

10,000 INN KEEPERS: I spend a lot of time listening to people

RAP

Everyone ends up at the pub, and the keeper will be the centre of activity, if not the centre of attention. Role as indicated or chose as desired.

d10 Appearance

- 01 Patch over one eye
- 02 Very long hair, braided
- 03 One tooth missing *A
- 04 Slightly overweight
- 05 Tall and skinny
- 06 Lost a couple fingers/a leg in "the war"
- 07 Smiles all the time
- 08 Wears a constantly filthy apron
- 09 Completely bald
- 10 One ear missing; turns head to listen

*A - Possibly replaced with a gold tooth

d10 Personality

- 01 Talkative, even boisterous
- 02 Constantly distracted
- 03 Bitter about life
- 04 Impatient with strangers
- 05 Quiet and observant
- 06 An unabashed flirt
- 07 Life of the party
- 08 Overly serious
- 09 Fundamentally greedy/generous
- 10 Very good at looking the other way... for a price

d10 Specialty

- 01 Brews own beer
- 02 Brews specialty beers
- 03 Only local source of elvin wine
- 04 Only local source of dwarven ale
- 05 Brings in top rated performers
- 06 Dancing girls
- 07 Simple but well-done meals
- 08 Bakes white bread *A
- 09 Desserts
- 10 A talking bar bird *B

*A - A true novelty in a brown-bread world

*B - Knowledge of local hitmen vitally necessary

d10 Information/Secret known *A

- 01 A local radical group uses a room in the inn for plotting their next moves *B
- 02 The heir to the local big man is illegitimate
- 03 The location of an abandoned mine somewhere to the north
- 04 All liquor in town is watered down by at least 33%
- 05 A local fighter/boxer/wrestler is throwing fights, but no one knows why
- 06 Rumours about d6
 - 01 A plot against the local big man
 - 02 A plot against a rival inn keeper
 - 03 A plot of a guild against another
 - 04 An attack/raid which is coming
 - 05 An escaped group of slaves *C
 - 06 An escaped group of prisoners *C
- 07 The local big man's power comes from extorting protection money from local businesses
- 08 The local big man is sick, and his sons are positioning themselves to take over *D
- 09 Keeper is the local big man, but is incognito
- 10 Knows nothing but drops hints to collect bribes anyway

*A - Is the information truly accurate? Does the keeper know that?

*B - Is the keeper sympathetic? Possibly, since space is being made available, but he/she may also be afraid of being accused if he/she reports them; plus, what will they do in retaliation?

*C - Is the innkeeper assisting them?

*D - This could get nasty in a hurry