*Will develop into d100 tables when I think they feel complete*

Academy (Common Events)

* Party member(s) overhears a rumor
* The players encounter one of the several animals that roam campus. They’re quite a common sight.
  + Rosey- a chinook dog considered to be the school dog. Prof. Augustus is most often the one she turns to for food and sleep at night. She’s very sweet and loves attention from all the students.
  + One or a number of the family of burlap-beige pigs that like to wander the campus. Their names are Rumble, Fumble, Tumble, & Jumble. They like to go to the food carts for snacks and to Donna’s at night for dinner scraps. Some of the 3rd-4th year students might be seen petting them- mostly in the form of belly rubs.
  + A tressym that’s more elusive in nature- mostly of the other roaming beasts but also most students. Most often he’s seen on the rooftops of the many buildings on campus- watching the students below with judging eyes. If none of the other animals are around, he will rarely snuggle up to the leg of a person it perceives as good-hearted and believes will treat him respectfully. His name is Ferdinand- though most students don’t know that it’s the name he gave himself. One of the professors asked it some time ago and passed the fact around campus. He’s never anywhere near the Fudacker’s cart.
* The calls of the local indri (lemurs) fill the surrounding area. Stories of the young fey spirits linger from those who rejoice in scaring the new students that don’t know any better.
* (spice house lady) arrives in giant osprey form to drop off some spices
* Flock of \_\_ are wandering the school grounds, looking for the chance to steal students’ food

Academy (Uncommon Events)

* Students crowding around something
  + Students having a (very briefly lived) magic fight
  + Students showing off the spells they’ve learned
  + Students having a showoff (music, dance, juggling, etc.)
* A monkey runs by with a wand in its mouth… shortly followed after by a student chasing it
* One of the party hears the scratching of some kind of animal somewhere in the floor or walls of their dorm
* Some neighboring dorm students come knocking because…
  + They think their dorm is haunted and want to stay the night
  + They’re looking for another team to play (splatterball) with
  + They’re inviting the party over to a bonfire
  + One of their pets (or magical creature they’re taking care of for class) has gone missing and they’re asking if the party’s seen it

Rumors

* (Prof 11) is actually a witch (false…?)
* Young fey trickster spirits lurk in the woods around the school. Sometimes you can hear their mad, playful yelps before they leap out from the trees to take people away (actually indri).
* There’s a haunted house down an overgrown path on Mawside – **Haunted House**
* In the middle of the farm fields is a large greenhouse filled with spice plants tended to by an old gnome woman – **Spice House**
* Sometimes you can hear a flute playing coming from the direction of Prince’s Peril – **Fife Field**
* There’s an arcane marvel tucked away near the middle of the Woodland Loop – **Hermany Mural**
* There was once a small fishing hamlet that once thrived somewhere on Jagged Jaw Coast – **Village Ruins**
* The shrine of a forgotten deity lies forgotten somewhere in the Mawside woods– **Shrouded Statue**
* \_ – **Mysterious Shack**
* Somewhere in Wameda Bay is a secluded fishing dock rife with rare and unusual life – **Willowalk Pier**
* \_ – **~~Grey Mirror~~**
* \_ – **Staff in the Stone**
* Somewhere in Center, a forest spirit hides in the woods – **Lachrymose Grounds**
* \_ – **Volcano Caverns**

Townside

* Ibis
* Flamingo
* Toucan
* Warthog
* Sika deer
* Tressym
* Faerie Dragon
* A random trinket

Center

* Ibis
* Flamingo
* Rhea
* Ducks (black-bellied whistling ducks or torrent ducks)
* Warthog
* Antelope
* Tressym
* Pebble-oid Chwinga
* A random trinket

Mawside

* Ibis
* Flamingo
* Toucan
* Ducks (black-bellied whistling ducks or torrent ducks)
* Warthog
* Tressym
* Flying Snake
* Jaculi
* Faerie Dragon
* Griffin (parrot/jaguar)
* Datura plants hanging down from a tree near the path (poisonous via ingestion!)
* A tree near the path that has been heavily splintered in some way
* A random trinket