

## *Adventure Board*

<i>Roll (XdY)</i>	<i>Quest</i>	<i>Reward</i>
1-4	Escort person X to destination Y.	A large sum of money.
5-8		Favor with a person, organization or the general public. May include some pay.
9-11		Fame.
12-14		Property.
15-18	Transport item X to destination Y.	A large sum of money.
19-22		Favor with a person, organization or the general public. May include some pay.
23-25		Fame.
26-28		Property.
29-32	Gather X amount of item Y.	A large sum of money.
33-36		Favor with a person, organization or the general public. May include some pay.
37-39		Fame.
40-42		Property.
43-46	Kill X amount of creature Y, and bring back item Z from each as proof.	A large sum of money.
47-50		Favor with a person, organization or the general public. May include some pay.
51-53		Fame.
54-56		Property.
57-60	Kill person X and bring back item Y as proof.	A large sum of money.
61-64		Favor with a person, organization or the general public. May include some pay.
65-67		Fame.
68-70		Property.
71-74	Rescue person X and bring him/her back to person Y.	A large sum of money.
75-78		Favor with a person, organization or the general public. May include some pay.
79-81		Fame.
82-84		Property.
85-88	Retrieve item X from person Y and bring it back to person Z.	A large sum of money.

89-92		Favor with a person, organization or the general public. May include some pay.
93-95		Fame.
96-98		Property.
99-00	Another adventuring party is on the same job and competing with the players. Roll again to determine the job, ignoring a result of 99-00	

## Tasks

### *Escort person X to destination Y.*

The PCs are tasked to ensure safe travel for one or more NPCs from one place to another, or to a chain of locations. This includes escorting settlers, merchants, nobles, missionaries, prisoners and tax collectors.

### *Carry item X to destination Y.*

The PCs are tasked to safely transport one or more items from one place to another, or to a chain of locations. This job includes escorting magic items, holy relics, art objects or collected taxes.

### *Gather X amount of item Y.*

The PCs are tasked to acquire a given quantity of a certain item for an NPC, often for her professional use. This includes gathering herbs, insects, venomous snakes, gemstones, precious metals, etc. Note that items which are simple and safe to acquire will warrant reduced rewards.

### *Kill X amount of creature Y, and bring back item Z from each as proof of the kills.*

The PCs are tasked to exterminate certain creatures, and to bring back proof of their kills. This typically involves slaying creatures and monsters which are plaguing the denizens of a given area (such as natural predators, humanoid invaders, and supernatural menaces). Note that the reward is typically given per piece of proof brought in.

### *Kill person X and bring back item Y as proof of death.*

The PCs are tasked to kill a person and bring back proof of that person's death. On a public job board, this usually means hunting down an outlaw, or the leader of a group of humanoids (such as the garrison commander for the hostile neighboring military, or the leader of a tribe of barbarians raiding the territory).

### *Rescue person X and bring him/her back to person Y.*

The PCs are tasked to free a person or group of people who've been kidnapped or imprisoned. On a public job board, the person has usually been unlawfully imprisoned (or imprisoned lawfully in a neighboring civilization with harsher laws).

*Retrieve item X from person Y and bring it back to person Z.*

The PCs are tasked to acquire an item from a given person and bring it back to someone. This can be as simple as being sent to purchase an item for the employer, or it can involve having to barter services for the item, or even stealing it.

## ***Rewards***

*A large sum of money.*

The job pays well . . . perhaps too well. Did the PCs simply hit the jackpot? Or is the job more dangerous than they've been told? Perhaps the job has a tight time limit to complete it. Or maybe the employer is secretly asking them to perform a criminal act.

*Favor with a person or organization (or the general public).*

Completing the job earns the PCs the favor of a person, an organization or the general public. If you're using the optional reputation rules in the Dungeon Master's Guide, the task grants 1d4 reputation points to everyone in the party. The job may offer some pay in addition to the favor the group gains. The group may refuse the pay to receive one additional point of reputation.

*Fame*

The task is important to many local people. For example, a person to be rescued may be a local hero, or an item to be gathered may be needed to stem the tide of a regional illness. Completing the task will make the PCs famous in that locale.

*Property*

Upon completion of the task, the PCs will be awarded a piece of property. This can be a home in town that's been abandoned, a plot of farmland with no heirs to it, a mine whose output has ceased due to monster infestation, etc.