



# 1020 COLLECTABLE BOUNTIES

"You'll earn 50 silver for their body, warm or cold, and another 50 if you don't ask any questions."

## I. WANTED

- 1;1 {Grebel} A droopy-eared goblin caught stealing food from the orphanage {caused 1d4 orphans to starve}
- 1;2 {Ludo Greebrow} A fast-talking beggar who "cheated" a mafia boss in dice and made off with the winnings
- 1;3 {Velyin Lyrestring} A half-elf con-artist parading as a circus master who tricked the mayor into hiring their show for an upcoming festival {Velyin and his fictitious circus never showed}
- 1;4 {Marko Brandybelt} A lazy and opportunistic satyr whose been putting merchants and other travelers to sleep with their fey magics and robbing them of their coin {since nobody has actually seen the satyr before falling asleep, it's believed the wanted culprit is an escaped witch}
- 1;5 {Greggor Blackshiv} A widely respected soldier who caused the massacre of their unit when they abandoned their post {Greggor witnessed their commanding officer ordering the unit to commit war crimes and is racing back to the capital to alert the queen}
- 1;6 {Martyr} A mustache-twirling tiefling who a noble family is convinced is the same devil who cursed their bloodline 2 generations ago {they aren't, they just happen to have the same style of facial hair}
- 1;7 {Abbeth Swansong} A recent wizard college graduate who was thought to be "the chosen one" but instead immediately started abusing their enchantment magics to get rich
- 1;8 {Dung} A rancid bugbear who runs on all fours and has been seen stealing kills from hunters' traps {they've also killed a few hunters, but the surviving hunters don't seem as upset about that}
- 1;9 {Zarah Spellcrop} A beloved and elderly farmer who is on the run after murdering a neighboring farmer in cold blood {the murder was actually committed by a hag's scarecrow hiding in Zarah's field}
- 1;10 {Blibble Bongbottom} A gnome alchemist discovered to be crafting necrotic gas bombs for a mysterious necromancer {the necromancer is actually a lich who promised to bring Blibble's family back from the dead in exchange building them weapons of magical war}
- 1;11 {Sclade} A massive crocodile-like lizardfolk whose been devouring every man, woman, and child attempting to cross the river by ferry
- 1;12 {Robin Greenwood} A troublesome young ranger wanted for the attempted assassination of the mayor {Robin discovered the mayor leading a cult ritual in the woods and tried killing them then and there}
- 1;13 {Viv the Heirless} A child-snatching doppelgänger caught shape shifting in the outhouse {nobody has been allowed to leave town since the shape-changer was discovered, so the town is certain they're still there somewhere disguised as any one of the townsfolk}
- 1;14 {Dilbil Gutterfoot} A pathetic halfling rat catcher caught breeding rats in order to drive up their rates and

- keep them in business
- 1;15 {Ronnie Applebark} A towering human logger who went mad and killed a dozen of their fellow loggers before fleeing into the woods {Ronnie has been cursed with the sap of a dryad witch who wants the loggers out of her forest}
- 1;16 {Moiha Finbrook} A remarkably skilled half-elf fisher accused of stealing a rival fisher's lucky hook collection {she didn't, the other fishers just want her gone since she keeps catching all the best fish}
- 1;17 {Qahruuk the Coin Breaker} An infamous half-giant fighter known for having punches strong enough to flatten silver coins and now on the run when it was discovered they'd rigged all of their fights
- 1;18 {Shamus Cleanbar} A frail and hospitable elf tavern keeper accused of running an illegal fighting ring in their tavern's cellar {Shamus is actually a master martial artist who was banished from their monastery for being too violent}
- 1;19 {Brook Prayershell} A human bounty hunter who killed an innocent merchant she mistook for the escaped serial killer she'd been sent to fetch dead or alive
- 1;20 {Kyler Poxwalker} A plague-ridden human grave digger caught carving defacing graves with strange eldritch runes {Kyler recently made a pact with an eldritch deity who promised to cleanse him of his ailments if he helped them raise an undead army}

Campaign/Session Notes Here