

The Local Notice Board

Most cities have a notice board with announcements and chores. Even if the characters opt-out of the board's missions, the board shows current events, the people involved, and the rumor mill.

Public Announcements

The government place announcements on the notice board.

- **Land Dispute Settled.** A land dispute between two local landowners has been settled. Both have reason to be discontent, but the settlement seems to favor one of the owners.
- **Land Development and Road Work.** The government is planning new roads and develop a new area. The area is declared safe, the rumors of monsters and brigands are untrue, and every precaution is taken to ensure the citizens' safety.
- **Missing Persons.** Some named individuals are missing. Information about their whereabouts or events before their disappearance is wanted. On an unrelated note, the government denies any cultist presence in the city.
- **Sewer Repair Completed.** The rulers are happy to announce that the sewers and underground tunnels are repaired, and there never was anything to the malign "monster attacks" rumors. Anyone spreading false tales is subject to prosecution.
- **Stronghold Opportunities.** The government needs to reinforce the domain's borders and endorse new strongholds established by loyal citizens at their own expense. The rulers strongly deny any land disputes with their good neighbors.
- **Upcoming Festivities.** News and announcements regarding forthcoming seasonal or religious festivities are on the notice board. Additional security, laborers, chefs, bards, and artists are wanted.

Bounties

The local law enforcement offers bounties on behalf of the rulers. Dead or alive depends on the crime and attitudes of the local government. Proof of allegiance, identity, or guilt is required. Otherwise, payment may be withheld, or the hunter may even face prosecution.

- **Brigands Return.** Known brigands have been spotted in town buying provisions, then disappearing before anyone took action. This means the brigands are closer than expected and getting bolder.
- **Escaped Criminals.** A local thief and murderer have fled arrest.
- **Poachers and Cattle-thieves.** Someone is stealing livestock and hunt on areas reserved for the nobility.
- **Ruin Exploration.** Recent roadwork and land development have come to a stop as monsters from nearby ruins have killed workers, soldiers, and unwary settlers. Brave explorers are wanted to investigate the ruins at a fair finder's fee.
- **Spies in Our Midst.** The government knows enemies have spies in the settlement and even the noble court. Testimonies and information about these treasonous people are richly rewarded. Actual evidence even more so.

- **Spies in the Wilderness.** Enemies watch from the wilderness and need to be driven off and preferably captured. Bonuses are offered for the names of their local contacts and informants.

Private Requests

Private citizens and various local factions use the board for announcements. Among the small doings of everyday folk, there may be opportunities.

- **Caravan Guards.** Merchants moving goods between settlements needs new trustworthy guards.
- **Couriers Needed.** Local factions need couriers to deliver letters and small packages to other cities.
- **Guard Duty.** A local faction requires additional guards "as a precaution."
- **Destruction or Lost Property.** A faction is looking for the perpetrator of stolen or destroyed property. In addition to the city watch's competent investigation, the faction promises a reward to anyone who helps solve this vile crime.

People

All sorts of people hang around the notice board. Local factions like the thieves' guild, city guard, mage guild, merchants, and noble houses keep a close eye on any strangers studying the notice board.

Rumors

The notice board is an excellent place to pick up rumors. People comment on the postings, and while the posts often are lies, people speak the truth among themselves. This is where you find the true face of the settlement.

- **Brigand Armies and Enemy Troops.** Some believe enemies have moved into the region, either supported by local factions, and the government is too incompetent to deal with it. War is coming, and sensible folk better prepare.
- **Faction Rivalry.** The local factions in question are at odds with each other. The leaders do not get along, and some say threats have been exchanged, and violence occurred.
- **Mage Guild Interference.** The mage guild is suspected of interfering and having a self-interest in local conflicts. It is always wizards, isn't it? Only fools meddle in the affairs of wizards.
- **Monsters in the Wilds.** Scouts, hunters, and travelers on the road report monster sightings in the wilds. Manticores, griffons, drakes, and other creatures have been sighted. People fear a new dragon has moved into the area. Odd shapes prowl about the old battlegrounds and deserted cemeteries.
- **Oppressive Government.** The locals are unhappy about the government. They are either too light-handed or harsh, depending on who you ask.
- **Unreliable Government.** If there is any doubt, people can not rely on the government's support in a dispute. Corruption, bias, and incompetence at every level mean what private security is necessary. The local factions take matters in their own hands, and conflicts are often settled violently.