. They all wear the symbol of a rather influential House.	54- Three beautiful women is gathering in the square as supposed to be on a balcony of her maiden with a band of troubadours. As he professes his love and proposes, the maiden takes a bard's lute and smacks him upside the head as she leaves.	67- 6A wealthy dwarf merchant is peculiar about the outwitting and to an expedition, despite the fact he has a staff and a small bag. His name is D, and he is selling healing potions. a good deal if they buy now.	80- 28- A ready soldier is selling a variety of outfit of slaying to an explorer. gold shield says it uses real silver if the and is gold, but it's probably not. He says he can get the players a good deal if they buy now.	42- 1Aa



1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)			
6- A Tiefling merchant selling potions out of a travelling wagon. When asked about the origin of the potions, only vague answers are given. Rouges with ties to the local Thieves Guild might know them.	17-A group of bards posts a flyer for an upcoming theatrical production that is highly critical of the local political powers. You are able to grab one before you see local guards tearing down the flyers and burning them.	30- You see a man who is very upset. His horse ran off with his car from a special recipe that will keep the candle from ever burning down, even if it's left in a hallway.	43-A man has set up a stand selling candles. They're very cheap, but he says they're made from a special recipe that will keep the candle from ever burning down, even if it's left in a hallway.	56- A small orphan is tested and adventures. When he is caught in the streets, he tearfully tells you that it's for the good of the village. He is a veteran that was hurt in the war. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	69- A small herb shop is paying a man to walk about the town. When he is caught in the streets, he tearfully tells you that it's for the good of the village. He is a veteran that was hurt in the war. Upon further investigation, they discover a woman's child had damaged expensive goods in the shop and the merchant won't let them leave until the mother pays up.	82- A lot of people are complaining about the weather and the old man next door is carrying a large bag of flour. He is having a hard time carrying them. He looks very tired and upset.	93- A peasant of a complaining band of thieves is trying to get out of the town. He is carrying a large bag of flour. He is having a hard time carrying them. He looks very tired and upset.	97- A boy helped a bard who was trying to get out of the town. He is carrying a large bag of flour. He is having a hard time carrying them. He looks very tired and upset.	100- A group of bards is trying to get out of the town. He is carrying a large bag of flour. He is having a hard time carrying them. He looks very tired and upset.	32- The guards are trying to get out of the town. He is carrying a large bag of flour. He is having a hard time carrying them. He looks very tired and upset.	45-94- A group of bards is trying to get out of the town. He is carrying a large bag of flour. He is having a hard time carrying them. He looks very tired and upset.

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and they
don't
seem to
be
laughing.



By **ame888**
cheatography.com/ame888/

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1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)			
9-Two lovebirds with disapp- roving parents meet in secret. They could be separated by social class, or feuding families.	20- Town crier calling out that 'Bite-- Hunting' is now illegal. Upon further inquiry they are informed that there has been a growing trend in the city of people seeking out to be infected with Lycant- hropy.	33- A group of 1d20 dwarf advent- urers are laughing loudly outside a tavern. They are wearing very expensive looking clothing and jewelry. They are celebr- ating their last adventure and are very drunk.	46-A man is trying to sell a rare map. The map is of a dangerous area, but it's worth it. If the players try to buy the map, a rival group of thieves attack them.	159AA favored gale- bursts opened aap- proach- ing the swamp. One cheats dropped a dead mid- dle-aged man. Why was he doing this to you? He's a business that has been rumored to pollute the nearby river. These rumors' however turn out to be false.	21-72-A blacksmith was a freshly forged blade and the edge of town. His pack included a map	315-A The merchant ships of old, the cons- tantly aking personal work. They have been traveling for a long time, and they are looking for a place to stay for a while, until they find work again. They will work for the party for a while, as long as they are paid.	496A You group of 2d6 of the cons- tantly aking personal work. They have been traveling for a long time, and they are looking for a place to stay for a while, until they find work again. They will work for the party for a while, as long as they are paid.	601-A NPC sage and his son went to the town in fear of a rooftop. He's a spotted and waved dancer is not happy about it and has started crushing apples.	22-3A Here a bird dog jumps from one of the nearby's alleyways attempting to bring a advent- ures and mercenaries. They are looking for a valuable were reported missing. they will stay as long as they find it.	366A A strange wagon packed a through which a casually passing he the loved of first to go! He are looking for work, reported and missing. they will stay as long as they find it.	48-87- ma- gic of 2d6 score. The day is the funeral of a loved castle. They are looking for work, reported and missing. they will stay as long as they find it.



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