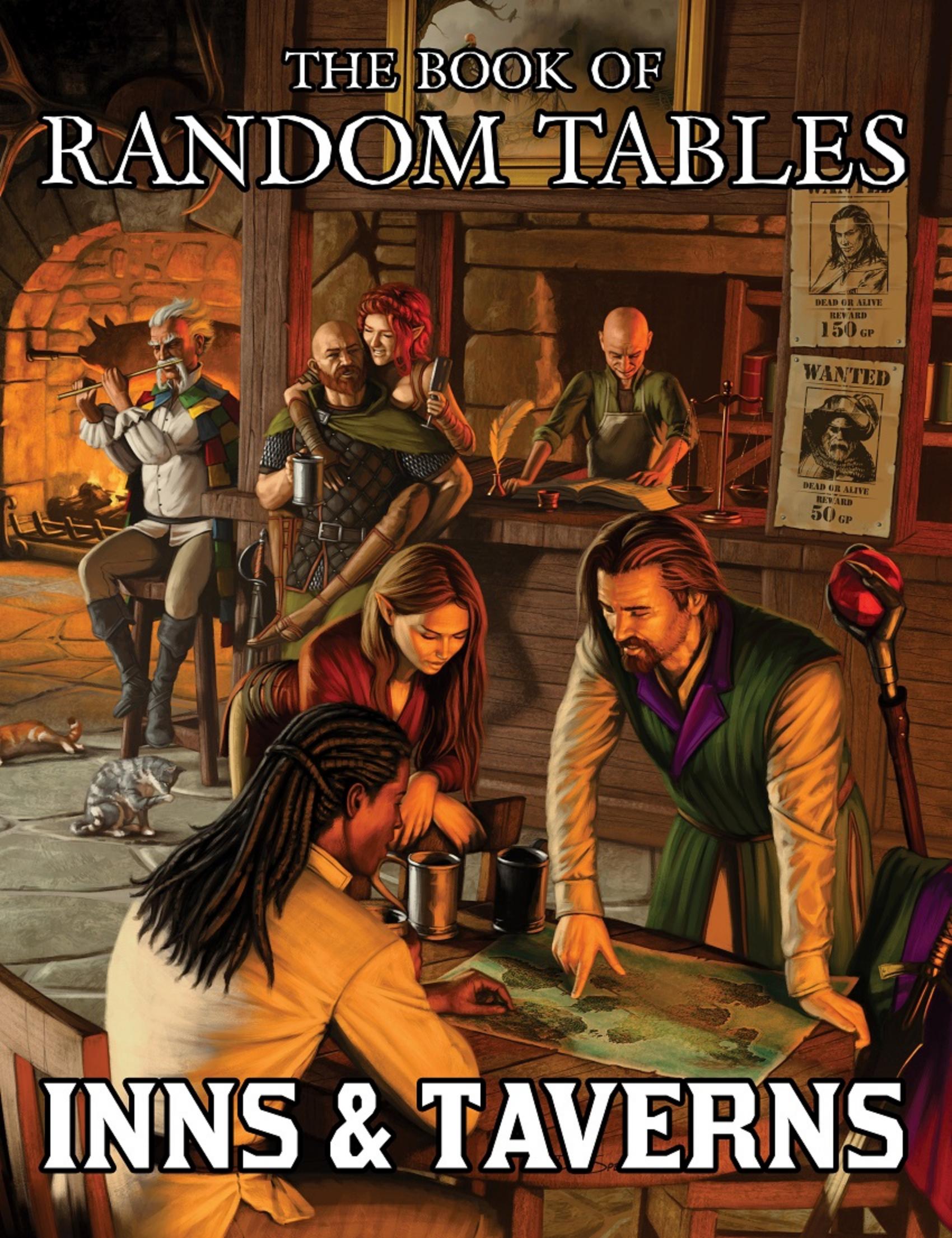


THE BOOK OF RANDOM TABLES



INNS & TAVERNS

The Book
of
**Random
Tables**

**INNS &
TAVERNS**

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How to Use this Book

The purpose of this book is to help dungeon masters and game masters quickly generate inns or taverns either on the fly at the gaming table or during session prep. The next time your players ask what inn is nearby, you won't have to stumble around for the answer.

The book is organized in the form of twenty-five D100 random tables, so simple rolls of the dice can create interesting inns or taverns. GMs and DMs can let randomness decide key details and let an original and unique location emerge.

The random tables are arranged in such a way as to aid creation by starting with the basics and then moving into more complex concepts.

The first section is Inn or Tavern Names. This book provides 400 names so each inn or tavern you create will be distinct.

Next is the Inn or Tavern Appearance section. These tables include Exterior Appearance and Interior Appearance tables to give GMs and DMs clues about how to describe the location. Since 200 description words are included for both interior and exterior some very interesting combinations can be created.

In the section called Secret Rooms, the dungeon master can include tunnels or chambers that increase intrigue and player engagement.

The People section contains a number of random tables meant to help GMs populate their new inn or tavern. Bards are always performing in the common room, so roll on the table to see who is entertaining the patrons. The Owners, Patrons, and Servers tables round out the section.

The Meals section provides a realistic middle age or fantasy meal. There is always at least one player who wants to know what food or drink the tavern is serving. Now DMs have that information at their fingertips.

Players usually have their characters search every room or location. The Items in Inn Rooms Section solves the problem of coming up with ideas out of thin air.

The Inn Encounters section gives game masters and dungeon masters 200 different situations that can be happening in the inn or tavern. Keep your players on their toes and constantly engaged with the setting.

Adventurers need to blow off steam every once in a while, so that's why there are carousing tables. In the Carousing section, you will find 200 funny, weird, and wacky situations the characters have gotten themselves into by partying hard.

Inns and taverns are where the town gossip is spread. The Rumors and Odd Jobs section is where game masters can pepper in interesting details and create the appearance of a fully active and living world.

The sparks of creativity in this book give dungeon masters the ability to fire their own imaginations, so there is never a dull or boring inn or tavern again. Simply roll the dice to hear the murmur of the common room and the melody of the bard.

*Matt Davids
10/08/2022*

Inn or Tavern Names



Inn/Tavern Names #1

1. Thornton's
2. Crooked Billet
3. The Garrick Inn
4. The Queen's Servant
5. The White Elephant
6. Bridge Inn
7. Olde Fighting Cocks
8. Riston's
9. Buckley's
10. Thatched House Tavern
11. Chetwin's
12. The Grape And The Hops
13. Kilt and Clover
14. Haslett's
15. Ebba's
16. Mervyn's
17. Lobster
18. Butcher and Beast
19. The Dew Drop
20. Ark Royal
21. The Black Swan
22. Tulip
23. Three Wheatsheaves
24. Averil's
25. Festival Inn
26. Stanfield's
27. Four Arrows
28. The Boar's Pub
29. The Captain's Wife
30. The Suds And Foam
31. Dove
32. Lifeboat Inn
33. The Library
34. Hardwin's
35. Old Ram
36. Ainsley's
37. The Pheasant and The Pigeon
38. The Leaping Lizard
39. The Roasted Hen
40. Langley's
41. The Goose And Gander
42. Plough and Sail
43. The Sleeping Dragon
44. The Golden Trinket
45. The Singing Siren
46. The Flower Pot
47. Black Bear
48. Highway Inn
49. The Gravel Diggers
50. Swan and Falcon Inn
51. The Faun and the Hare
52. Man on the Moon
53. The Yew Tree
54. Old Ferryboat
55. The Public House
56. Olde Man and Scythe
57. Crooked House
58. Prentice's
59. The Roxbury
60. The Full Pint
61. Alger's
62. The Buccaneer's Room
63. The Black Gryphon
64. Three Legged Mare
65. The Restless Adder
66. Morton's
67. Darrene's
68. The Tankard
69. Six Ringers
70. Brazen George Inn
71. The Winsome Maid
72. The Friendly Nag
73. Rosie's
74. The Vaults
75. Goat and Boot Inn
76. The Man and the Crow
77. Nutshell
78. Three Horseshoes
79. Bird in-Hand
80. Snowden's
81. Barge Inn
82. Gree's House
83. Ravinger's
84. Heathcock Tavern
85. The Playful Unicorn
86. Elephant and Castle
87. Snipe and Duck
88. The Old Ship
89. Three Fishes
90. Stockton's
91. The Hilt And Blade
92. The Sleeping Cat
93. The Drunken Wanderer
94. Rising Sun
95. The Feather And The Comb
96. Dew Drop Inn
97. The Hare And The Hound
98. Tally Ho
99. Fielding's
100. Bull and Mouth

Inn/Tavern Names #2

1. The Sage and the Fool
2. Morley's
3. Three Crowns
4. The Hook And Line
5. Bag o'Nails
6. The Eagle And The Child
7. Pink Geranium
8. The Alchemist
9. The Sweet And Salty
10. The Peacock Room
11. The Seven Stars Inn
12. The Silver Fox
13. Odella's
14. Cromwell's
15. The Rowdy Badger
16. Queen's Hall
17. Nag's Head
18. Millard's
19. Lester's
20. Stanhope's
21. Swan With Two Necks
22. Porch House
23. Three Castles
24. Drinking Bliss
25. Hundred House Inn
26. The Oak And The Alder
27. Three Tuns
28. The Bell And Beak
29. Moon and Sixpence
30. The Watch Tower
31. Golden Hind
32. Rowson's
33. Zale's
34. The Red Lion
35. Goat and Compass
36. The Quick Rabbit
37. The Horse and the Hound
38. Burton Stingo
39. The Steps
40. Silver Lion
41. The Rose And Crown
42. Gate Hangs Well
43. The Swordfish
44. Roebuck Inn
45. The Jumping Donkey
46. The Sand Dollar
47. Leather 'n Bottle
48. Kestrel's
49. Three Compasses
50. Gleda's
51. The Golden Place
52. Yule's
53. The Fig and Vine
54. White Hart
55. Boot Inn
56. Barrels
57. Pineapple
58. The Five Ways
59. The Arrow And The Quiver
60. The King's Friend
61. The Fortune of War
62. Sunny's
63. The Flower And The Bud
64. The Mary Rose
65. The Lancelot Room
66. Antlers
67. Braeden's
68. Seabrook's
69. Elwin's
70. The Hapless Harper
71. Barley Mow
72. The Minstrel and the Thief
73. Candlestick
74. The Pig In The Cow
75. Edlin's
76. Scott's
77. The Whale And The Grouse
78. The Broken Arrow
79. Ronson's
80. Eye of the Needle
81. Freeman's
82. The Castle
83. Cat and Custard Pot
84. Fisherman's Spot
85. The Merry Dragon
86. Ugly Bug
87. The Prospect
88. The Wizard and the Wand
89. Blossom's
90. Hand and Shears
91. Holly Bush
92. Red Dragon
93. The King's Flagon
94. Sailor's Mess
95. Ramsay's
96. Black Griffin
97. Fiddler's Green
98. Royal Oak
99. The Hind's Heart
100. The Fire and the Fat

Inn/Tavern Names #3

1. Bald Faced Stag Inn
2. Pink and Lily
3. Hob in the Well
4. Three Goats' Heads
5. The Chick And The Tadpole
6. The Rainbow Trout
7. Talbot Arms
8. Cock and Bull
9. Lilly's
10. The Knife And Fork
11. The Silver Stallion
12. Calder's
13. The Overflowing Flagon
14. The Croaking Toad
15. Artichoke Tavern
16. Randarr's
17. Red House
18. The Ivy Bush
19. Bull Inn
20. Greyfriars Bobby
21. Jolly Taxpayer
22. The Graceful Deer
23. Traveler's Rest
24. Oglesby's
25. The Barrel And Mug
26. Cutty Sark
27. Cam's
28. The Bucket of Blood
29. Four Swans
30. Thorpe's
31. Kip's
32. Radcliffe's
33. Harp and Horn
34. Lindon's
35. The Axe and the Gate
36. Fawcett Inn
37. The Lazy Goat
38. Barking Dogs
39. The Plough And Spade
40. Crabtree
41. Welby's
42. Push Inn
43. Three Pigeons
44. The Glorm's Tavern
45. Red-Hart Inn
46. White Bear
47. Three Cups
48. Athelstan's
49. Tranter's
50. Fenwick's
51. Blue Boar
52. The Happy Home
53. The White Lion
54. Hop Inn
55. Jackson Stops
56. Elwood's
57. Zephryne's
58. The Flying Boat
59. The Happytime Inn
60. Spade and Becket Tavern
61. Burke's
62. The Dog And Duck
63. Grapes
64. Harewood End
65. Heathcote's
66. Radford's
67. String of Horses
68. Wyndam's
69. The Fat Sow
70. Ostrich Inn
71. Coffee Pot Inn
72. Boot and Slipper
73. Three Bucks
74. Randell's
75. Chameleon
76. The Hungry Squirrel
77. The Warrior's Lodge
78. Rampant Horse
79. Norville's
80. The Flint And Steel
81. Ram Skin
82. The Gold Piece
83. The White Stag
84. The Half Moon
85. Cupola House
86. The Black Cauldron
87. Pickerel Inn
88. The King's Head
89. Copper Kettle
90. Black Birds
91. Westby's
92. Kenton's
93. Hedley's
94. The Primrose
95. Vane's
96. The Red Boar
97. The Root And Branch
98. Ormond's
99. The Brewery Tap
100. Letters Inn

Inn/Tavern Names #4

1. Cross Keys
2. Boot and Shoe
3. Swan and Woolpack
4. The Windmill Inn
5. Bettle and Chisel
6. The Gathering Place
7. Ship on the Stocks
8. Silent Woman
9. The Malt Shovel
10. Bear Inn
11. The Stay Warm Inn
12. The Cut Rose
13. The Boiling Kettle
14. The Lazy River
15. The Kraken Pub
16. The Sparkling Starfish
17. Hollis'
18. The Blind Beggar
19. Waverley's
20. Moonrakers
21. Bustard Inn
22. Cock and Bottle
23. Elm Tree Inn
24. The Standish Inn
25. The Somerset Room
26. Morland's
27. The Babbling Brook
28. Bear and Ragged Staff
29. Tarrant's
30. The Whetstone
31. The Hero and the Fool
32. The Crane
33. Geraldine's
34. The Lost Key
35. Walker's
36. Somerville's
37. The Flint and the Stone
38. Packhorse and Pig
39. Green Man
40. Checkers
41. The Dog
42. The Happy Hound
43. The Mulberry Inn
44. Flyta's
45. Bushel
46. The Byford
47. Major Oak
48. Udele's
49. Lattice House
50. Rose Tavern
51. The New Inn
52. The Smoke And The Fire
53. Rockley's
54. The Hero And The Thief
55. The Shield and the Gauntlet
56. The Upwood House
57. Upton Green
58. Buck and Ear
59. The Apple Orchard Inn
60. Lamb and Flag
61. Q
62. Nowhere
63. Dolphin
64. The Brawl and Call
65. The Moon Under Water
66. Shaven Crown
67. Embers
68. Three Arrows
69. Fox Goes Free
70. White Horse
71. The White Bear
72. Mildred's
73. The Office
74. Three Hammers
75. The Vulture Tavern
76. The Whitby Home
77. The Skipping Faun
78. The Red Ship
79. The Crooked Chimney
80. Beartown Tap
81. The Sphinx
82. Graeme's
83. The Horse And Mule
84. The Campfire
85. The Brass Button
86. Barrack Tavern
87. The Bronnie Lion
88. The Knight And The Lad
89. The Watchful Owl
90. Wanderer's Haven
91. Old Black Lion
92. Three Coppers
93. The Black Horse
94. The Watering Hole
95. Mash Tun
96. The Pig and the Whistle
97. Hand and Flower
98. Pint Shop
99. Hayden's
100. Stratton's

Inn or Tavern Appearance



Exterior Appearance #1

1. Dusky	51. Scarred
2. Oblong	52. Stolid
3. Pristine	53. Squat
4. Cramped	54. Modest
5. Eye-Catching	55. Linear
6. Brownstone	56. Derelict
7. Irregular	57. Monumental
8. Rambling	58. Unimportant
9. Vast	59. Square-Built
10. Flawless	60. Wretched
11. Symmetrical	61. Dilapidated
12. Mean	62. Fantastic
13. Unpretentious	63. Old
14. Ghoulish	64. Little
15. Octagonal	65. Neat
16. Golden	66. Curious
17. Big	67. Devastating
18. Strong	68. Extravagant
19. Splendid	69. Magical
20. Distinctive	70. Considerable
21. Brick	71. Peculiar
22. Hulking	72. Handsome
23. Curved	73. Tan
24. Enormous	74. Sad
25. Mad	75. Characterless
26. Beautiful	76. Forgetful
27. Small	77. Shaky
28. Sprawling	78. Ruined
29. Firetrap	79. Low
30. Undecorated	80. Romantic
31. Brown	81. Contorted
32. Daring	82. Pretentious
33. Blue	83. Heavy
34. Unmemorable	84. Circular
35. Foul	85. Intricate
36. Bare	86. Scary
37. Smoky	87. Airy
38. Capacious	88. Colorless
39. Decayed	89. Conventional
40. Uninteresting	90. Elaborate
41. Primitive	91. Rickety
42. Grimy	92. Burned-Out
43. Ochre	93. Anonymous
44. Exalted	94. Unpleasant
45. Convenient	95. Tired
46. Homey	96. Well-Designed
47. Charming	97. Compact
48. Narrow	98. Tottering
49. Historic	99. Serviceable
50. Efficient	100. Featureless

Exterior Appearance #2

1. Homely
2. Striking
3. Steep
4. Quirky
5. Imperial
6. Timbered
7. Hideous
8. Venerable
9. Orange
10. Stubby
11. Decrepit
12. Cheap
13. Mighty
14. Domestic
15. Unique
16. Pyramidal
17. Annoying
18. Extensive
19. Tremendous
20. Gaudy
21. Ill-Suited
22. Faceless
23. Huge
24. Grandiose
25. Grey
26. Eccentric
27. Dull
28. Resplendent
29. Clever
30. Eerie
31. Exceptional
32. White
33. Diverse
34. Labyrinthine
35. Indefensible
36. Sparse
37. Beige
38. Frightening
39. Pastel
40. Dangerous
41. Lumpish
42. Well-Appointed
43. Pleasing
44. Fascinating
45. Gleaming
46. Undulating
47. Rough
48. Experimental
49. Multifaceted
50. Rude
51. Conspicuous
52. Light-Colored
53. Tawdry
54. Polygonal
55. Upscale
56. Crystalline
57. Somber
58. Tasteful
59. Antiquated
60. Solid
61. Semicircular
62. Flat-Topped
63. Wonderful
64. Unmarked
65. Disused
66. Unsound
67. Functional
68. Ordinary
69. Graceful
70. New
71. Run-Down
72. Disjointed
73. Glassy
74. Glossy
75. Creative
76. Strange
77. Gigantic
78. Condemned
79. Clumsy
80. Exquisite
81. Noteworthy
82. Windowless
83. Monolithic
84. Round
85. Tiered
86. Costly
87. Magnificent
88. Harmonious
89. Shoddy
90. Unornamental
91. Admirable
92. Ridiculous
93. Palatial
94. Important
95. Stable
96. Spacious
97. Worthless
98. World-Renowned
99. Despicable
100. Gloomy

Interior Appearance #1

1. Ponderous	51. Unsafe
2. Sacred	52. Overcrowded
3. Impenetrable	53. Gorgeous
4. Tall	54. Bizarre
5. Average	55. Colossal
6. Cavernous	56. Shadowy
7. Smoke-Stained	57. Ornamental
8. Suitable	58. Robust
9. Inadequate	59. Towering
10. Noticeable	60. Well-Guarded
11. Unsteady	61. Severe
12. Whimsical	62. Dour
13. Lofty	63. Squalid
14. Castle-Like	64. Showy
15. Tiny	65. Utilitarian
16. Flimsy	66. Proud
17. Undistinguished	67. Bright
18. Multilevel	68. Cold
19. Muffled	69. Ornate
20. Private	70. High-Ceilinged
21. Expensive	71. Poignant
22. Creaky	72. Artistic
23. Dingy	73. Stately
24. Moated	74. White-Washed
25. Snug	75. Drab
26. Winsome	76. Blocky
27. Large	77. Conical
28. Filthy	78. Attractive
29. Wondrous	79. Cubical
30. Monastic	80. Hexagonal
31. Connexional	81. Impressive
32. Wooden	82. Substantial
33. Ugly	83. Spherical
34. Domical	84. Marvelous
35. Bland	85. Gray
36. Unattractive	86. Delicate
37. Sanitary	87. Intimate
38. Multicolored	88. Boring
39. Red	89. Warm
40. Haughty	90. Immaculate
41. Bleak	91. Ostentatious
42. Baffling	92. Skeletal
43. Mammoth	93. Walled
44. Regal	94. Defiant
45. Polyhedral	95. Bewildering
46. Spacious	96. Shabby
47. Deplorable	97. Fabulous
48. Pink	98. Frowning
49. Noble	99. Pompous
50. Massive	100. Weird

Interior Appearance #2

1. Coral
2. Rectangular
3. Plain
4. Arched
5. Tumbledown
6. Fine
7. Geometric
8. Different
9. Poised
10. Abominable
11. Original
12. Unsightly
13. Sooty
14. Stark
15. Well-Kept
16. Weatherbeaten
17. Outdated
18. Durable
19. Humble
20. Mediocre
21. Polished
22. Flashy
23. Dusty
24. Unlovely
25. Haphazard
26. Sturdy
27. Thick-Walled
28. Incongruous
29. Oval
30. Foreign
31. Simple
32. Congested
33. Farcical
34. Bad-Smelling
35. Elegant
36. Comfortable
37. Dank
38. Picturesque
39. Sordid
40. Prominent
41. Fancy
42. Ragged
43. Yellow
44. Extraordinary
45. Unadorned
46. Well-Known
47. Gabled
48. Impractical
49. Gilded
50. Rugged
51. Stout
52. Disturbing
53. Claustral
54. Mundane
55. Well-Planned
56. Domed
57. Dirty
58. Sumptuous
59. Vulgar
60. Silvery
61. Damaged
62. Common
63. Ivy-Covered
64. Tenuous
65. Colonnaded
66. Majestic
67. Amazing
68. Sloppy
69. Boxy
70. Precarious
71. Immense
72. Makeshift
73. Colorful
74. Mellow
75. Tasteless
76. Shuttered
77. Excellent
78. Quiet
79. Tile-Roofed
80. Ancient
81. Quaint
82. False-Fronted
83. Cylindrical
84. Vintage
85. Ramshackle
86. Vaulted
87. Angular
88. Flat
89. Bulky
90. Classical
91. Muddy
92. Famous
93. Decorated
94. Dark
95. Miniature
96. Clean
97. Horrible
98. Lovely
99. Roomy
100. Luxurious

Secret Rooms



Secret Rooms

1. A series of tunnels to aid escaping slaves can be entered through a doorway behind several stacks of buckets and chairs in the storeroom.
2. A hidden door behind the bar leads to a secret and extremely plush bed chamber.
3. A hidden door in the storeroom conceals a tunnel that leads to a nearby blacksmith shop.
4. A hidden door in the innkeeper's quarters leads to the stable.
5. A stone stairway under a trapdoor in the stable leads to a series of underground canals.
6. Behind a pile of dirt in the basement, a partially collapsed tunnel leads to a warehouse.
7. A chamber with several skeletons carefully arranged on the floor can be found behind a hidden door in the back of a bed chamber's fireplace.
8. A dungeon can be entered through a door behind a woodpile near the stable.
9. A hidden door in the kitchen leads to a tunnel that makes its way to the wharf. It is used to transport kidnapped people to ships where they will be forced to work as slaves.
10. A secret door in the store room leads to a cult meeting chamber.
11. A hidden tunnel in the wine cellar supposedly leads to a nearby monastery.
12. A secret door in the stable leads to a tunnel that exits into a nearby fortress.
13. A secret door in a bed chamber leads to a comfortable sitting room with a cabinet filled with fine tobacco.
14. The characters notice a trapdoor beneath their table in the common room. It leads to a disused well house.
15. A hidden door in the common room leads to a secret gambling den.
16. A trapdoor in a bed chamber consoles a room of stolen paintings.
17. A hidden trapdoor in the innkeeper's quarters leads to a well-stocked safe room.
18. A hidden door in the kitchen leads to the servants' quarters.
19. A trapdoor in the ceiling of a bed chamber leads to a garret. Several unfinished paintings rest on easels under layers of dust.
20. A large painting hangs in the great room. It depicts a circular room with a pedestal in its center. A purple vase rests on the pedestal. The painting conceals a circular room with a pedestal in its center. There is nothing on the pedestal.
21. A hidden door in the stable leads to a hidey-hole where the stable hands take naps.
22. Extremely valuable pottery is hidden in a secret room located under the main stairs.
23. A trapdoor under the bed leads to a long-forgotten root cellar. Several boxes and a small chest remain in the cellar.
24. A trapdoor under a table in the courtyard leads to a subterranean mushroom garden.
25. A trapdoor in a bed chamber leads to a tunnel that exits into the stable.
26. A massive portrait of the owner of the building conceals a secret room. Exotic smuggled items are stored on shelves here until the buyer arrives.
27. A hidden door in the kitchen leads to a disused coal storage room where someone has been very obviously reading a book, probably while they are supposed to be working.
28. A trapdoor in the kitchen leads to an escape tunnel that exits into a sewer.
29. A trapdoor in a bed chamber leads to a secret storm shelter.
30. A trapdoor in the ice house leads to a comfortable safe room.
31. The hearth of the common room fireplace can be slid to the side revealing stairs down to an underground chamber.
32. A secret door in the kitchen leads to a room containing a safe.
33. A ransacked tomb can be entered through a hidden door in the spring house. The sarcophagus seems to be intact though.
34. A hidden door in the kitchen leads to an illegal distillery.
35. In a bed chamber, there is a trapdoor that leads to the basement.
36. A secret door in the basement leads to the meeting chamber of a spy ring.

Secret Rooms

37. There is a hidden door in the storeroom with a tunnel that leads outside the city walls.
38. A doorway behind a bookcase in a bed chamber leads to a small library with a single chair and a tiny writing desk.
39. A hidden door in the wellhouse conceals a passage to an ancient buried ship.
40. A hidden door in a closet of a bed chamber leads to a flooded circular room that appears to have once been a scribe's chamber.
41. A secret door behind shelving in the storeroom leads to smuggling tunnels with an exit near the river.
42. A section of back bar shelves can be moved to reveal a storage room for contraband liquor.
43. A trapdoor in the stable leads to an expansive underground storage chamber piled with odds and ends of equipment and supplies collected over decades.
44. A hidden door in the spring house hides a secret town guard outpost.
45. An old wagon near the icehouse covers the entrance to a buried temple.
46. A secret door behind the bar leads to a well-appointed lounge reserved for town VIPs.
47. A hidden door in the basement leads to the ice house.
48. A hidden door in the innkeeper's quarters leads to a room of rare jewels in fine display cases.
49. A hidden door in the main hallway leads to an old kitchen that has been long-forgotten and built around.
50. In the spring house, there is a false wall that hides a cache of weapons.
51. A hidden door in a bed chamber leads to a winding passage that exits into the kitchen.
52. A hidden trapdoor in a bed chamber leads to a cell where an individual is being held.
53. A trapdoor in the common room leads to an ornate chamber from some long-buried castle remains.
54. Behind the bar is a trapdoor that leads to the basement.
55. Under the porch is a bunker that was used during the last war. It can be entered through a crawlway in the kitchen.
56. Under the floor of the gazebo in the courtyard is a secret tunnel that leads to a silver mine the innkeeper is concealing for the city authorities.
57. A trapdoor in the basement leads to an abandoned underground city.
58. A secret drug lounge is located behind a hidden door in the storeroom.
59. False shelves in the wine cellar cover stairs and a tunnel that leads to a boat dock at an underground river.
60. A hidden door in the basement conceals a partial tunnel that appears to be being dug to reach under a moneylender's offices.
61. A trapdoor in the basement opens onto ancient tunnels now used as a dumping ground.
62. A secret door in the kitchen leads to the basement of a house down several streets.
63. A trapdoor in the basement leads to a long-forgotten wine cellar.
64. There is a hidden trapdoor in the common room that leads to the spring house.
65. A series of tunnels used by the city's youth as party spaces can be entered through a grate in the courtyard.
66. In the garden near the outdoor eating area, a statue covers a secret tunnel that leads to the ruins of an old house in the forest.
67. A door behind a bookcase in the innkeeper's quarters leads to a nearby temple.
68. At the bottom of a dry cistern is a hidden doorway leading to a natural cavern.
69. A false wall conceals a room where outlaws can hide from authorities.
70. In the ice house, there is a hidden door that leads down to an underground stream.
71. A large rug in the common room covers a trapdoor that leads to a secret room used for hiding trafficked people.
72. A trapdoor in the main bedroom leads to a secret underground community.
73. Gold smuggling tunnels are hidden by a false shelf in the storeroom.

Secret Rooms

74. A secret street for use only by the city's military has a hidden exit in the ice house.
75. Under the old fountain in the courtyard is a hiding tunnel that leads to an ancient lava tube believed to hold pirate treasure.
76. A series of tunnels used to smuggle food to refugees can be entered through a trapdoor in the stable.
77. A false wall in the main hallway hides a shrine of a less-than-wholesome nature.
78. A hidden door in the innkeeper's quarters leads to an old copper mine.
79. A doorway behind a fireplace in a bed chamber leads to a secret wizard lab.
80. A hidden door in a bed chamber leads to a small room where a gnome has made a home.
81. At the base of an old tree in the courtyard, a large rock covers a secret tunnel that leads into a castle nearby.
82. A trapdoor in the floor of a bed chamber leads to remnants of a previous building built on the same site.
83. A secret chamber holding barrels of special wine is located near the ice house with the entrance covered by old boards.
84. An old grandfather clock can be climbed through to reach a small room containing several valuables.
85. A trapdoor in the ceiling in the upstairs hallway leads to the attic. It is filled with old furniture and paintings covered with sheets plus a chest full of maps.
86. A trapdoor behind the bar leads to a tunnel that exits near a trash dump outside of the city.
87. Removing one of the stone treads of the basement stairs reveals an ancient family crypt.
88. A hidden door behind the main stairs leads to a secret room used by a local organized crime group as a meeting place.
89. The entrance to a series of catacombs is located behind a trapdoor in the basement.
90. A hidden door in the hallway wainscoting opens onto stairs leading down to a room that seems to have been built for some religious purpose.
91. Under the pavers in the courtyard is concealed a secret chamber once used for horrific means.
92. Behind the bar is a trapdoor that leads to a room with several swords and survival gear stored there.
93. A drug-smuggling tunnel entrance is located behind a fake pot in the basement.
94. A false back of a wardrobe in a bed chamber leads to a playroom made for children.
95. A hidden treasure vault can be entered through a hidden door in the main hallway.
96. There is a trapdoor under the bed in a bed chamber. A ladder leads to an old graveyard the inn was built over.
97. In the kitchen, a flagstone can be moved to reveal steps leading to a large, vaulted room that is full of human bones arranged in intricate designs.
98. A hidden door behind some shelves leads to a room full of potions, potion ingredients, and tools for potion-making.
99. A secret room housing a gold coin counterfeiting operation is located behind a hidden door in the courtyard.
100. A hidden door in the basement leads to an amazing cavern which would be considered a major natural wonder of the world.

People



Bards

1. Evita Webster - human, female
2. Denice Walby - human, female
3. Alwine Townsend - human, male
4. Benedicta Wakefield - human, female
5. Dandelion Prescott - human, female
6. Riva- half elf, female
7. Hildie Langworth - human, female
8. Valdis Rayburn - half elf, male
9. Keagan Rushford - human, male
10. Baxter Linley - human, male
11. Angel Standish - human, female
12. Damiana Dallin - human, female
13. Samir Dempster - half elf, male
14. Jonas Yardley - human, male
15. Tianna - human, female
16. Lothair Norvin - half elf, male
17. Altfried - half elf, male
18. Fidelius Randal - human, male
19. Kaliyah Linwood - half elf, female
20. Calvert Tennyson - human, male
21. Raynell - half elf, male
22. Abelard Shepherd - human, male
23. Gotthard Tranter - human, male
24. Helke Seabrook - human, male
25. Marlon Rutley - human, male
26. Fransiska Hagley - human, female
27. Karlie Yale - human, female
28. Tarik Derward - half elf, male
29. Nuria - half elf, female
30. Charmain - human, female
31. Delane Kirkley - human, female
32. Candide Reilly - human, female
33. Meagan Wentworth - human, female
34. Enna - human, female
35. Doyle Renshaw - human, male
36. Rique - half elf, female
37. Rolof - half elf, male
38. Alessio - half elf, male
39. Hieronymus Grantham - human, male
40. Lynn Welby - human, female
41. Mirielle Osmar - half elf, female
42. Beaman - half elf, male
43. Addie Tatum - human, female
44. Aldrick Denley - human, male
45. Wayne Norwood - human, male
46. Trudchen Alger - human, male
47. Marcellina Macy - human, female
48. Etelka Radford - human, female
49. Cherry- half elf, female
50. Chance Rockley - human, male
51. Nedes Goddard - human, male
52. Orvelle Oglesby - human, male
53. Ulva - half elf, female
54. Presley Hayden - human, female
55. Wendeline Edlin - human, female
56. Cherise Ridley- human, female
57. Hilke Manning - human, male
58. Wyn Kingston - human, female
59. Thorpe Pelton - human, male
60. Choncey Harlan - human, male
61. Nikolaus Sherwood - human, male
62. Cleve - half elf, male
63. Liesel Lawford - human, female
64. Patrick Freeman - human, male
65. Laetitia - half elf, female
66. Olympe Rowell - human, female
67. Marcus Oxford - human, male
68. Dany Stratton - human, female
69. Lancelin Prentice - human, male
70. Simone Thorne - human, female
71. Fredi Stanfield - human, female
72. Wallie - halfling, female
73. Aurora Bromley - human, female
74. Taite Eldric - half elf, male
75. Shelley Seabert - human, female
76. Andrijan Marley - half elf, male
77. Bogdan Halstead - human, male
78. Amber Riston - human, female
79. Cheval - half elf, female
80. Juliana - human, female
81. Bo - halfling, male
82. Bancroft Witton - human, male
83. Coleman Cromwell - human, male
84. Mirla Laibrook - human, female
85. Tru Firth - half elf, male
86. Berti - human, female
87. Stanfield Blaxton - human, male
88. Heinrike - half elf, male
89. Hollace Kenley - human, female
90. Mardyth Haig - human, female
91. Lucy Pollock - human, female
92. Deverel Randolph - human, male
93. Shelby Norville - human, female
94. Latimer - half elf, male
95. Lyric Chetwin - human, female
96. Mather Penley - human, male
97. Jorden Ramsden - human, female
98. Holge Lawson - human, male
99. Mayra - half elf, female
100. Benedetta Saunderson - human, female

Owners

1. Methild - elf, male
2. Berthilda Wystan - human, female
3. Bromley Unwin - human, male
4. Edeva Wentworth - human, female
5. Salton Rockley - human, male
6. Eldon Radcliffe - halfling, male
7. Athelstan Twyford - human, male
8. Hamlow Wyndam - halfling, male
9. Cleva Stratford - human, female
10. Roden Nyle - human, female
11. Sigril Frostmine - dwarf, female
12. Dhossim Bluntbeard - dwarf, male
13. Araman Copperbraid - dwarf, male
14. Perri Reginald - human, female
15. Ormox - gnome, male
16. Warley Salisbury - human, male
17. Grakim Steelforge - dwarf, female
18. Drolf Chaoshelm - dwarf, male
19. Samlot Stroud - halfling, male
20. Dallin Linley - human, male
21. Venn Lawson - human, male
22. Brodrous Bloodborn - dwarf, male
23. Kenrick Yale - human, male
24. Velvet Fenwick - human, female
25. Ainsley Marlow - human, male
26. Davlin - gnome, female
27. Jessup - gnome, female
28. Sheldon Stowe - human, male
29. Lewin Aldwyn - halfling, male
30. Vorlow - gnome, male
31. Bhakel Hammermane - dwarf, female
32. Maxwise Fulton - halfling, male
33. Marjorie Udolf - human, female
34. Langworth Wilkes - human, male
35. Blossom Sanborn - human, female
36. Whitley Oglesby - human, female
37. Hevrad Dragonaxe - dwarf, male
38. Dell Bradley - human, female
39. Ella Thatcher - halfling, female
40. Ransom Elsdon - human, male
41. Salal Blaxton - human, female
42. Lindon Kirkley - human, female
43. Fana - elf, female
44. Arly Tannar - halfling, female
45. Lilly Egerton - halfling, female
46. Lena Thornley - human, female
47. Riston Milbourn - human, male
48. Graeme Denley - human, male
49. Dalom Longbelly - dwarf, female
50. Seger Ramsay - human, male
51. Rumford Radnor - human, male
52. Heather Hamilton - human, female
53. Duchess Snowden - human, female
54. Crewe Ordway - human, male
55. Sunniva Hollis - human, female
56. Nora Aldridge - halfling, female
57. Jolene Dempster - human, female
58. Rainbow Ulfred - human, female
59. Welbin Sealey - halfling, male
60. Samrick Penley - halfling, male
61. Reilly Ramsden - human, male
62. Ararie - elf, female
63. Leigh Linwood - human, female
64. Bulmore Langley - halfling, male
65. Allura Norville - human, female
66. Daisy Kirkwood - halfling, female
67. Hargreave Thornton - human, male
68. Kyne Rowell - human, male
69. Rose Stanfield - halfling, female
70. Willa Rayburn - halfling, female
71. Goldie Radborne - human, female
72. Rufford Kendrick - human, male
73. Orford Rutledge - human, male
74. Lorna Upton - human, female
75. Wistan Rushford - human, male
76. Edwerdina Dalbert - human, female
77. Wina Prescott - halfling, female
78. Zelene Reynold - human, female
79. York Thurlow - human, male
80. Vilnor - gnome, male
81. Lancelot Eldric - human, male
82. Eldrin - elf, male
83. Khiiral - elf, female
84. Paxton Erwin - human, male
85. Elrow Tarrant - halfling, male
86. Primrose Bray - human, female
87. Oxton Litton - human, male
88. Roxbury Walwyn - human, male
89. Grantham Axtion - human, male
90. Woodrick Ridley - halfling, male
91. Blake Whitby - human, female
92. Mildred Lane - human, female
93. Waverly Raynold - human, female
94. Hilna Raleigh - halfling, female
95. Ryle Alger - human, male
96. Rowena Presley - human, female
97. Jilla Lyndell - halfling, female
98. Daffodil Goddard - human, female
99. Groudin Mudbasher - dwarf, female
100. Stanford Norwood - human, male

Patrons

1. Rula Udolf - halfling, female
2. Carling Osmond - human, female
3. Redford Packard - human, male
4. Woodwil Stratford - halfling, male
5. Ranald Scott - human, male
6. Norsum Marblegut - dwarf, female
7. Elwin Tennyson - human, male
8. Brooke Upwood - human, female
9. Radcliff Thorne - human, male
10. Thormox - gnome, male
11. Merrill Wheaton - human, male
12. Lewella Goddard - halfling, female
13. Torlina Dempster - halfling, female
14. Wenlow Linwood - halfling, male
15. Firth Ronson - human, male
16. Everild Chadwick - human, female
17. Pepper Hayes - human, female
18. Ralorel - elf, female
19. Cherilyn Welby - human, female
20. Kenley Wheeler - human, male
21. Boe - gnome, female
22. Jilla Whitby - halfling, female
23. Therdrum Ashsunder - dwarf, female
24. Brett Kingston - human, male
25. Renfred Cromwell - human, male
26. Farwick - gnome, male
27. Louella Kemp - human, female
28. Afton Jefferson - human, female
29. Brela Nyle - halfling, female
30. Kestrel Stanley - human, female
31. Saelethil - elf, male
32. Nelda Fane - human, female
33. Kenley Townsend - human, male
34. Thignus Chainmantle - dwarf, female
35. Dryden Stanhope - human, male
36. Hilmore Sanborn - halfling, male
37. Romil - gnome, female
38. Mead Pollock - human, male
39. Tiffany Barton - human, female
40. Lona Stockton - human, female
41. Marley Edlin - human, male
42. Grunsun Bloodbelt - dwarf, male
43. Norvin Fielding - human, male
44. Lari Dwennon - human, female
45. Sparrow Fuller - human, female
46. Saunderson Haven - human, male
47. Willna Lane - halfling, female
48. Hadley Lawford - human, male
49. Whuldruf Boulderbrew - dwarf, male
50. Scarlett Osmar - human, female
51. Fleta Burke - human, female
52. Wainwright Shandy - human, male
53. Wilser Hollis - halfling, male
54. Randolph Macy - human, male
55. Channing Southwell - human, female
56. Fylson - elf, male
57. Jarn Shadowstone - dwarf, female
58. Gaflin Reginald - halfling, female
59. Alre - elf, female
60. Hagley Walby - human, male
61. Delmar Whitspine - dwarf, male
62. Dadgroth Brickhorn - dwarf, male
63. Melinda Ransley - human, female
64. Fillgrin Radborne - halfling, male
65. Darrene Haslett - human, female
66. Delwyn Rockwell - human, male
67. Trumbul Fenwick - halfling, male
68. Dora Ulfred - halfling, female
69. Keryth - elf, female
70. Brebit - gnome, male
71. Ela Sherborne - human, female
72. Rochester Linford - human, male
73. Tempest Yardley - human, female
74. Fairley Seabrook - human, female
75. Bulrow Wentworth - halfling, male
76. Rawley Gladstone - human, male
77. Wilona Shepherd - human, female
78. Saxon Patton - human, female
79. Wallis Frayne - human, female
80. Harlan Stratton - human, male
81. Imogene Palmer - human, female
82. Bonnie Milford - human, female
83. Wemrun Coinbrew - dwarf, male
84. Udele Ormond - human, female
85. Nolgrol Granitebelt - dwarf, female
86. Chetwin Morland - human, male
87. Hardwin Ridgeway - human, male
88. Farley Weston - human, female
89. Rumer Edbert - human, female
90. Hampton Sykes - human, male
91. Tula Presley - halfling, female
92. Lorton Thornley - halfling, male
93. Wellesly Raynold - halfling, male
94. Odella Livingston - human, female
95. Renshaw Medwin - human, male
96. Sambul Blaxton - halfling, male
97. Halstead Tatum - human, male
98. Rose Hamilton - halfling, female
99. Whitcombe Randal - human, male
100. Haddon Fernleigh - human, male

Servers

1. Woodlin Morley - halfling, female
2. Devereux Seabert - human, male
3. Arton Proudfoot - halfling, male
4. Bognur Steeltoe - dwarf, male
5. Walker Routledge - human, female
6. Bevmore - gnome, female
7. Willow Wakeman - human, female
8. Cyran - elf, male
9. Spring Wakefield - human, female
10. Aldora Huntley - human, female
11. Tirlina Tranter - halfling, female
12. Bronad Bristlemantle - dwarf, male
13. Rutley Rayburn - human, male
14. Saelihn - elf, male
15. Simtor - gnome, male
16. Norrim Magmabranch - dwarf, female
17. Felberta Standish - human, female
18. Whaley Risley - human, female
19. Nomoli Stormbrew - dwarf, female
20. Lavinia Warburton - halfling, female
21. Petunia Westbrook - halfling, female
22. Jefferson Thatcher - human, male
23. Marden Wickham - human, male
24. Crumly Calder - halfling, female
25. Edlyn Lockwood - human, female
26. Arlon Rudyard - halfling, male
27. Wanetta Nash - human, female
28. Jamieson Rowley - human, male
29. Thurstan Vail - human, male
30. Candace Ashliegh - human, female
31. Lillian Prentice - human, female
32. Kirdum Windbender - dwarf, male
33. Maxford Hedley - halfling, male
34. Willoughby Laibrook - human, male
35. Geraldine Rudyard - human, female
36. Tatum Fairley - human, female
37. North Oxford - human, male
38. Osmar Millard - human, male
39. Eadda Randell - human, female
40. Haiden Thormund - human, female
41. Almore - gnome, female
42. Paige Leigh - human, female
43. Southwell Lester - human, male
44. Hayden Westby - human, male
45. Beverley Starr - human, female
46. Shalanar - elf, male
47. Somerset Burley - human, male
48. Sherwood Raleigh - human, male
49. Haslett Mervyn - human, male
50. Nickson Locke - human, male
51. Earl Seaborne - human, male
52. Thasdan Minebuckle - dwarf, male
53. Hayton Holmes - halfling, male
54. Phina Tripp - halfling, female
55. Coran - gnome, male
56. Unity Buckley - human, female
57. Hope Saxon - human, female
58. Shelby Warburton - human, female
59. Hama Risley - halfling, female
60. Palmer Haig - human, male
61. Winchester Tarrant - human, male
62. Paeral - elf, female
63. Shepherd Aldwyn - human, male
64. Bosteg Lavaforge - dwarf, male
65. Everard Stanfield - human, male
66. Launcelot Aldridge - human, male
67. Shelley Heathcote - human, female
68. Kellyg Blackstone - dwarf, female
69. Elwood Arley - human, male
70. Ivy Rowson - human, female
71. Nellwyn Whitfield - human, female
72. Manning Kirkwood - human, male
73. Dobrik Axegrip - dwarf, female
74. Honbria Ronald - human, female
75. Cedrica Hedley - human, female
76. Perry Teddie - human, female
77. Winifred Morton - human, female
78. Fane Sealey - human, male
79. Upwood Gresham - human, male
80. Corbin Trowbridge - halfling, male
81. Fillrow Buckley - halfling, male
82. Pelton Shelley - human, male
83. Thragg Warminer - dwarf, female
84. Trina - gnome, female
85. Perlen - elf, female
86. Dora Rowson - halfling, female
87. Bedelia Trowbridge - human, female
88. Finmore Lockwood - halfling, male
89. Windy Reading - halfling, female
90. Rowan Somerville - halfling, male
91. Corliss Raven - human, female
92. Bliss Ravinger - human, female
93. Warmund Kenton - human, male
94. Kemp Radcliffe - human, male
95. Windal Nash - halfling, female
96. Stockton Remington - human, male
97. Louvaine Westbrook - human, female
98. Woody Saxon - halfling, male
99. Byford Kinsey - human, male
100. Rowrick Witton - halfling, male

Quirks/Distinctiveness

1. Obsessed with astrology
2. Missing an arm
3. Extremely outgoing
4. Very short
5. Enjoys the finer things in life
6. High-pitched voice
7. Constantly mispronounces words
8. Very fat
9. Overconfident
10. Highly intelligent, and knows it
11. Nonchalant
12. Has a peg leg
13. Always talks about their job
14. People pleaser
15. Always wears flashy clothes
16. Tells tales no one believes but are true
17. Couldn't harm a fly
18. Facial tick
19. Won't make eye contact
20. Overly generous
21. Deaf
22. Lacks confidence
23. Laconic
24. Constantly daydreaming
25. Infatuated with a member of the party
26. A bit foolheartedly
27. Socially awkward
28. Stutters
29. Believes the world is flat
30. Shows no emotions
31. Distrusts the party without knowing them
32. Cries often for seemingly no reason
33. Tells tall tales of their adventuring days
34. Always laughing nervously
35. Superstitious
36. Germaphobe
37. Stubborn
38. Extremely shy
39. Overly friendly to the party
40. Mute
41. Disdains peasants
42. Speaks in riddles
43. Always dispensing wise sayings
44. Trusts no one
45. Covered in bandages
46. Suffers from face blindness
47. Many useful connections
48. Strange accent
49. Pathological liar
50. Very thin
51. Acts guilty of something
52. Critical of others
53. Conspiracy theorist
54. Very religious
55. Paranoid delusions
56. Speaks with sign language
57. Far too trusting
58. Trades secrets and information for a price
59. Easily offended
60. Always talking negatively
61. Always guessing about the future
62. Blind
63. Obsessively folds paper
64. Claims to be religious but are not
65. Prankster
66. Always sees the best in people
67. Smells like a wet dog
68. Hypochondriac
69. Obsessed with others' hairstyles
70. Has six fingers on each hand
71. Very tall
72. Extremely talkative
73. Very hospitable
74. Disdains the wealthy
75. Hopeless romantic
76. Always drunk
77. Always sees the worst in people
78. Eats non-edibles
79. Deep booming voice
80. Incredibly prideful
81. Constantly biting fingernails
82. Laughs all the time
83. Hopelessly unintelligent
84. Terrible fashion sense
85. Huge fan of a local music group
86. Picky eater
87. Foolish with money
88. Kleptomaniac
89. Speaks only gibberish
90. Poor personal hygiene
91. Falls in love too easily
92. Secretly follows a strange religion
93. Very forgetful
94. Voracious reader
95. Looks 20 years older than they are
96. Always tired
97. Hostile to one member of the party
98. Won't stop singing
99. Missing a hand
100. Always goofing off



Meals



Meals

1. Bacon, dark bread, and cheese served with lager
2. Onion soup, chestnuts, and rye bread served with mead
3. Porridge, raisins, and walnuts served with whey
4. Fish, pears, and biscuits served with caudell
5. Chicken stew, chestnuts, and cheese served with mulled cider
6. Pheasant stew, apple turnover, and dark bread served with perry
7. Ham, carrots, and green peas served with beer
8. Mutton, pottage, and apples served with cider
9. Goose in sauce, pine nuts, and cheese served with wine
10. Roasted pigeon, carrots, and rye bread served with almond milk
11. Waffles, cheese, and strawberries served with ale
12. Eggs, figs, and pine nuts served with prunelle
13. Swan in an onion sauce with raisins served in a trencher with caudell
14. Duck, pistachios, and beets served with lager
15. Pasta, grapes, and cheese served with wine
16. Venison, plums, and oat bread served with mulled wine
17. Salt pork, beets, and a fritter served with ale
18. Quail soup, eggs, and acorns served with mulled mead
19. Mutton, pottage, and apples served with godale
20. Smoked pork, eggs, and white bread served with mulberry gin
21. Stork stew with cabbage and figs served with perry
22. Sausage, doughnuts, and walnuts served with blackberry wine
23. Oysters in sauce, pasta, and pomegranate served with lager
24. Boar steak, carrots, and white bread served with mulled wine
25. Gruel, cheese, and dark bread served with ale
26. Trout, carrots, and pine nuts served with beer
27. Goose in sauce in a white bread trencher served with mulberry wine
28. Wild boar, barley bread, and dried plums served with cider
29. Gruel, butter, and white bread served with buttermilk
30. Duck, white bread, and pears served with almond milk
31. Peafowl, pasta, and wheat bread served with prunelle
32. Sausage, porridge, and figs served with caudell
33. Duck soup, fritter, and apples served with godale
34. Pea, ham, and onion pottage with pear served with perry
35. Venison and pea pie, with apple served with lager
36. Roasted pork and cooked apples in sauce, served in a trencher with metheglin
37. Roasted goose, cheese, and pistachios served with mulled mead
38. Boar and cabbage stew, and plums served with mulberry gin
39. Boiled beef and plum stew, with rye bread, served with melomel
40. Eel and onion soup, and walnuts served with ale
41. Fried salmon and pears, oat bread, served with prunelle
42. Eggs, cheese, and apple served with whey
43. Crane and onion soup, waffles and butter, served with metheglin
44. Lamprey and leek soup, cheese, served with melomel
45. Fried perch, white bread, and butter served with cider
46. Venison sausage and carrot pottage, grapes, served with lager
47. Oyster stewed with onions and pears, pasta, served with mulled mead
48. Sea bream cooked with bitter orange and wine, served with beer
49. Gruel, dark bread, and butter served with caudell
50. Salted trout, pears, and dried peas served with blackberry wine

Meals

51. Roasted pheasant, cheese, and white bread served with wine
52. Stew with stork and beets, apple, served with mulled mead
53. Quail and pear soup, rye bread, and butter served with cider
54. Smoked ham and chestnuts in sauce, served with mulled wine
55. Bacon and pea pottage, barley bread, served with prunelle
56. Roasted mutton, eggs, and turnips served with buttermilk
57. Frumenty made with egg and almonds, served with mead
58. Scallop and cabbage pottage, chestnuts, served with ale
59. Sop and broth, cheese, served with mead
60. Roasted rabbit, white bread, and hazelnuts served with mulberry wine
61. Beef steak, cabbage, and walnuts served with blackberry wine
62. Fried carp and pear, cheese, served with wine
63. Salted herring, pasta, carrots, served with melomel
64. Sausage and turnip stew, apples, served with wine
65. Goose confit, rye bread, served with perry
66. Carrot and pheasant pottage, wheat bread, served with mulled cider
67. Frumenty, roasted peafowl, and cheese, served with wine
68. Roasted swan, pear turnover, served with lager
69. Waffles, apples, and walnuts served with almond milk
70. Oat and bacon porridge, plums, served with beer
71. Dark bread served with water
72. Pheasant pea and onion pottage, white bread, served with godale
73. Mutton cabbage and walnut stew, apples, served with mead
74. Peafowl and pea pasty, white bread and butter, served with caudell
75. Mussel and scallop soup, cheese, pears, served with mead
76. Beef and onion pie, pears, served with mulberry gin
77. Sops and crayfish soup, pomegranate, served with wine
78. Salted herring, oat and onion porridge, served with ale
79. Rabbit and parsnip stew, grapes, served with metheglin
80. Salted pork, wheat bread, cheese, served with ale
81. Stork in a squash sauce on a trencher, served with mulled mead
82. Lamp and turnip pottage, barley bread, served with ale
83. Pasta and crayfish, doughnut, served with blackberry wine
84. Pea and cabbage and salted pork pottage, served with beer
85. Frumenty with eggs, cooked pears, served with mulled cider
86. Mutton and leek pie, plums, served with prunelle
87. Salmon and cheese pasty, apples, served with mead
88. Gruel served with water
89. Sausage, biscuits, and pistachios served with buttermilk
90. Sops with quail and pear soup, served with mulled mead
91. Stuffed eggs, Pasta, and turnips served with mead
92. Cheese tart, fritter, apples, served with melomel
93. Fried cod, sops and broth, served with ale
94. Pork and egg pie, pears, served with mulberry gin
95. Salt pork and chicken in wine sauce, plums, served with metheglin
96. Beans and onion pottage, roasted pigeon, served with mulled cider
97. Veal and fruit pie, rye bread with almond milk butter, served with perry
98. Ham, pasta, and raisins served with lager
99. Pike and onion pasty, pomegranate, served with beer
100. Mortis of cod, oat and pea porridge, served with prunelle

Items in Inn Rooms



Room Items #1

1. Mushrooms: Kinds and Uses (book)
2. Ancient scroll
3. Tin bowl
4. Chest
5. List of local businesses
6. Wooden bowl
7. Robe
8. Rag rug
9. Iron statuette of a horse
10. Washtub
11. Glove
12. Bowl of pottage
13. Single red rose
14. Shattered wine bottle
15. Rotten potato
16. Bag of tobacco
17. Bust of a famous emperor
18. Decanter
19. Steel mirror
20. Fireplace hook
21. Small key (hidden)
22. Wanted posters (1D4)
23. Short sword covered in dried blood
24. Painting of a child
25. Bouquet of flowers
26. Pin
27. Large copper kettle
28. Map of trade routes
29. Keys (1D8)
30. Potted plant (overturned)
31. Pile of dead gnats
32. Sealing wax (1D6 cubes)
33. Monocle
34. Incriminating letter
35. Muddy cape
36. Bandana
37. Runes inscribed on a wooden stick
38. Receipt for 1D8 barrels of sugar
39. Snake
40. Unfinished letter to a count
41. Pencil
42. Fireplace shovel
43. Shoe
44. Tea leaves
45. Gold ring
46. Earring
47. Bottle of hair dye
48. Bottle of prune juice
49. The War of Uncounted Woes (book)
50. Letter asking a duchess for help
51. Flask (half full of whiskey)
52. The Fall of the Rogue Kings (book)
53. Map of the city sewers
54. Sandwich (half-eaten)
55. Secret door (floor)
56. Gold pieces (1D8)
57. Tinderbox
58. Needle
59. Silver bracelet
60. Diary
61. Bed slippers
62. Porcelain cups (1D8)
63. Tin cup
64. Deck of cards
65. Polished pebbles (6)
66. Cork
67. Holy symbol
68. Map to a secret warehouse
69. Single playing card (a drop of blood on it)
70. Star chart
71. How to Wear a Cape (book)
72. Gray tunic
73. Red glass wolf figurine
74. Doll
75. Spell scroll (level 2)
76. Vellum (1D8 sheets)
77. Satin hat
78. Dead beetle
79. Coffee pot
80. Washcloth
81. Brass button
82. Silver pieces (1D10)
83. Ceramic mug
84. Wide-brimmed hat
85. Small mirror
86. Knitting needle
87. Scroll carrying case
88. Glass jars (1D12 empty)
89. Silver pieces (1D6)
90. Rock with a fossil
91. Copper bracelet
92. Chess set
93. When Time Stopped (book)
94. Firewood (1D8 pieces)
95. Fossil of a footprint
96. Statue of a woman holding a sword
97. Tiny metal box (locked)
98. Cloth patch
99. Lock of hair tied with a ribbon
100. Secret message to a mercenary

Room Items #2

1. Vial of blood
2. Dagger with deer antler handle
3. Ball of yarn
4. Metal spoon
5. Pillows (1D6)
6. Fur wrap
7. Map of a dungeon
8. Comb
9. Dark green cloak
10. Canary in a cage
11. Bag of snails
12. Urn
13. Ink bottle (empty)
14. List of rare books
15. Abacus
16. Portrait of innkeeper
17. Lost Cities and Forgotten Lands (book)
18. Potion of healing
19. Advertisement for a general store
20. Letters "MTY" intricately carved into a stick
21. Common clothes
22. Brandy (full bottle)
23. Spittoon
24. Shattered Lands (book)
25. Twig
26. Handkerchief with initials "WSK"
27. Bloody bandages
28. Mop
29. Silver serving tray
30. List of prominent citizens (hidden)
31. Parchment (1D10 sheets)
32. Ways of Gold and Wealth (book)
33. Short sword (hidden)
34. Painting of a butterfly
35. Spell scroll (level 3)
36. Pair of riding gloves
37. Face powder
38. Quills (1D4)
39. Copper piece
40. Hide rug
41. Iron pan
42. Map to an old ruin
43. Kindling
44. Mothballs (1D12)
45. Vellum (1D10 sheets)
46. Bowl full of jelly
47. Jade elephant statuette
48. Foreign coin (gold)
49. Dustpan
50. Straw hat
51. Horseshoe
52. Blank paper sheets (1D8)
53. Blankets (1D12)
54. Bucket of coal
55. Short sword
56. Beard oil
57. Wine (1D4 bottles)
58. Ancient Mythology (book)
59. Stuffed fox
60. Small ruby
61. Torch
62. Green scarf
63. Leather pouch
64. Copper pieces (1D10)
65. Map to a dungeon
66. Copper ring
67. The Evening Star of Doom (book)
68. Candles (1D8)
69. Prayer book
70. Safe (hidden)
71. Cigars (1D12)
72. Wash basin
73. Cotton scarf
74. Basket of chicken eggs
75. Wig
76. Noose
77. Drawing of a ruined tower
78. Cast iron pot
79. Blue scarf
80. Used bar of soap
81. Receipt for two horses
82. Chamber pot
83. Bone key
84. Shadow From the Depths (book)
85. Ceramic vase
86. Spindle
87. Vase
88. Scarab brooch
89. Two six-sided dice
90. Handkerchief
91. Crumpled letter
92. Large tankard
93. Wastebasket
94. Forgery kit
95. Towels (1D6)
96. Cigar box (empty)
97. Silver pieces (1D8)
98. Love letter (hidden)
99. Pewter brooch
100. Smoking pipe

Room Items #3

1. Iron bracelet
2. Banana peel
3. Painting of a dragon
4. Snuffbox
5. Fine clothes
6. Ball of string
7. Glittering powder
8. Spectacles
9. Insignia of a knightly order
10. Longsword (hidden)
11. The Waterfall Tunnel (book)
12. Map case
13. Bunch of grapes
14. Vials of blue liquid (1D8)
15. Map of a nearby city
16. Chewing tobacco (1D6 plugs)
17. Tiny wooden bird
18. Clay tablet with the inscription
19. Map to a hidden mine
20. Dish
21. Bowl of cherries
22. Oak leaf
23. Bed curtains
24. Copper shoe buckle
25. Scribe's knife
26. Mage robes
27. Small bag of sand
28. Human baby in a basket
29. Jug of milk
30. Bottle of wine on ice
31. Bowl of oranges
32. Map of the city
33. Understanding Divination (book)
34. Copper pieces (1D20)
35. Small cup of yellow paint
36. Frost Like Ashes (book)
37. Sheets (1D8)
38. Wallet
39. Satin cloak
40. Fireplace poker
41. Copper key
42. Spell scroll (level 1)
43. Half a map to a treasure hoard
44. Demonic symbol (hidden)
45. Broken chair
46. Piece of broken glass
47. Iron ring
48. Cup of cream
49. The Hermit of the Lake (book)
50. Shawl
51. Bull horn
52. Goose feather
53. Bar of soap
54. Satin pouch
55. List of ship names
56. Wooden tray
57. Ink pen
58. Gold piece
59. Rug
60. Keg of beer
61. Prosthetic arm
62. Candle wicks (1D8)
63. Bed warmer
64. Bowl of strawberries
65. Wooden plate
66. Map of the countryside
67. Map to a tomb
68. Lamp
69. Bowl of butter
70. Lost kitten
71. Bundle of legal papers
72. Silver arrowhead
73. Flea powder
74. Lute string
75. Copper torc
76. Vellum (1D4 sheets)
77. Ocarina
78. Hand fan
79. Hitlist
80. Wicker basket
81. Bent iron nail
82. Smoking pipe
83. Elven Tales and Bedtime Stories (book)
84. Ink blotter
85. Port (full bottle)
86. Hammer
87. Map of shipping routes
88. Wooden whistle
89. Writing pigments (1D4)
90. Sponge
91. Compass
92. Portrait of innkeeper's cat
93. Red bead
94. Tiny jade woman statue
95. Wick trimmer
96. Mummified raccoon paw
97. Dead body (under the bed)
98. Platinum pieces (1D12)
99. Crystal
100. Burnt paper remnants

Room Items #4

1. Tome of ancient proverbs
2. Bust of a noblewoman
3. Idol
4. Portrait of a duke
5. Ink bottles (1D6 empty)
6. Crossbow bolt
7. Pebbles in a jar
8. Mortar and pestle
9. Electrum pieces (1D4)
10. Jug of water
11. Candle snuffer
12. Service bell
13. Ribbon (2')
14. Washcloths (1D12)
15. Parchment (1D8 sheets)
16. Small locked box (hidden)
17. Sealed letter
18. Glass eye
19. Marbles (1D12)
20. Magnifying glass
21. Tarantula
22. Pitcher
23. Crossbow
24. Bag of dog teeth
25. Dirty socks
26. Dagger (hidden)
27. Wine glasses (1D20)
28. Foreign coin (silver)
29. Flask of oil
30. Red Book of Understone (book)
31. Box of bandages
32. Cigar box stuffed with banknotes
33. Rabbit's foot
34. Vial of perfume
35. Stone dragon paperweight
36. Signet ring (hidden)
37. Scribbled business plans on parchment
38. Hard candies (1D20)
39. List of names
40. Mother-of-pearl hair comb
41. Wooden box full of dragonfly wings
42. Ink bottle (full)
43. Pearl hairpin
44. Leather strap
45. Waistcoat
46. Skinning knife
47. Apple (half-eaten)
48. Dead rat
49. The Dust of Empires (book)
50. A Man of Worth (book)
51. Golden thread (7')
52. Bucket of hot water
53. Wool scarf
54. Bronze button
55. Spyglass
56. Short bow
57. Book with blank pages
58. Honeycomb (wrapped in wax paper)
59. Longsword (hanging on the wall)
60. The Rivers Boiled and the Sky Smoked (book)
61. Silver ring
62. The Season of Rain (book)
63. Framed house rules
64. Flagon
65. Bundle of letters
66. Ivory human figurine
67. Bronze bell
68. Thimble
69. Wooden flute
70. Gold elven brooch
71. Gold necklace
72. Bead necklace
73. Hawk feather
74. Satin gloves
75. Wine (half-full bottle)
76. Mousetrap
77. Gold pieces (1D4)
78. Tin box
79. Onyx butterfly figurine
80. Portrait of a young girl
81. Arrow (stuck in a wall)
82. Keys (1D4)
83. Quill
84. Rags (1D8)
85. Candle holder
86. String (3')
87. Broom
88. Metal box (locked)
89. Child's slingshot
90. Cage with white mice (1D10)
91. Set of toy dishes
92. Wooden carving of a bear
93. Gold locket
94. Clerical robes
95. Gold pieces (1D6)
96. Severed hand
97. Bloody tooth
98. Wooden cup
99. Riding boots
100. Arrows (1D20)

Inn Encounters



Inn Encounters #1

1. A pushy snake oil salesperson approaches the party with a new miracle substance.
2. The common room is filled with people, yet no one is talking.
3. A group of children seems to be running the inn.
4. An elf keeps staring at the party.
5. All patrons glare at the party and watch every move they make until they sit down.
6. One character's chair breaks as they sit down.
7. Upon entering their room, the party finds a bottle of chilled wine with a note that says, "On the house."
8. Wild dancing in the common room causes part of the floor to give in.
9. A fabulously wealthy noble gets his finger stuck in a wine bottle.
10. The innkeeper tells the party that their well is going dry.
11. In a dark corner, a book rests on a table. However, its pages flip back and forth as if someone is reading it.
12. The mirror in the party's room does not show their reflections.
13. Sign: "Barkeep wanted."
14. As the party enters the room they rented, they discover an unconscious person on the floor.
15. Sign: "Half-orcs, we don't serve your kind."
16. The party overhears a man telling someone a sob story and that he just needs ten gold pieces.
17. In the middle of the night, someone knocks on the characters' door and asks for help.
18. A falling tree crashes into the party's room.
19. While in the common room, a pickpocket tries to steal something from one of the characters.
20. A server tells the party the kitchen is closed, yet other people are getting food.
21. The party finds a message hidden in their meal.
22. Sign: "Gnomes, we don't serve your kind."
23. A person runs in and hands a small box to one of the characters and then falls over dead.
24. It appears that chickens are kept in the common room.
25. A fish in the aquarium tells the party if they free him, he will tell them where they can find a treasure.
26. A man jumps behind the bar and grabs the till. The innkeeper tries to wrest it away from him and screams for help.
27. A group of thieves sprint through the inn stealing everything they can and then running out.
28. A card game bursts into violence as weapons are drawn.
29. The bard stops playing, his eyes go wide, and then he runs out the door screaming.
30. A finely dressed human asks if the party is interested in a game of cards.
31. As the party approaches the inn they see someone throw an old lady out and yell at her to never come back.
32. There is a note waiting in the party's room.
33. A man with bloodshot eyes asks the party if they would like to buy some "Longbottom Leaf."
34. Sign: "Out of wine."
35. When the party attempts to pay, the innkeeper waves it off and says, "I can't take money from the heroes of Dunharrows."
36. A gang demands protection money from the innkeeper. The party sees the innkeeper reaching for a weapon.
37. In the common room is a huge board covered with bounty posters.
38. A half-orc bumps into one character and then warns them to watch their step.
39. A person crashes through one of the windows in the common room from the outside.
40. When a character arrives in their room, they find it filled with cats.

Inn Encounters #1

41. The kitchen door is ajar, and the party notices that the “dishwasher” is licking the plates clean and putting them back on the shelves.
42. As the party enters, the innkeeper apologizes because all the servers quit, so it will be a long wait for food.
43. The innkeeper puts a pitcher of ale on the party’s table and says, “On the house,” then leaves with a wink.
44. The innkeeper asks for everyone’s attention and announces the inn will close permanently tomorrow. She says she is losing money and can’t keep it open.
45. The party witnesses someone trying to pick a lock on a guest room.
46. A gnome wanders about the inn pulling splinters of wood out of tables, chairs, and the walls. They place the splinters in a pouch.
47. The barmaid drops a tray of drinks on the player’s table. Glass and liquid fly everywhere.
48. A barmaid collapses as she approaches the party’s table.
49. The gnome innkeeper has created an elaborate machine that delivers drinks to the tables through a series of ropes, pulleys, and slides.
50. As someone passes the party a jewel drops out of their pack.
51. Sign: “Bouncer wanted.”
52. All the dishes are incredibly dirty.
53. A goblin war party (1D20) bursts in and begins attacking patrons.
54. A seemingly drunk patron slips a map into one character’s hand. They whisper, “Don’t let Milgar get this.”
55. As the party enters, they notice workmen rebuilding tables and chairs and cleaning the entire common room.
56. The party sees a man dressed in rags slip behind the bar and hide.
57. As a character sits down, they notice a bundle of legal papers in the chair.
58. A sword swallower is putting on quite a show, and the crowd is having a great time.
59. Someone is showing off their new tattoo of a unicorn when the tattoo comes alive, jumps off their skin, and runs out the door.
60. In one corner of the common room is a section of small tables and chairs occupied by several fairies who are actively getting drunk.
61. Sign: “Halflings, we don’t serve your kind.”
62. An excited gnome is doing a jig on top of a table until someone throws a flagon and knocks them off.
63. Party is told the gnome in the corner bought them all drinks.
64. Local militia members come in to recruit new town guards.
65. As the party enters, they see the innkeeper being bullied by a tall elf.
66. A frantic halfling is begging the innkeeper for help.
67. The innkeeper demands double the price for everything the party orders. They say adventurers only bring trouble.
68. A drinking contest is being held in the common room. Bets are being placed and contestants are lining up.
69. Sign: “Dwarves, we don’t serve your kind.”
70. When the party enters the common room, everyone else wraps up and leaves. The innkeeper stares at them with a sour look.
71. The innkeeper is busy hammering some boards onto the bar to fix a hole in it.
72. Fire breaks out in the stable.
73. A local vigilante group enters and sits around the room in strategic places.
74. A well-run gambling operation is being run out of a back room.
75. The party notices a dirty child stealing a cooling loaf of bread off a windowsill.
76. A drunken human falls from the balcony into the common room smashing a table.

Inn Encounters #1

77. A headless chicken runs through the common room, leaps over tables, and then collapses.
78. A halfling asks the party if they have seen her son.
79. Sign: "Bard wanted."
80. An elf weeps uncontrollably at the bar. Everyone around them is ignoring them.
81. The figures in the large common room mural seem to move every time someone turns away and then looks back.
82. Several people are sleeping in the inn's entryway.
83. A bard is performing but the patrons are booing and hissing.
84. All the portraits in the inn seem to follow guests with their eyes.
85. Party is told the woman in the corner bought them all drinks. When the party looks over at her, she raises her glass at them.
86. The common room floor is covered in mud.
87. A wild game of darts has almost everyone in the common room engaged.
88. Sign: "Inn for sale."
89. Eight angry elves enter and stalk through the common room. They appear to be looking for someone or something.
90. A troupe is performing a play and as the party watches, they notice the play is a satire about the state of the kingdom.
91. A bard is singing about a group of adventurers. The party notices that the descriptions fit the party members exactly.
92. A frightened horse crashes through the common room knocking over tables and people.
93. The common room erupts into a huge brawl. Chairs and tables fly about the room.
94. After staying the night in the inn, the characters notice some of their items have been moved. If asked, the innkeeper says that is just the ghost and nothing is ever stolen, just moved around.
95. A server tells the party they are welcome to search the grounds for "the lost ring" which was supposedly lost some one hundred years ago.
96. A man bursts in raving about a horde of ghost children.
97. A key is hooked underneath the party's tabletop.
98. There is a group of card players who begin shouting and yelling.
99. A scar-comparing contest is in full swing in the common room.
100. A group of dwarves enter the inn and demand everyone leave.



Inn Encounters #2

1. A young lady in a flamboyant costume is begging for a job playing music at the inn.
2. Behind the bar is a large cage with a goblin in it. A sign says, "The inn's mascot, Willie the Goblin. He brings us luck!"
3. Fire breaks out in the kitchen.
4. When the characters reach their room they find a sign on the closet door that reads, "Haunted. DO NOT OPEN."
5. Fire breaks out in the common room.
6. The only space available to sleep is in the stable's hayloft.
7. As the party enters, they see that the inn is completely empty save for a tired innkeeper who is sitting on a stool weeping.
8. In the common room, a huge portrait of the king falls off the wall knocking over several tables. Crude graffiti disparaging the king is revealed on the wall where the picture previously hung.
9. A rock with a note tied to it flies through a window, shattering it. The note says, "Vengeance is coming."
10. As the party enters their room, a rainbow appears briefly, and then it's gone.
11. Everyone in the common room appears to be sleeping.
12. A woman is approaching every table and asks if they are adventurers for hire.
13. A drunk patron pesters the party. They pepper the party with a wide range of silly questions barely giving the party time to answer.
14. An old woman sits by herself humming a strange tune. When the tune ends, the woman disappears leaving only a charred letter behind.
15. The singer in the inn begins coughing uncontrollably.
16. Two elves draw swords and face each other. People scatter, knocking over tables.
17. As the party enters, they see that a political rally is being held in the inn. Someone is giving an impassioned speech and people are cheering.
18. The servers dance and sing while waiting tables.
19. The characters discover a peephole in their room. However, if they look through it they see a beautiful field, not the room next door.
20. During a meal, a jester performs by swinging from chandelier to chandelier.
21. Town guards crash into the common room and proclaim that the mayor has ordered the inn closed. The reason cited is illegal gambling.
22. A woman dressed like a blacksmith shouts at the innkeeper, "You'll rue this day!" as she storms out.
23. A well-known criminal is drinking at the bar.
24. An elf keeps staring at the party.
25. A local crime boss is sitting at a corner table with a bunch of lackeys around.
26. An old man seems to be having trouble lighting his pipe.
27. Fire breaks out in a guest room.
28. An earthquake rattles the inn.
29. When the innkeeper announces they are out of ale, the common room becomes unruly.
30. When the characters close the door to their room, the window breaks.
31. Several flaming arrows crash through the windows of the common room causing a panic.
32. As the party enters the inn, a bouncer approaches them and asks for a copper piece from each member. He says they've been having a lot of trouble lately, so if you can't pay you can't come in.
33. Two people are arguing loudly at a table in the common room. The dispute seems to involve a book.
34. The barmaid slips a character a note, it says, "Meet me in the basement."
35. In one corner of the common room, a wizard is furiously writing in a book.

Inn Encounters #2

36. A portion of the ceiling collapses while the party is eating.
37. Bare-knuckle fights are being held in the basement. It's a copper to join in the action. Also, the betting starts at a silver piece.
38. Sign: "Half-elves, we don't serve your kind."
39. The innkeeper doesn't speak Common.
40. When the party attempts to rent a room, the innkeeper says, "The only room left is No. 9 and no one ever wants to rent it, so I'm offering a discount."
41. A dance competition is in full swing and there are several people looking for partners.
42. As the party enters they see the innkeeper intentionally breaking a huge stack of dishes.
43. Sign: "Help wanted."
44. As the party enters, several people are carrying out a dead body.
45. A drunk is loudly bragging about discovering silver in the nearby hills.
46. As the party enters, someone runs down the stairs and screams, "Help! He's dead!"
47. A talking dog converses with one of the patrons in a casual manner.
48. Twelve green-cloaked people sit with their hoods up in the corner.
49. The innkeeper and a patron get into a heated argument. It may come to blows.
50. A man in the back of the common room is writing strange symbols on the wall.
51. Sign: "Battle of the Bards Tonight!"
52. While sitting at a table, a fairy attempts to tie their bootlaces together.
53. The innkeeper is searching frantically for a broom.
54. Several thugs are beating a man in the alleyway next to the inn.
55. Water begins to rush through the common room. The maximum depth is only about a foot.
56. A barmaid yells, "I quit!" and storms out.
57. The innkeeper asks the party to deliver a package to the sawmill just a few streets down.
58. Besides the innkeeper, the inn seems to be run by either magic or a staff of invisible people. The plates of food float over to the tables of their own accord. Dishes seem to wash themselves. The blankets unfold themselves and lay on the bed.
59. A group of drunk dwarves begins singing loudly and splashing beer all over the room.
60. The barkeep puts on a show by flipping and spinning bottles through the air as they mix drinks.
61. The party sees a pickpocket lift a man's coin purse and then begin to saunter away.
62. A young woman sits forlornly at a table. Around her ankle is an iron band. Other people at the table make her fetch things for them from time to time.
63. A dwarf quiets the common room and asks everyone to watch him perform a feat with his axe. He attempts some sort of axe flip, but only severely cuts his hand.
64. When a character pulls out their chair to sit, they find a cat sleeping on it.
65. The innkeeper seems extremely haggard and appears ill.
66. When the characters reach their room they discover it is run down and dirty with a boarded-up window.
67. A group of armed men burst into the common room and yell, "Where's that lousy gnome!"
68. The innkeeper is having trouble lighting the fire in the common room.
69. As the party sits at a table they notice the seats of the chairs are drenched in beer.
70. Sign: "No vacancy."
71. As the party closes the door to their room for the night, they notice a note attached with a dagger to the back of the door. The note appears to be written in blood. It says, "I hope you have a good night, for it is your last."
72. When characters are in a rented room, they notice the door will not remain closed. It swings open a few inches unless barred.
73. A woman hands the party a sealed letter and says to keep it safe, then she runs off.
74. The party's table wobbles terribly when weight is placed on it.

Inn Encounters #2

75. The party finds a child hiding under their table. The child motions for them to not give away their presence.
76. Sign: "Elves, we don't serve your kind."
77. A huge rough-looking human announces, "Every dwarf in here needs to leave now." A hush falls over the common room.
78. The innkeeper is telling a bard that she is not giving him any more credit. He needs to pay his bill and move along. The bard protests and says he'll have the money soon.
79. While in the common room the party sees several people run screaming out of the entrance to the guest rooms.
80. An elf rushes into the common room, quickly paints strange symbols on each of the tables, and then rushes back out.
81. A woman offers to sell the party a snake that she claims can tell the future.
82. A ghost wanders the inn at night asking people to tell it a story.
83. Sign: "Humans, we don't serve your kind."
84. A strong wind rips the inn's roof off.
85. Several loud booms shake the inn, they probably came from the stable outside.
86. The characters find their room infested with rats.
87. A juggling tournament is scheduled for tonight at the inn.
88. A prince's special and extremely valuable steed is currently in the inn's stable.
89. A group near the party is loudly celebrating a birthday party.
90. A bard asks the party if they happen to have a viol string.
91. A drunk passes out in the middle of the party's table.
92. A group in the common room is whacking a dummy that looks like the mayor.
93. A large dragon is sleeping serenely in the middle of the common room. It must have come at night when everyone was asleep. No one can figure out how such a large creature got into the room or how to remove it.
94. A gold ring lies on the floor under the table. It is strangely cold to the touch.
95. A knife thrower is performing. They ask for volunteers who are brave enough to have knives thrown at them.
96. A beggar asks the party for a gold piece.
97. Sign: "Arm Wrestling Contest. Tonight Only."
98. A dog chases a cat through the entire common room, knocking over chairs and running across tables.
99. As the patrons are enjoying their meals in the common room, a bell rings. All the patrons get up, leave their meals, and go sit in another chair and start eating whatever the last patron was eating.
100. The tavern seems to be trying to drum up some new business. A large sign out front reads, "Home of the largest blackbird pie."

Carousing



Carousing #1

1. You've been beaten up, but you have no idea who did it.
2. You wake up in the inn but have no idea why you and your bed are soaked in milk.
3. You remember drinking and playing cards, but how an ancient piece of glass with a map scratched into it got into your pack is a mystery.
4. You now own a portrait of a duke.
5. You wake in the morning to find yourself on a ship ready to set sail.
6. When you wake up you find a note in your hand that says, "Marked for death."
7. There is a scorpion tattooed on the bottom of your right foot.
8. A wild romance. Roll 1D6 - 1-2 It ended poorly. 3-4 It ended well. 5-6 Still ongoing.
9. You now own a cat.
10. You now have 1D20 gold pieces that you have no idea where they came from.
11. There are cuts on your right forearm that form some sort of symbol.
12. You find a black snake in your backpack.
13. You awake on the bank of a quick and clear stream outside of town. There are several dead bodies around you.
14. You regain consciousness in a weapon shop. The owner asks what you did with the sword.
15. You wake up sprawled out on the inn's roof.
16. Consciousness finds you wearing a horse costume along with several kobolds. They keep telling you to be quiet and keep walking.
17. You're not sure what happened last night, but the innkeeper is now demanding you pay 1D100 gold for damages.
18. You now have a tattoo of a red fist on your right bicep.
19. You wake up on a hay wagon slowly plodding through the streets.
20. You wake up dressed like a scarecrow.
21. You wake up to find a strange flute in your hand.
22. You lose 1D20 gold gambling.
23. You wake in your room at the inn and see a large breakfast set for you with a note that says, "On the house."
24. Some stranger is hanging around and claiming you two are now married.
25. While having breakfast, you learn that a group of gamblers are not happy with you after last night.
26. You wake up to find a highly trained rat in your pocket.
27. You wake up to find your belongings laid out for you. Nothing is missing. However, you notice a symbol of a dragon claw imprinted on most of the items.
28. You wake up to discover a copper ring on one of your fingers. There seem to be faded symbols on the inside.
29. You now have a map to a dungeon tattooed on your back.
30. Though you don't remember what happened last night, your actions seem to have sparked a conflict between the goldsmith and the carpenter guilds.
31. A gambling debt was paid to you in the form of a magic potion.
32. You are sentenced to 1D10 dunks in a ducking stool for disorderly conduct.
33. You wake up at the edge of a pond outside of town. You are covered in mud.
34. You find your adventuring gear in a pile of trash.
35. You find a deed to a small parcel of land in your pocket and you are missing 2D100 gold.
36. You are now the proud owner of a finely crafted smoking pipe.
37. You lose 2D100 gold gambling.
38. You've gained the favor of a prominent citizen.
39. You wake up to find yourself in a cage of a traveling oddities carnival.
40. The inn burned down last night and now there are lots of town leadership asking questions.

You don't remember anything, but your hands are covered in soot, and you smell of smoke.

Carousing #1

41. Consciousness finds you being lowered into a well. A person at the top shouts, “You will find it or I’ll leave you down here!”
42. You are now the owner of a wagonful of highly-prized show chickens.
43. You now owe a crime boss one thousand gold pieces.
44. At some point during the night, you’ve agreed to help the duke’s daughter and the miller’s son elope.
45. You now own a very talkative parrot. She seems to have picked up directions to some sort of treasure, but the order is pretty garbled.
46. You wake up at the bar in the tavern and the innkeeper asks if you want coffee.
47. You now own more than five hundred feet of rope.
48. The morning finds you wearing a coon skin cap.
49. After what you did last night, the innkeeper demands you clean out the stalls of the stable.
50. You find a shortsword in your backpack.
51. You are expected to compete in an arm wrestling contest being held next week.
52. You lost a bet and now you have to go around wearing a sign saying “I’m a fool” for one day.
53. A local crime boss is now your friend.
54. You awake in the rafters of the inn’s common room.
55. You made friends with the owner of the potion shop.
56. You wake up in the middle of the street. A town guard is standing over you.
57. Among your belongings, you find a set of rusty manacles.
58. You learn the potion shop is going to go out of business and the wine is making you feel generous.
59. You wake up with a scrap of velvet clutched in your hand.
60. You find a holy symbol among your belongings.
61. You wake up at a table littered with bottles and glasses and something is pulling at your boot.
62. You regain consciousness sitting with several strangers while an artist is painting your portrait.
63. You wake up in an alleyway with a decent gash on your head.
64. Among your belongings, you find a map to a nearby bandit camp.
65. The morning finds you skipping down the main street with several strangers singing a folk song.
66. A gambling debt was paid to you in the form of a large locked chest.
67. In the morning, a messenger delivers you an invitation to a ball at the duke’s manor on the coming evening.
68. You wake up in a puddle of filth behind the tavern.
69. You lost a bet. You have to put on a dance competition at the inn.
70. You lost a bet. You have to stand on a busy street corner screaming, “Shara is the best gambler in the city!”
71. You wake up in the closet of your bedroom.
72. As you sip coffee in the morning, the innkeeper slips you a pouch of 1D100 gold pieces, winks, and says, “It’s from you know who.”
73. For some reason, you are wearing a bathrobe and slippers but you are standing in the middle of the street.
74. You fell in love last night or at least you think you did. Everything is too hazy to actually be sure.
75. As the sun rises, you find yourself tied to a flogging pole. A town guard with a cat-of-nine-tails stands ready.
76. You won a bet. The tavern owner owes you a barrel of ale.

Carousing #1

77. You come to your senses to see a pen in your hand and a man pulling a document out from under your hand. "Excellent," he says, "We will make the arrangements shortly."
78. You regain consciousness tied up lying on the floor in a filthy room. Your gear is nearby and you hear two people whispering.
79. You made friends with a countess.
80. You regain consciousness to find yourself on the stage of a theater. There is a large crowd expecting you to perform.
81. You wake up dressed like a clown standing in front of a group of children at a birthday party.
82. You wake up under your bed.
83. You remember meeting someone charming last night but they are gone now and so is 1D100 gold from your pouch.
84. You wake up with the worst hangover you have ever had.
85. You won a bet. Several patrons at the inn now have to let you shave their heads.
86. You now own a wagon packed with supplies as if it was prepared for a long journey.
87. Among your belongings, you now have an intricately carved music box.
88. You lost a bet. A gnome now says he owns all of your belongings, and you can have them back if you help him with something.
89. The innkeeper demands you help clean rooms all day.
90. You find a map to a dungeon in your pack.
91. You win 1D12 gold gambling.
92. There is an IOU in your pocket for 250 gold pieces.
93. You now have a spellbook.
94. For disorderly conduct, you are sentenced to wear sackcloth and walk about the town loudly apologizing to townspeople for a day.
95. You regain consciousness to find that you are being carried through the streets by a mob. They do not seem to have your best interest at heart.
96. You don't remember the evening at the inn well, but you certainly remember the nightmares.
97. You won a bet. An elf has to pay for your room and board at an inn for several days.
98. You are thrown into jail for 1D6 days for disorderly conduct.
99. A drunken inn patron bragged about having lots of gold hidden in their basement. You notice several unsavory types taking an interest.
100. You now own a tiny raging dog in a cage.



Carousing #2

1. You are thrown into jail for 1D8-1 days for disorderly conduct.
2. You lose 1D8 gold gambling.
3. A local crime boss is now your enemy.
4. You find yourself with a chair in your hand facing a surly-looking woman, who is also brandishing a chair. A crowd incircles you both, shouting.
5. You awake to find yourself handcuffed to the town drunk.
6. You now have a triangular silver piece with strange symbols on it.
7. You lose 2D20 gold gambling.
8. After several foot races last night, you are now sore and exhausted.
9. When you wake up, you find several maps and journal books unfamiliar to you about the room.
10. In the morning, a bard tells you they are writing about what you did last night.
11. You now own a mean parrot.
12. The fog of last night fades and you find yourself in a rain-catch barrel outside the inn.
13. An earl is now your enemy.
14. You now own a pony.
15. You lost a bet. You have to wash dishes at the inn while yelling, “Rudolfo is the best!”
16. Flying through the inn’s window has left you with many cuts and gashes.
17. You regain consciousness at the head of a wagon full of excited children all shouting your name in unison.
18. You seemed to have joined a gang. At least, that is what you’re told by the recruiter.
19. You are awakened by dozens of cats licking your face.
20. You won a bet. A local has to walk in front of you and shout, “Make way for the honorable one!” for the rest of the day.
21. The town guard comes by in the morning and asks if you know anything about the overturned statue.
22. You win 2D10 gold gambling.
23. In the morning, the innkeeper informs you that there is now a 100 gold piece bounty on your head, and you should probably hide.
24. Climbing to the third-story window of the inn was a bad idea. You are sore all over and one ankle is swollen.
25. You find a hammer engraved with “Hernfelin” among your belongings.
26. You now own a silk dressing gown.
27. You find yourself on top of the inn’s largest table. Everyone is looking at you expectantly.
28. You won a ship in a card game.
29. You awake in a field to find yourself covered in beetles.
30. You find three books in your backpack.
31. You awake lying next to a burning pile of trash.
32. You now own an ancient clay tablet.
33. You overheard several thugs say they are trying to force a family off their land.
34. You find an elven brooch in your backpack.
35. You notice that 3D20 gold pieces are missing from your pouch.
36. You now own a monkey that likes to steal shiny objects.
37. You wake up in a blacksmith shop. A smith tells you it will take a few days to finish what you ordered.
38. You awaken as a dwarf slaps you on the back. She says that was a good one.
39. You wake up at the bottom of a dry well.
40. There appears to be a map drawn on the palm of your hand.
41. You won a house in a card game.
42. You won a bet. You will now receive free meals at the inn for 1D4 days.

Carousing #2

43. For disorderly conduct, you are sentenced to wear a bridle that prevents you from talking for a day.
44. You wake up lying in a washtub in a room you do not recognize.
45. You wake up in a pile of potsherds outside of town.
46. You now own a lizard.
47. A gambling debt was paid to you in the form of a bundle of old maps.
48. Your gambling winnings include two riding horses.
49. Your exploits are now the stuff of legend. Folk songs make their way around to different inns in the region telling of your deeds.
50. You remember partying at an inn but notice quite a few bumps and bruises on your hands and face.
51. You've gained the favor of the mayor.
52. You wake up dressed like a chef.
53. You wake up in the morning to realize you have been kidnapped.
54. After chatting with friends and drinking a round or two you retired to your room early and slept like a baby.
55. You lost a bet. You have to stand on your head while singing a children's song in front of all of the inn's patrons.
56. You wake up feeling alive and rejuvenated but have no memory of what happened last night.
57. A duke is now your enemy.
58. There is a small tin ring lodged on your left pinky.
59. A local merchant is now your enemy.
60. You wake up in a bog outside of town. Next to you is a large dead bear.
61. You discover you are wearing a silver necklace in the morning.
62. You have angered a gang.
63. You lost a bet. You have to ride a donkey around town with a sign announcing the inn has the best lager in town.
64. For disorderly conduct, you are sentenced to confinement in a cage suspended from a pole at the crossroads outside of town for a day.
65. You find a key in your belongings.
66. You win 2D100 gold gambling.
67. You wake up to find your boots missing.
68. After last night, all the miners in town treat you as some kind of hero.
69. You now own an old push cart.
70. You now own an old wood shed on the outskirts of town.
71. For disorderly conduct, you are sentenced to wear a sign that says, "I'm a drunkard," for a day.
72. You are thrown into jail for 1D12 days for disorderly conduct.
73. The brawl was glorious for a while, but now you are hurt and the innkeeper is demanding damage costs from you and a few others.
74. There is now a tattoo of a green dragon on the back of your left hand.
75. You wake up in a small cave and notice you're sleeping next to a bear.
76. You wake up wearing a sash that says, "Best Singer."
77. You gave it a valiant effort but couldn't jump the ditch. You are now covered in slimy smelly water.
78. You wake up hanging upside down in a temple. There are priests around you performing a rite.
79. A gambling debt was paid to you in the form of a deed to an inn in a nearby town.
80. You find a golden locket inscribed, "For all the good times. From KOG." in your pocket.

Carousing #2

81. After destroying public property you have been sentenced to be locked in public stocks for a day.
82. You win 2D12 gold gambling.
83. You won a bet. A dwarf who made the bet with you now has to wear a donkey mask for the rest of the day.
84. You learn a group of goblins is going to attack while everyone is drunk.
85. The next day whenever someone greets you, they shout, "Hoho, hehe, lolo!" and then slap you on the back.
86. You awaken to find a note in your hand. It reads, "Meet me at the old silver mine to get your reward."
87. You are thrown into jail for 1D6-1 days for disorderly conduct.
88. The symbol of a trumpet has been branded on your arm.
89. The innkeeper has confiscated your weapons and says, "Wait until the town guard arrives."
90. You wake to find several town guards in your room. One of them says, "Yup, that's the one."
91. You are thrown into jail for 1D4 days for disorderly conduct.
92. Consciousness finds you clinging to the top of a flagpole.
93. You wake up to find yourself sitting in a chair on top of a ladder. A laughing crowd is trying to throw eggs at you for you to catch. Based on the condition of your clothing and hands, you haven't been doing a very good job catching them.
94. You learn that a gang is planning to burn down the inn while everyone is partying.
95. The nice people you met last night turned out to not be so nice. You were robbed of all your gold.
96. You have angered a merchant.
97. Among your belongings is a wrapped package. If shaken, it explodes 3D6 damage. If opened, it contains a spell scroll.
98. You now owe a local baker four days' work.
99. You wake up wearing an important official's uniform.
100. You fade back into the land of the living at a table in an inn. The woman sitting across from you seems to be waiting for an answer.



Rumors and Odd Jobs



Rumors and Odd Jobs #1

1. The mayor is hiring adventurers to look into reports of bandit activity around the ruins in the forest.
2. The innkeeper and the mayor had a serious argument the other day.
3. A local potion shop is paying for rare specimens.
4. A band of mercenaries is camping in the woods.
5. Everyone on the south side of town seems to be having the same dream as each other.
6. An old traveler has been camped outside of town for about a month because their mule died.
7. Supposed to be a big storm soon.
8. A mercenary unit is looking for fresh faces to fight in a far-off war.
9. The town's tinker has created a mechanical vehicle that's not powered by a horse.
10. A secretive group is gathering for "meetings" one night a week in the basement of the general store.
11. Highwaymen are working the north road.
12. Some say the old horse in the field behind the inn can talk.
13. A band of slavers plans to ransack the town and kidnap the children.
14. The town's only fletcher is thinking about moving to another town.
15. The townsfolk believe that the strange old lady who moved into the abandoned house just outside of town is an evil witch who plans to curse the town.
16. A flamboyant bard passed through town recently. Now, the town is overrun with rats.
17. A new temple is being built in town. Some say that the old gods are not pleased.
18. The baker's cat ran away.
19. Some great star alignment is going to happen soon.
20. A tailor is looking for unique fabric and is willing to pay well for it.
21. A group of pickpockets is targeting the market district.
22. A runaway cart smashed into the side of the inn. The innkeeper is willing to pay a premium to get it fixed quickly.
23. A statue was stolen from the city square several nights ago. Strange tracks were left behind.
24. On a nearby mountaintop is a hidden treasure.
25. After an argument at the inn a couple of nights ago, one of the people involved has disappeared.
26. A new merchant is thinking about moving to the city.
27. Local merchants have created an exploration company. They are hiring adventurers to lead expeditions.
28. A lot of digging is going on around the bowyer's shop.
29. The innkeeper is hiring a bard.
30. A robber baron is expanding their territory, and people are afraid to travel too far from town.
31. The town is choosing new leadership soon.
32. Four teens left town a week ago after buying rope and rations. Now, their parents are offering a reward to anyone who finds them.
33. The inn was built on an old graveyard.
34. The general store is selling adulterated wheat flour.
35. A dead body was found in an alley this morning. A map was in his pack.
36. A miracle worker is said to be traveling from town to town gathering followers.
37. The inn is losing money badly.
38. A wizard is offering gold pieces for books.
39. There will be wildfires this year.
40. A paladin is recruiting adventurers to explore caves recently discovered near the town.
41. Wreckage of a boat was found floating downriver. Supposedly there was a logbook.

Rumors and Odd Jobs #1

42. There's been a lot of nighttime activity at the armor shop.
43. The town's "village idiot" as they call him, is said to have recently become possessed by a demon.
44. All the dogs in the village keep disappearing at sundown. They return the next morning.
45. The bookshop owner has a list of rare books she is trying to find.
46. Some say the mayor's daughter ran away.
47. The circus is coming to town. It is said that this particular circus is quite "unusual."
48. One of the town guards said the captain of the guard is stealing funds from the guard.
49. A sword-swallowing troupe is looking for fresh talent.
50. There will be a war between the kingdoms this year.
51. A fired server threatened to destroy the inn.
52. The crown prince is touring the land.
53. A warrior is threatening to burn the entire town down.
54. Lots of royal messengers have been passing through lately.
55. Several disappearances were reported after a ship left port the other night.
56. The mayor was given a key that is said to open ancient gates near the town square.
57. It is said there is a secret tunnel under a statue near the town square.
58. A lost child was found with a spell book and a wand. The authorities don't know what to do.
59. There's a wizard in town who is offering "free samples" of magic spells.
60. The mayor is ill, and the doctors are baffled.
61. Several nobles have gone missing.
62. A lumber camp is hiring hands to cut timber on the mountain slopes.
63. The inn is up for sale.
64. A merchant is offering rewards for artifacts from the ruins near the swamp.
65. The Macabre & Oddities shop has a unique mummy on display.
66. The inn's best chamber is haunted.
67. The brewery is going to introduce a new lager.
68. Several strangers are trying to find out the strength of the town guard.
69. The strange rock formations outside of town are collapsing.
70. The festival is out of control and the mayor is powerless to restore order.
71. A strange little beggar girl is said to have the gift of prophecy.
72. The shopkeeper at the general store said the old hermit didn't come into town for supplies this week.
73. A farmer outside town is said to have a goose that lays bejeweled eggs.
74. A merchant ship didn't arrive last month and is thought lost. The owner is hiring people to search for it.
75. The divination shop owner has been very agitated lately. He keeps muttering something about the "end of the world as we know it."
76. An angry old wizard said he would "teach the town a lesson" and then disappeared.
77. Several criminals were driven out of town the other day.
78. One of the servers at the inn is looking to hire a bodyguard.
79. Several of the servers at the inn are going to quit soon.
80. The king's wizard ran away with the princess.
81. Several groups are plotting to overthrow the town leadership.
82. The king had a falling out with some nobles.
83. A disease is spreading from town to town.
84. The big festival may have to be delayed this year. But no one knows why.
85. A young boy claimed to witness a fox wedding in the forest.
86. The abandoned castle on the top of the hill is said to have a trapdoor that will lead you to the land of the dead.

Rumors and Odd Jobs #1

87. It's wetter than normal, isn't it? Seems like a lot of rain already this year. The river seems high too.
88. An ogre was spotted coming down from the mountains.
89. An elf is coming to the inn every night for a week asking if any travelers have arrived.
90. Rangers are gathering at an inn. What could it mean?
91. A strange smell is coming from a weapon shop.
92. A half-orc is hiring hands for a journey into the mountains.
93. A blight is spreading among farms and villages.
94. A dangerous animal escaped from the carnival a week ago and is still at large.
95. A criminal is being executed tomorrow.
96. All the children of the local village are complaining that there is a monster in their closet.
97. A rock fell from the sky and crashed through the roof of a house.
98. One of the ladies in town is said to have given birth to a baby with tiny wings on her back.
99. An ancient scroll was found under a stone in the town square.
100. Outlying farms are being raided by orcs.



Rumors and Odd Jobs #2

1. A group of goblins is moving this way.
2. A nearby town discovered buried treasure.
3. The nobles are angry with the queen.
4. A band of wild highwaymen has taken over the inn and kicked out the owner. She is pleading for help getting her inn back from them.
5. Ruins were discovered in the hills a two-day walk from the city.
6. The villagers say that the next village over has been cursed with bad luck, and no one will buy or trade with that village anymore.
7. A group of adventurers was supposed to return to town a month ago but they never returned.
8. A man at the tavern says that the secretive widow at the edge of town is raising chickens that lay golden eggs.
9. The entire town has been taken over by monkeys. They are running amok and wreaking havoc. The town has raised a large sum of money as a reward for the one who can get rid of the monkeys.
10. A blacksmith is hiring workers to open up an old mine.
11. The miller's son and the innkeeper's daughter are in love.
12. Whispers say a rival merchant paid an arsonist to burn down several rivals' shops.
13. Travelers claim they saw a large group of gnomes examining trees in the forest.
14. A hunting band of orcs was seen in the forest.
15. Dragon scales are washing ashore along the river banks.
16. Someone has been stealing the old widow's pies off of her windowsill.
17. People say the spirit of an elf princess is appearing in the town square on certain nights.
18. The toymaker was overheard screaming at a customer.
19. Two horses were stolen out of the stable a couple of nights ago. The stable boy was knocked out.
20. A wizard is building a library in the woods outside of the city.
21. A man has been coming to the inn the last few nights trying to hire guards for a caravan.
22. A traveling troupe is kidnapping children as they move from town to town.
23. A nearby watering trough was found filled with blood this morning. The town guard is asking questions around town.
24. A wand shop owner is paying well for rare wood.
25. A drifter is suspected to have set the fire at the blacksmith shop. He's wanted for questioning.
26. A giant red boar is attacking travelers.
27. A riderless horse ran through the street this morning.
28. The owner of the old mansion on the hill hasn't been seen in more than five years.
29. Some say a drought is coming.
30. One of the town's wealthy merchants is hiring adventurers and mercenaries. Whispers say they just acquired a rare map.
31. A wizard has been searching the city for specific items but won't tell anyone what he is doing.
32. Something exploded in the sky off to the south several nights ago.
33. A man carrying a coffin on his back has been seen the last several nights wandering through the streets.
34. A farmer found thousands of dead birds a few days ago.
35. There's a bandit hideout near the town.
36. Fishermen reported seeing a glowing shape zigzagging under the water.
37. A minor noble is trying to build a dam up the river.
38. Traps are set along the forest road.

Rumors and Odd Jobs #2

39. Jewels are being stolen out of nobles' homes. It always seems to be a second-story job.
40. An injured sailor washed ashore clinging to wreckage.
41. A troupe is looking for new actors.
42. Mothers tell their children of the ghost who comes and steals naughty children and whisks them away to the forest. It was supposed to just be a story. However lately, wayward children have gone missing in the night, and some townsfolk have said that they have seen a ghostly figure walking the streets in the dead of night.
43. Two dukes are going to war.
44. The thieves guild is going to attack the merchant guild's headquarters soon.
45. A captain is hiring adventurers to come along on a sea voyage.
46. A group of bards wants to hold a music festival.
47. A legendary library was supposedly located near the town thousands of years ago.
48. A baker ran out of their shop screaming this morning.
49. There are a lot of cats in town recently, aren't there?
50. Vandals have been defacing historical sites around town for several weeks.
51. A baby was born speaking fluently.
52. The old dam is leaking. No one in town seems interested in fixing it.
53. The patrons at the inn are talking about a strangely-dressed merchant, who comes into local towns carrying a tall pole with several small wooden puppets tied to it. He says that, for an exorbitant price, he will place a magic spell on a puppet, and it will do whatever you wish it to do for three days. Then the magic will wear off, and it will just be a child's plaything once again. Nobody believes him.
54. A con man is gathering followers in the poor section of town.
55. The princess of the realm is having terrible dreams about impending doom lately.
56. A diplomatic envoy is being held hostage in a fortress.
57. Someone was murdered next door last night.
58. A gnome is buying a lot of books around the city. People are starting to wonder what the gnome is up to.
59. An art collector has reported a number of paintings have been stolen.
60. Slavers are raiding nearby villages.
61. A wizard is building a tower too close to town.
62. The local children claim that a talking bear waylaid them in the woods and demanded all the toys they were playing with. He said that if they didn't give him the toys, he would eat them. They are all crying because the cruel bear took away all their toys.
63. A Farmer claims he found a giant skeleton in his field.
64. The village is competing with a neighboring village on having the biggest and best holiday celebration. They are even willing to pay large sums of money to ambitious artisans who can bring their festivities to the next level.
65. The king's daughter wants to overthrow her father.
66. A monster lives in the lake.
67. The village weaver claims that someone sneaks into his house and completes his unfinished cloth while he is asleep.
68. Ever since the king appointed the mysterious new advisor, he had been acting strangely. Some believe that the advisor is actually an evil wizard who is controlling the king.
69. There are strange comings and goings at the old manor house. Many of the locals believe that the lord of the manor has joined some sort of cult and is allowing the members to meet in his mansion.
70. The people of the realm say that the queen was a star that fell from the sky. When the young king saw her, he fell in love with her and married her.

Rumors and Odd Jobs #2

71. Lights have been seen at the old mine the last few weeks.
72. A basket was found floating down the river. Supposedly there was a baby inside.
73. The smith's beautiful wife is said to be a swan maiden, who was forced to marry the weaver after he stole her feather cloak. Some think he buried her cloak in the ground under his anvil in his shop.
74. There will be a royal wedding soon.
75. A magic pet shop is opening soon.
76. Travelers claim that the trees in the forest are attacking them.
77. A legendary bird was spotted on the mountain overlooking the village.
78. An insurrection has erupted in the capital. People are being called to take up arms and overthrow the king.
79. Many of the old folk say that there is a magical fountain deep in the woods bordering the village.
80. An old lady has been placing curses on people. She should be driven out of town.
81. All the locals claim that a monster lives in the depths of the lake beside their village.
82. A woman claiming to be a messenger of the gods came into the village and started recruiting people to a quest, she says, was given to her by the gods. She seems to have an uncanny charisma and has gained great influence over many people. The local authorities want someone to investigate.
83. A festival featuring a series of feats of strength is beginning tomorrow.
84. City officials are holding a competition to see who can design a bridge that can cross over the tumultuous river bordering the city. The winner will receive a generous prize.
85. A group of townsfolk are going to move into the hills and found their own town.
86. There is a shipwreck off the coast. The cargo is quite precious and needs to be retrieved before the ship sinks completely.
87. A great dragon has taken over a mighty fortress and is demanding tribute from the towns and villages surrounding the fortress. If they do not pay up, she will burn their homes and crops to the ground.
88. The dispute between the fighters guild and the rangers guild is close to turning violent.
89. The king is ill.
90. On the night of a full moon, if you hear an owl and toss a silver coin into the town's well, your wish will be granted.
91. A large flock of ravens has been hanging around a temple recently.
92. The old half-elf who lives in the cave on the hill is hiring workers.
93. A countess will arrive in town in the next few days.
94. Some say a special merchant caravan will arrive soon.
95. A dragon was seen flying to the north several days ago.
96. The roads around town are in horrible shape.
97. A trapper saw troll tracks in the forest.
98. A strange robe was found in the street this morning. The city guard took it and now there is talk it had blood on it.
99. The locals say that everyone in the neighboring village has been infected with a bizarre dancing sickness.
100. Some men were talking about robbing a jewelry shop.



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