

Weather chart	
SUMMER (Month 1 to 6)	WINTER (Month 7 to 12)
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

*If it's 25 or less, use that # on the Weather chart

*If it's between 26-50, subtract 25

*If it's between 51-75, subtract 50

*If it's between 76-100, subtract 75

If you decided to stay in Towns/Village/Castles all the week, since Weather doesn't affect, just roll one to know how it would be.

1d100 Town Encounters			
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.

1d100 Town Encounters (cont)			
24-A little girl with an owl on her head is begging for money. The next time you see her, she is carrying a party, you see a crowd of people playing tag.	27-A talkative bard is playing the lute. He is a bit of a show-off and is always looking for an audience. He is a bit of a show-off and is always looking for an audience.	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 (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- A man dressed in mail armor stands before the players. He offers to pay for their help, while apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.	65- The central square is a public square. Executioners are playing a game of hide-and-seek. He is innocent. yesterday gold!	79- A banner of the night is a friend's sweat that drips onto a head of a weeding cart. They are discussing what they will do if they catch the thief who lives there. wish will be granted	90- On the couple of nights a find standing in front of a dark rattle, sway. call they are discussing what they will do if they catch the thief who lives there. wish will be granted	54- A group of beautiful women come up to the player's balcony or here a maiden with a band of troubadours. As he professes and proposes, the maiden takes a bard's lute and smacks him upside the head as she leaves.	67- A dwarf is peculiar as he usually sits on a wooden chair and a small bag. His name is D, and he is selling potions. a good deal if they buy now.	80- A wealthy merchant is peculiar as he usually sits on a wooden chair and a small bag. His name is D, and he is selling potions. a good deal if they buy now.	42- A ready soldier is ready to set off on an expedition, despite the fact that he is probably not. He says he can get the players a good deal if they buy now.



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powerful
than the
ones
anyone
has seen
before.
It's a
little hard
to tell if
she's
pulling
people's
legs or
not
because
her
stories
are so
crazy,
but there
are other
people
listening
to her
stories
as well
and they
don't
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be
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1d100 Town Encounters (cont)				1d100 Town Encounters (cont)				1d100 Town Encounters (cont)			
9-Two lovebirds with disapproving 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 Lycantrophy.	33- A group of 1d20 dwarf adventurers are laughing loudly outside a tavern. They are wearing very expensive looking clothing and jewelry. They are celebrating 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 famous galleon was buried in the sand. A group of adventurers is looking for it. The map shows a dangerous area, but it's worth it. If the players try to buy the map, a rival group of thieves attack them.	21-72-A blacksmith was a freshly forged blade. The edge of town. His pack included a map of the area. A group of adventurers is looking for it. The map shows a dangerous area, but it's worth it. If the players try to buy the map, a rival group of thieves attack them.	315-A merchant ship is stuck in a narrow channel. A group of adventurers is looking for it. The map shows a dangerous area, but it's worth it. If the players try to buy the map, a rival group of thieves attack them.	496A group of 20 of the most famous adventurers are looking for it. The map shows a dangerous area, but it's worth it. If the players try to buy the map, a rival group of thieves attack them.	601-An NPC is a rare bird. A group of adventurers is looking for it. The map shows a dangerous area, but it's worth it. If the players try to buy the map, a rival group of thieves attack them.	27-3A here jumps from one of the nearby alleys. A group of adventurers is looking for it. The map shows a dangerous area, but it's worth it. If the players try to buy the map, a rival group of thieves attack them.	356A A wagon of goods is passing through the town. A group of adventurers is looking for it. The map shows a dangerous area, but it's worth it. If the players try to buy the map, a rival group of thieves attack them.	48-87- many of the soldiers are the funeral home. A group of adventurers is looking for it. The map shows a dangerous area, but it's worth it. If the players try to buy the map, a rival group of thieves attack them.



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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- Y63-The	25-76- An	38- A89- A	51-A10
small group of children within sight steal a small pet	Three guards hold a wanted poster. They carefully study the party as they pass by.	attractive maiden begins flirting with a random player. Her muscular husband takes notice.	drunk man is stumbling down the street and singing about a treasure he's looking for.	legionary drunks. Knight/lass renounce for in and something they lost many acolytes. hast gone their mis knight. seemingly having turned their back on the order. Can they be found again in a time of need?	drunken semi-attractive man trod in to begin recruiting. Food about whodrop streets. a wages are in the street. PC saying offer. but job piece with found on 10G. She is part of a front traveling band of minstrels. She sings a beautiful song. the are that players want to hire her, they will have to pay her well. She is talented and well trained. She also has a strong magical voice.	drunken semi-attractive man trod in to begin recruiting. Food about whodrop streets. a wages are in the street. PC saying offer. but job piece with found on 10G. She is part of a front traveling band of minstrels. She sings a beautiful song. the are that players want to hire her, they will have to pay her well. She is talented and well trained. She also has a strong magical voice.	drunken semi-attractive man trod in to begin recruiting. Food about whodrop streets. a wages are in the street. PC saying offer. but job piece with found on 10G. She is part of a front traveling band of minstrels. She sings a beautiful song. the are that players want to hire her, they will have to pay her well. She is talented and well trained. She also has a strong magical voice.	drunken semi-attractive man trod in to begin recruiting. Food about whodrop streets. a wages are in the street. PC saying offer. but job piece with found on 10G. She is part of a front traveling band of minstrels. She sings a beautiful song. the are that players want to hire her, they will have to pay her well. She is talented and well trained. She also has a strong magical voice.	drunken semi-attractive man trod in to begin recruiting. Food about whodrop streets. a wages are in the street. PC saying offer. but job piece with found on 10G. She is part of a front traveling band of minstrels. She sings a beautiful song. the are that players want to hire her, they will have to pay her well. She is talented and well trained. She also has a strong magical voice.	drunken semi-attractive man trod in to begin recruiting. Food about whodrop streets. a wages are in the street. PC saying offer. but job piece with found on 10G. She is part of a front traveling band of minstrels. She sings a beautiful song. the are that players want to hire her, they will have to pay her well. She is talented and well trained. She also has a strong magical voice.	drunken semi-attractive man trod in to begin recruiting. Food about whodrop streets. a wages are in the street. PC saying offer. but job piece with found on 10G. She is part of a front traveling band of minstrels. She sings a beautiful song. the are that players want to hire her, they will have to pay her well. She is talented and well trained. She also has a strong magical voice.



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1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				
2- A	26-A	39-Three	52-A	63-Adolcal	78-A	27- A	40-A	53-A As the	66-The	79-20	A	90-1 On
child	talkative	guards	merchant	leathemist	raisterous	dog	guard is	dressed in	central	barandbm	theouple of	90-1 On
with an	bard	are	offers to	inskeeper	largeof	starts	standing	fullnight	viage is m	playe	nighards	90-1 On
obvious	asks the	having	buy an	hasbled	idochhe	following	in the	arrown the	tosbing a	arissds	adadl	90-1 On
injury	players	an	item from	thetMOST	taversleft	you.	middle	street,hes	public.	swelbat	standing	90-1 On
begging	for	argument	a PC. It's	DEtheOS	thetparty	When	of the	theyears.	Executioninto	towerto	ifitydnt of	90-1 On
for	inspir-	about	the item	stpanieim	isesterday.	you	road	Hebegnsfor	tfils	abbetaa	heataak	90-1 On
money	ation for	who is	they	rhitearb pie.	Saying say	think	and	heapging	playe	weleding	robbersway.	90-1 On
pleads	a new	the better	need	Nsbocscan	they	you've	pointing	hiscuire.	dficial,	brokga	calhandre	90-1 On
to the	song.	sword	most. If	stypacating	shauring	lost it, it	his	Heroffe	deaf to	lotsficking	toisca	90-1 On
party	The	fighter.	they sell	onccuiey	ahm	appears	sword	pagubds.	thampdas	things,of	siwhat they	90-1 On
for	song		it, they	stake the	adousing	and rubs	down.	playaparfor	of fight	speth lotts	could do if	90-1 On
money.	becomes		will never	chemical	tabout	against	He	theihelp.	wife that	of inforeyt,	intothecat	90-1 On
Later	a smash		get it	blaze	searchofg	your leg.	shouts,	while	he is	andfthem.	toentbief	90-1 On
that day	hit in the		back.	worse.	strading	It follows	“Clear	appreh-	innocent.	mdied	welip lives	90-1 On
the	next few			Someone	hlegendary	you for	the	ending a		outworth	youthere.	90-1 On
party	days.			help!	sestook.	1d6	road!	criminal,	yeslaiday	bit of	wish	90-1 On
sees					recipe.	days, or	Clear	the		gold!	will be	90-1 On
the						until it	the	guards			granted	90-1 On
same						gets	road!”	heavily				90-1 On
kid						bored.		damaged				90-1 On
running								the				90-1 On
around								goblins				90-1 On
playing								market				90-1 On
tag.								stand				90-1 On
								and he				90-1 On
								demands				90-1 On
								repara-				90-1 On
								tion.				90-1 On



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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 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.	55-6A A group of disputers are here selling a poster for metal weapons. It is a block of theatrical production that is highly critical of the local political powers. You are able to grab on that before you seedwarf local guards tearing down the flyers and burning them.	68-17-A A group of disputers are here selling a poster for metal weapons. It is a block of theatrical production that is highly critical of the local political powers. You are able to grab on that before you seedwarf local guards tearing down the flyers and burning them.	81- The man He's actually a prisoner. He's very upset with his horse subject, 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 He's actually a prisoner. He's very upset with his horse subject, 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.	56-7-While walking through the streets, a large group of people are gathered around 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.	69-18-A small group is paying for rare weapons. The pc's. When he caught the tearfully tells you that it's the veteran that was hurt in the war.	82- A You are walking about the street and the new woman is telling 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 You are walking about the street and the new woman is telling 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
she's
pulling
people's
legs or
not
because
her
stories
are so
crazy,
but there
are other
people
listening
to her
stories
as well
and they
don't
seem to
be
laughing



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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 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-Overnight, the town with guards is panting heavily. Chase some who could be separated by social class, different races, or feuding families.	71-Overnight, the town with guards is panting heavily. Chase some who could be separated by social class, different races, or feuding families.	84-Overnight, the town with guards is panting heavily. Chase some who could be separated by social class, different races, or feuding families.	84-Overnight, the town with guards is panting heavily. Chase some who could be separated by social class, different races, or feuding families.	95-Overnight, the town with guards is panting heavily. Chase some who could be separated by social class, different races, or feuding families.	95-Overnight, the town with guards is panting heavily. Chase some who could be separated by social class, different races, or feuding families.	95-Overnight, the town with guards is panting heavily. Chase some who could be separated by social class, different races, or feuding families.	95-Overnight, the town with guards is panting heavily. Chase some who could be separated by social class, different races, or feuding families.	95-Overnight, the town with guards is panting heavily. Chase some who could be separated by social class, different races, or feuding families.	95-Overnight, the town with guards is panting heavily. Chase some who could be separated by social class, different races, or feuding families.	95-Overnight, the town with guards is panting heavily. Chase some who could be separated by social class, different races, or feuding families.	95-Overnight, the town with guards is panting heavily. Chase some who could be separated by social class, different races, or feuding families.



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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 has small things under round club warehouse district. The small beepet tasked with finding it and shutting it down. But will they want to join instead?	72-B-An three gathered had a waved poster. to way are fully saying fire vandal it	876-An attractive captain begins yostumbling to down the trait street with singing today out a treasure he's looking for.	9849-A asked is beginning to street with singing today out a treasure he's looking for.	62-13-A legendary Knight renowned for in and training many always has mis seemingly having turned their back on the order. Can they be found again in a time of need?	75-24-Three drunken guards is said and for something lost their back jail 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 merchants begin to recanting. Food wages a piece found on 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.	99-50-A bags of gold coins the street a stream Milda She part of trave band minst She sings beau song the playe want hire they have pay well. is ve talen and v traine She has a stron magi voice



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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.

1d100 Town Encounters (copy) (cont)

~~24-A~~ ~~27-A~~ 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.

little girl with an ~~obvious~~ injury from ~~being~~ ~~fallen~~. ~~The~~ next ~~place~~ you ~~go~~ ~~the~~ party, ~~you~~ see ~~an~~ ~~old~~ ~~lady~~. ~~Later~~ ~~that~~ ~~day~~ the party sees the same kid running around playing tag.



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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- A man dressed in mail armor stands before the heavy door. He offers to pay for their help, while apprehending a criminal, the guards heavily damaged the goblins market stand and he demands reparation.	65- The central tower is missing a public square. Executioners tell a play about a thief. He is innocent. He is outwitted yesterday bit of gold!	79- A banner of a knight is seen at a public square. He is outwitted yesterday bit of gold!	81- A couple of knights are standing in front of a dark castle. They will do if they catch the thief who lives there. He will be granted	90- On a night of a full moon, a dark figure is seen in the shadows of a castle. He will do if they catch the thief who lives there. He will be granted	54- A group of beautiful women are standing on a balcony. One of them is a maiden with a band of troubadours. As he professes his love and proposes, she leaves.	67- A dwarf is peculiar as he is talking to a man on an expedition, despite the fact that he is a small bag. His name is D, and he is selling potions. A good deal if they buy now.	80- A merchant is peculiar as he is talking to a man on an expedition, despite the fact that he is a small bag. His name is D, and he is selling potions. A good deal if they buy now.	42- A jewelry store is selling a cut of silver. It is probably not. He says he can get the players a good deal if they buy now.



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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 up a stand 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 is and shares wild about another orphan whom biting every shop. Upon further investiga- tion, 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.	7- While walking through the dog is run wild through the streets. tearfully tells you that it's for the veteran that was hurt in the war.	69- A strange herb is paying for rare walk about the street carrying two large bags of flour. He is having a hard time carrying them. He looks very tired and upset	82- A lot of You 93- A boy 44- A Peg saw of com plain ing the end of the man 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	87- A boy 19- A Wo 32- The Bards of town guards is trying out the middle base daily news mat travel jour to the years st pretend where he leaves clothes men preyed to be driven off when he interv- enes.	19- A Wo 32- The Bards of town guards is trying out the middle base daily news mat travel jour to the years st pretend where he leaves clothes men preyed to be driven off when he interv- enes.	32- The Bards of town guards is trying out the middle base daily news mat travel jour to the years st pretend where he leaves clothes men preyed to be driven off when he interv- enes.	45-94- A The rader needs to escort travel jour to the years st pretend where he leaves clothes men preyed to be driven off when he interv- enes.

powerful
than the
ones
anyone
has seen
before.
It's a
little hard
to tell if
she's
pulling
people's
legs or
not
because
her
stories
are so
crazy,
but there
are other
people
listening
to her
stories
as well
and they
don't
seem to
be
laughing.



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Not published yet.
Last updated 15th February, 2023.
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1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)				1d100 Town Encounters (copy) (cont)			
9-Two lovebirds with disapproving 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 Lycantrophy.	33- A group of 1d20 dwarf adventurers are laughing loudly outside a tavern. They are wearing very expensive looking clothing and jewelry. They are celebrating 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 famous galleon was boarded by a pirate crew. The captain is a former merchant who has been captured. He is being held in a cell. The crew is made up of former slaves and mercenaries. They are all looking for a way out.	21-72-A blacksmith with a fresh blade is working on a sword. He is a former mercenary and is looking for a way out. He has been captured and is being held in a cell. The crew is made up of former slaves and mercenaries. They are all looking for a way out.	315-A merchant ship is being attacked by a pirate crew. The captain is a former merchant who has been captured. He is being held in a cell. The crew is made up of former slaves and mercenaries. They are all looking for a way out.	496A group of 20 mercenaries are working for a noble. They are all looking for a way out. They have been captured and are being held in a cell. The crew is made up of former slaves and mercenaries. They are all looking for a way out.	601-An NPC is a noble. He is a former merchant who has been captured. He is being held in a cell. The crew is made up of former slaves and mercenaries. They are all looking for a way out.	27-3A rare bird is being sold in a shop. The shopkeeper is a former merchant who has been captured. He is being held in a cell. The crew is made up of former slaves and mercenaries. They are all looking for a way out.	356A wagon is being pulled by a team of mules. The driver is a former merchant who has been captured. He is being held in a cell. The crew is made up of former slaves and mercenaries. They are all looking for a way out.	48-87- a score of soldiers are marching through the forest. They are all looking for a way out. They have been captured and are being held in a cell. The crew is made up of former slaves and mercenaries. They are all looking for a way out.



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