

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 advent-urers.	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.	64-A little girl with an ornate injury from begging fairy. The next time you glaher party, you see a crowd later that day the party sees the same kid running around playing tag.	76-A protective bard as the players fire is able to dash for a night. Strong. The song was the best. becomes a smash hit and 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.

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 band of from the couple of night a find standing 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	79- 28- A band of from the couple of night a find standing 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 the couple of night a find standing 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	54- AThree groll of blessed young come a bullying 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.	67- 6A beautiful woven is gathers in merchant standing as supposed balcony of her here a maiden with a band of trouba- dours. 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 outwitting an expedition, despite the fact he has a small bag. His name is D, and he is selling potions. a good deal if they buy now.	42- 1Aa shady selling jewelry and a cut of the silver and exploring gold. He says it's 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.

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-A 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 While walking through the streets, a small orphanage is tested and adventures are shared. A large trash can is found, and every year, a shop. 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 A street groby is being sold for rare walking shoes. The pc's. When he is caught, he tearfully tells you that it's for the veteran that was hurt in the war.	82-A A local You see a peasant complaining about the weather and the next woman who is 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	93-A A boy helped a bard who is trying to find a middle base daily news of town a political battle. He in that town. He is a company. They are of the next hardy. If they help him, the thugs will turn on them.	19-A Two guards are crying out about a stolen horse. He is a company. They are of the next hardy. If they help him, the thugs will turn on them.	32-A The . Several merchants see a travel through a dangerous zone.	45-94-A A trader needs a travel through a dangerous zone.	

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Last updated 15th February, 2023.
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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-enture was a freshly opened blade-approa- ching the edge of town. His pack included a map of 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-approa- ching the edge of town. His pack included a map of a business that has been rumored to pollute the nearby river. These rumors' however turn out to be false.	315-A The merchant ships of the well, ship't with a merchant woman his sight "Come with me," the merchant yells. "You haven't paid for the food you've taken."	496A You group of 2d6 of the cons are 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 apple barrel's cart has something down in fear by a rooftop. Her-ner's spotted and waved a banner is not happy about it and has started crushing apples.	27-3A 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 ver- 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 2d6 score- day is the the funeral a ver- ble 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 small group of children within sight steal a small pet	23- Three guards hold a wanted poster. They carefully study the party as they pass by.	36-An attractive maiden begins flirting with a random player. Her muscular husband takes notice.	49-A drunk man is stumbling down the street and singing about a treasure he's looking for.	62-A3-A legendary Knight/Lass renowned for in battle and something they lost many their accolades has gone missing. seemingly having turned their back on the order. Can they be found again in a time of need?	75-24-Three drunken semi-attractive guards are said to be a boldly PC saying offered but he isn't with ma found on all three of them, creating a war. diversion for a pickpocket to snag the purse of the PC's while they are distracted by the ladies. Once the pickpocket is gone, they apologize and say that the PC looks like someone they know.	88-37- Two mercenaries begin to arguing. coin the about who drops the street. She is part of a traveling band of minstrels She sings a beautiful song. If the players want to hire her, they will have to pay her well. She is very talented and well trained. She also has a strong magical voice.	99-50-A find a woman see the tax collector guards has been carried off. Curiously the few days ago. The gold and silver are left behind; inside the house, waves of the course that can't be a male named Barzir, is excited to see some strong looking advent- urers.	1- Y63-The highly trained egg knight is sprawled on the advent- down the se- street Hewith cage full of blessings and players almost certain death. Will try Wouldn't to sell them a glorious? bird.	25-76- An class farm sprawled on the advent- down the se- street Hewith cage full of blessings and players almost certain death. Will try Wouldn't to sell them a glorious? bird.	38- A89- A sprawled on the advent- down the se- street Hewith cage full of blessings and players almost certain death. Will try Wouldn't to sell them a glorious? bird.	51-A01 sprawled on the advent- down the se- street Hewith cage full of blessings and players almost certain death. Will try Wouldn't to sell them a glorious? bird.

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 alchemist keeps a bagged item from the MOST precious rhinocarb pie. Nobody can stop eating it, but they start taking the chemical blaze worse. Someone help!	74-A boisterous 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.	17-A guard is standing in the middle of the road and pointing his sword down. He shouts, "Clear the road!"	40-A guard is standing in the middle of the road and pointing his sword down. He shouts, "Clear the road!"	53-A nameless man dressed in full plate armor, the streets are full of players. He begins helping his acquire. 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 reparation.	66-The central village is melting into a puddle. Executioner tells abbess a week of playing official, broke a lot of things of the bits of money, and fit them. outworth yesterday bit of gold!	792-A barandom player finds what to do to heal aak rally's way. They are discussing what they will do if the knight takes lives in there. wish will be granted	904-On the couple of night a full standing if in front of he aak rally's way. They are discussing what they will do if the knight takes lives in 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 begrud- gingly stop. They all wear the symbol of a rather influe- ntial House.	16- A small crowd gathers in the town square as a young man serenades a maiden with a band of trouba- dours. 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 about the origin of the form of poisons, only a player answers guard- edly. Refugees with ties to the local Thieves Guild might know them.	68-A7-A group of blades posts a flyer for metal smiths and the theatrical production 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 sub- ject, 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- AWhile walking through the streets, an advent- urer shares a large trash can with a child, who is biting from a nearby shop. 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 is paying for a rare walking abogathed weather and the street new- 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	82- A local shop a complaining about the weather and the street new- 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	93-44-A peasant is complaining about the weather and the street new- 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

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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 panting heavily chase a secret. They could be of the separated by social class, different races, or feuding families.	71-Two towerier guards said but the night-- night-- night-- He's laughing and being pudly held outside the jail. They are diving into the ditch 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 the 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 385-A The 496-A You	several blades with a fresh blade at the edge of town. His pack included a map of the area. He was a business that has been rumored to pollute the nearby river. These rumors' however turn out to be false.	blades with a fresh blade at the edge of town. His pack included a map of the area. He was a business that has been rumored to pollute the nearby river. These rumors' however turn out to be false.	merchant ships. Blumwell, didn't take a merchant woman. He brought "Cuthbert," the merchant yells. "You haven't paid for the food you've taken."	group of 2d6 of the area. The king is looking for a guard. 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.



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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 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.	75-24-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.	88-37-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.	99-50-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.



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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 earring from the beggery. The next time you see her, she is party, you see a monkey. 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, but he was a bit of a smash hit in the past 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.
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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 is me playing a aridic public sweedat execution into a tella about a playeet wealedging official, brokega ideaf to lot sllcking thepleas thingut, of toffist speheldts wife that of incineyt into the thief innocent. motives outworth yesterday bit of gold!	79- 28- A band of mayer friends what into a dark role's way. cAlthey are discussing silveat they will do if in the catch tove thief who lives youthere. wish will be granted	90- 10- On the couple of nighards a find standing if in front of a dark role's way. cAlthey are discussing silveat they will do if in the catch tove thief who lives youthere. wish will be granted	54- AThree grollp of blessedd youngen comeeap tullyng played baggask sitting boy take they way. A mage kiatedo bid begging bowl over and insult him. If the players decide to step in, the three will begrud- gingly stop. They all wear the symbol of a rather influe- ntial House.	67- 6AA beautiful woven is gathers in merchaant standing as supposedly balconyg on haer and tosean here a maiden despite the band of theas staff and a small bag. His name is D, and he is selling healing potions. bard's lute and smacks him upside the head as she leaves.	80- 28- A wealthy dwarf dressed in peculiar outitking and tosean expedition, the staff and a small bag. His name is D, and he is selling healing potions. bard's lute and smacks him upside the head as she leaves.	42- 1Aa shady sellingd jewelry a outapf sleatng to amexplor goldshell says it uses real doesr silver if th and is gold, but it's probably not. He says he can get the players a good deal if they buy now.



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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 grobby is paying for a rare herb. 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 middle of a political party. He is carrying a large bag of flour. He is having a hard time carrying them. He looks very tired and upset.	87- A boy helped a bard who was trying to get out of the middle of a political party. He is carrying a large bag of flour. He is having a hard time carrying them. He looks very tired and upset.	19- Two guards are trying to get out of the middle of a political party. He is carrying a large bag of flour. He is having a hard time carrying them. He looks very tired and upset.	32- The city is crying out for help. 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 trader needs to get out of the middle of a political party. 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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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 adventurers are laughing loudly outside a tavern. They are wearing very expensive 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.	59-A famous galleon was boarded and plundered the day after it was sighted. A group of thieves are looking for treasure on the ship. The ship is rumored to be full of treasure.	61-A blacksmith with a freshly forged blade is on the edge of town. His pack included a map of a hidden treasure. A group of thieves are looking for treasure on the ship. The ship is rumored to be full of treasure.	35-The merchant ships of Returnell, the sons of the king, are looking for a new market. 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.	49-You greet 2d6 of the common folk who are looking for a new market. 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.	60-An NPC says a rabid dog jumped from one of the nearby alleys and is attempting to bite a player and mercen- aries. The owner is not happy about it and has started crushing apples.	27-3d6 Here jumpers of the nearby alley are attempting to bite a player and mercen- aries. The owner is not happy about it and has started crushing apples.	36-A strange wagon is sold through the funeral home. The wagon is rumored to be full of treasure. A group of thieves are looking for treasure on the ship. The ship is rumored to be full of treasure.	47-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.

1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				Terrain House Rule			
12-A small group of children within sight steal a small pet	23- Three guards hold a wanted poster. They carefully study the party as they pass by.	36-An attractive maiden begins flirting with a random player. Her husband takes notice.	49-A drunk man is stumbling down the street and singing about a treasure he's looking for.	62-A3-A legendary Knight/lass renounces for in battle and something they lost their acolytes backjail	75-24-Three guardsive ladies recuaging. Food about who drops are in the street. a life of creating a war. diversion for a pickpocket to snag the purse of the PC's while they are distracted by the ladies. Once the pickpocket is gone, they apologize and say that the PC looks like someone they know.	88-37- Two begin to bag singing is the example of the high priest. She is part of a 1d100 (50/50) traveling band of minstrels. She sings a beautiful song. If the players want to hire her, they will have to pay her well. She is very talented and well-trained. She also has a strong magical voice.	99-50-A woman is sex, so what she should estimate that the hex has raised the odds and 30% of the population died. If you are enough to save the family which promises- ter/getting lost/hungry to determine if this is a precedence. If you will only need to roll 1d100 to see if the event or worse chart should be used in this instant that can't be done simply do a 1d100 (50/50) that be	66-There are two to 76-A features 89-in one 100	66-There are two to 76-A features 89-in one 100	66-There are two to 76-A features 89-in one 100	66-There are two to 76-A features 89-in one 100