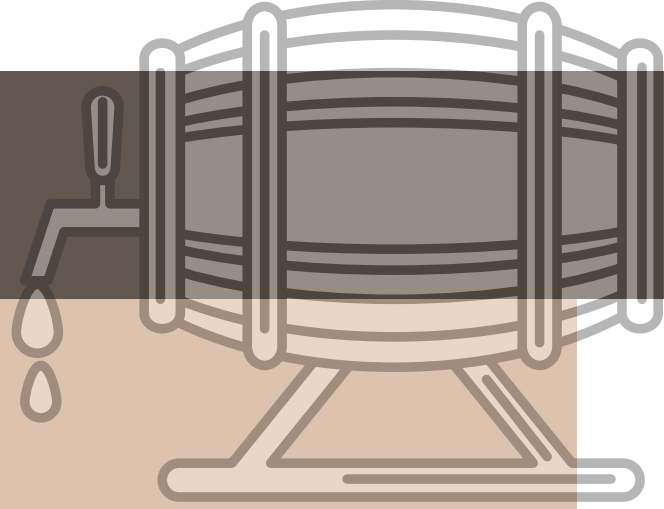


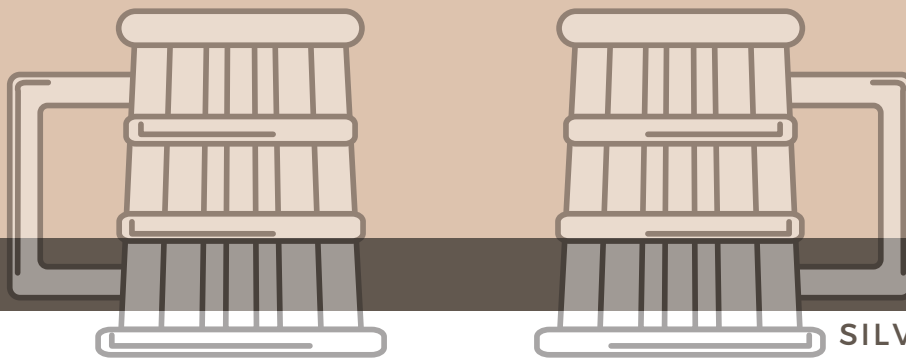
# NOT A TAVERN !

## A SILVER DICE SOCIETY TABLE

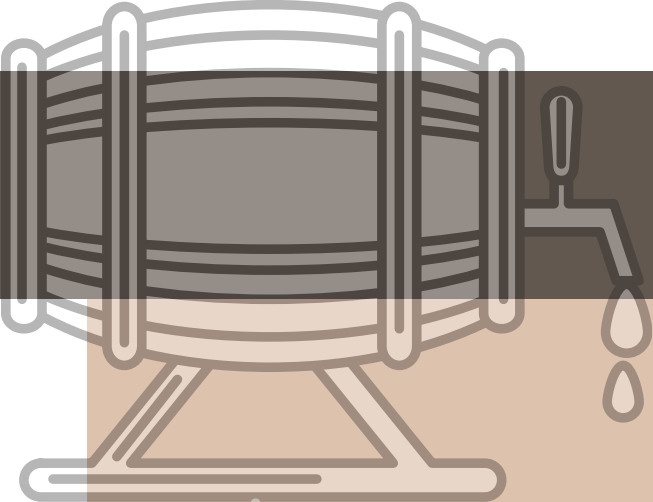
Choose a number, roll a d20, or just get inspired by our list of alternative, action oriented, openings for your next campaign:



#	OPENING:
1	The boat you've hired brushes against some rocks in a storm and starts taking on water.
2	You are all trapped in the same cell awaiting trial and probable execution for a crime none of you have committed.
3	A scream erupts from the center of the market square in which you all stand.
4	The road ahead is blocked by a large carriage that has been overturned and abandoned.
5	You meet in the hallway of the Inn at which you're all staying when it catches fire in the middle of the night.
6	As you enter the main hall of the wealthy patron who summoned you, you find yourselves locked into a zone of magical silence.
7	All of one item (weapons, rations, etc.) are stolen from each of you with only a glimpse of a figure who might be carrying them off into the woods.
8	A storm rages outside pushing you into the same building for shelter, as the building starts to flood pests run out of the basement and attack.
9	You all meet in a clearing after taking what you thought was a simple detour but turns out to be a complex maze.
10	A train crash leaves all but the small group of you dead, far from your destination and surrounded by trees and snow.



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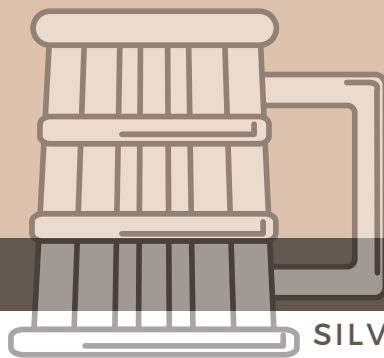
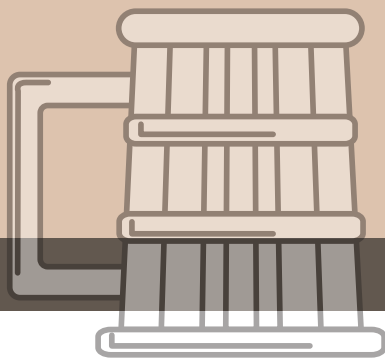


# NOT A TAVERN !

## THE TABLE CONTINUES

Choose a number, roll a d20, or just get inspired by our list of alternative, action oriented, openings for your next campaign:

#	OPENING:
11	You wake in the early morning to find your guide's tent now contains a snarling beast.
12	A bridge has been completely destroyed and you must reach the other side of a river/chasm to get to your collective destination.
13	You are all invited to the same location only to find it has been long abandoned.
14	You are all thrust into quarantine together after exposure to a dangerous magical disease.
15	Traveling through the desert you encounter each other when you all follow the same mirage off your paths.
16	You all happen upon a murder scene moments before a pair of guards do. They believe your group collectively responsible.
17	A giant has captured and tied your group to each other, he hangs you in his home with the intention to eat you later.
18	After being sent into a mine to rescue someone/find something you are trapped when part of the rock collapses behind you.
19	You have each lost track of a companion only to run into the other party members, you later realize you are all describing the same lost person.
20	You meet in an ancient library, each seeking the answers to a burning question, as you all enter the same section books begin to fly off the shelves.



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