

The Book of Random Tables

QUESTS 2



Matt & Erin Davids

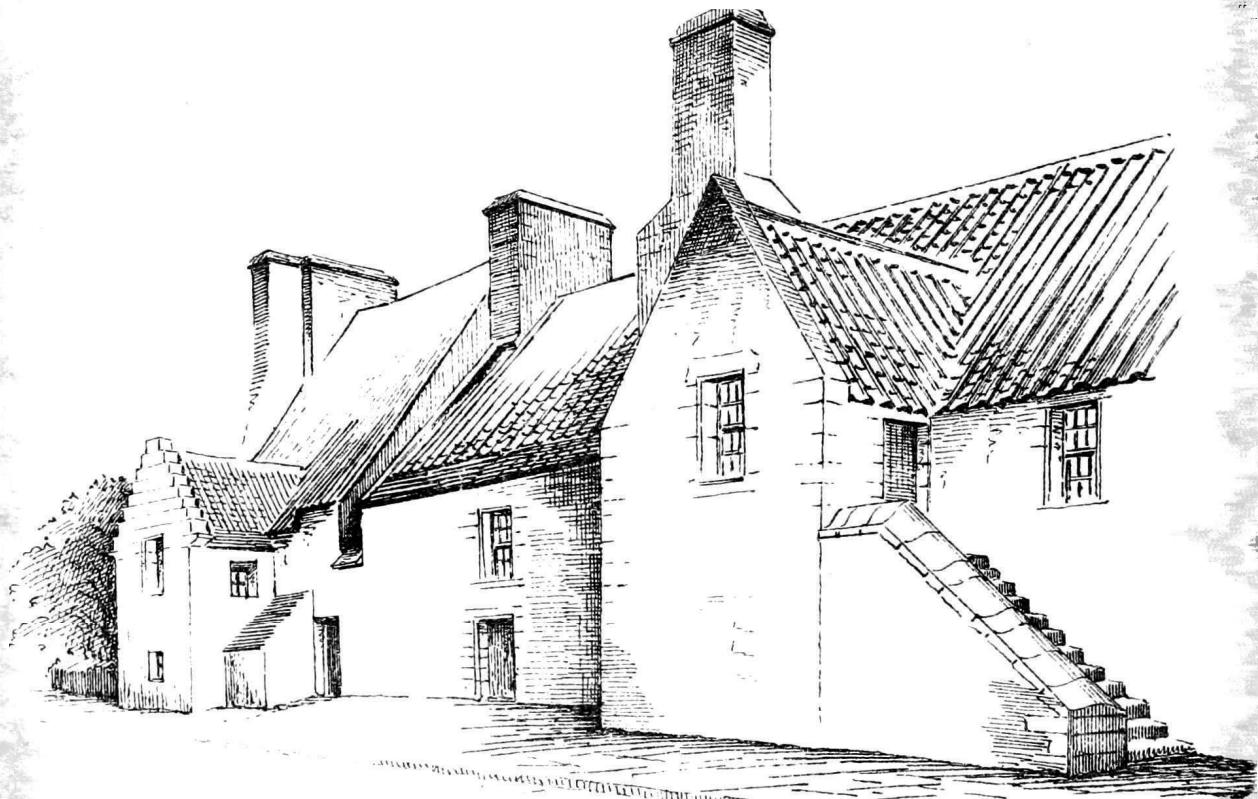
The Book
of
**Random
Tables**

QUESTS 2

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How to Use this Book

The one thousand adventures or quests for fantasy tabletop role-playing games in this book add flexibility to the gamemaster's toolkit. The purpose of this book, just as the first book of quests, is twofold.

First, these adventure ideas help gamemasters cut down session prep by providing hooks and situations quickly. Our time is one of the most important resources we have, and we should not be wasting it. Second, these quests are kindling for the gamemaster's imagination. These ideas are meant to help fan the flames of creativity.

The quest ideas in the book are arranged by a broad topic and are placed in D100 random table formats. The ideas can be used in a variety of ways.

A gamemaster can roll randomly on a table or select ideas based on their preference. The ideas can be springboards to new campaigns or side quests or storylines that are weaved into an existing campaign. The ideas can be used as-is or mashed together to suit gamemasters' needs.

The tables of ideas are Curses, Deserts, Disasters, Dragons, Dwarves, Fighter Guild, Ghosts, Halflings, Mountains, and War.

Each table is developed around a general controlling idea to help gamemasters determine what ideas are appropriate for their campaigns or sessions. Some of the quests are basic concepts and others are more detailed. This was done on purpose to provide a variety of adventure ideas with difficult scopes.

It is my sincere hope that this little book inspires thousands of epic quests.

*Matt Davids
11/11/2020*

Curses



Curses

1. The queen has been cursed. Now, if she touches someone they will die. The court wizard claims to have heard of this kind of curse and asks the party to find a cure.
2. An evil witch cursed the only daughter of the queen with madness. The queen will give nearly anything to have the curse broken and her daughter healed.
3. A cursed ring is turning a man into a tree. His family asks the party to help break the curse.
4. An entire town has been put to sleep by an evil wizard's curse. To restore the town, the party must track the wizard to his secret hideout and read certain words from his spellbook.
5. A sea captain has been cursed, and now she can never leave her vessel. Help her sail to a faraway land. There, in a sacred lagoon, she will need to catch a silver-scaled fish and eat it raw. Then the curse will be broken.
6. The party members are all turned into children. The curse can only be broken if they drink from a sacred pool deep in the forest.
7. The party is shrunk to about one inch tall and placed in a cage by an evil sorceress. They must discover a way to free themselves, rappel down the table leg, and traverse the sorceress' laboratory to get to the antidote on the other side. All the while, they must dodge the resident cat and raven in addition to surmounting common items that are now obstacles.
8. A town official needs help getting out of a cursed coat. She says it was a gift from an old friend.
9. An evil wizard put a curse on the graveyard. Now the dead are waking. Find the wizard and break the curse.
10. The party is cursed to appear to be old to everyone around them. They can lift the curse by helping some people who are actually old.
11. The mayor of a town hires the party to find out who cursed their granaries. The granaries keep on spitting out the grain and saying, "Ptooey!"
12. A king hires the party to discover why his land has been cursed. He fears it was something he did when he was young. However, more dark secrets are at work in the land.
13. The party is cursed with clumsiness. They bungle small things, drop items, or bump into walls. Standing on their heads while reciting a poem at the mouth of a river breaks the curse.
14. A wicked witch cursed an entire town with blindness. Now, she seeks to drive them all out of their homes. Help them find a way to break the curse and kill the witch.
15. A professor hires the party to look into the disappearance of one of her students. The rumors around the university say the student was cursed.
16. An angry fisherman cursed the lake nearby the town. Now, all the fish are dying. Find the fisherman, determine how he cursed the lake, and find a way to break it.
17. After opening a tomb, the party is cursed. They become ill and will meet a terrible fate. They need to translate ancient runes and quickly discover how to break the curse.
18. A witch cursed the king's horsemen and now they cannot dismount. The king is offering a substantial sum for breaking the curse and killing the witch.
19. A hideously pale man approaches the party. He tells them that all hope is lost for him, but they must go to a small village where several people have been turned into vampires. He gives a coin purse full of gold...and delicate purple leaves. He then collapses into a coma.
20. The party is plagued by horrific nightmares until they can return a lost sword to the tomb of its former owner.
21. Someone has cursed the night sky. The stars no longer appear, and navigation by night has become impossible.
22. A goat begins following the party. There is something magical about it. The goat is actually a cursed prince hoping to find help.
23. The party is afflicted with a wasting disease. They will die in two weeks unless they help gather ingredients so a wizard can make a cure.

Curses

24. A noble hires the party to rid his house of a cursed gemstone. The gemstone causes discord, so the party should be wary.
25. A trickster gnome cursed the town's well. Anyone who drinks the water becomes drunk. Track down the gnome and learn how to break the curse.
26. The fletcher hires the party to get rid of a batch of cursed feathers. Catching them all will be the hardest part.
27. A statue in the town center has recently been cursed. Every night, it comes to life and terrorizes, injures, and sometimes kills the locals. The mayor hires the party to deal with the cursed statue.
28. The party is cursed by a wizard to get drunk anytime they try to drink anything. In order to break the curse, the party must fetch a legendary bottle of wine from a faraway country. Only then will the wizard remove the curse.
29. The party receives a cursed magic bow. It refuses arrows to be nocked. If the curse could be broken the bow would be an incredible weapon.
30. The land has been cursed, and no rain has fallen in three years. The party is asked to help break the curse. It is learned that the curse can be broken by salting the clouds.
31. A nobleman believes his beehives have been cursed. They are attacking the local townsfolk. He wishes to hire the party to investigate.
32. A wizard cursed a city with a plague of rats. The wizard is demanding 50,000 gold pieces to lift the curse. The town leadership asks the party to help break the curse or they will be forced to pay.
33. The party members are all aged 40 years. The curse can only be broken if they solve the murder of the innkeeper.
34. A woman hires the party to help her break the curse of lycanthropy. She is afraid that someday she will hurt somebody.
35. The land is racked with terrible storms as a curse for the murder of a helpless wanderer. Find the murderer and break the curse before it is too late.
36. Somehow, a wizard seems to have gotten a curse on his beard. It seems his beard is now trying to get him killed. It gets tangled in machinery or caught in harnesses. The wizard tried cutting it, but it grew back immediately. He wishes to seek out a holy beard oil that can lift the curse, but he wants to hire someone to go with him, just in case he needs to be rescued from his unruly whiskers.
37. A noble hires the party to get rid of a cursed set of armor. However, at the first opportunity, it tries to assemble itself onto one of the party members.
38. A warrior who long ago was cursed with immortality by a dragon hires the party to help break the curse. He has lived too long without purpose and wishes to die.
39. A cursed doll has been terrorizing a small town. Help them get rid of the doll.
40. A young woman approaches the party and asks for their help. She has been turned into a vampire and wishes to be free of the curse. If she can't be free, she wishes the party to kill her.
41. The party members switch bodies. The curse can only be broken if they are all struck by lightning at the same time.
42. Stories tell of a young girl cursed to become a statue. The party enters a village with a statue of a young girl at the center. One of the party members thinks they see the statue weeping.
43. A forest has been cursed. It is now dark and filled with evil creatures. To lift the curse, the party must overthrow a wicked king and his necromancer servant who are rebuilding ruins near the forest.
44. A wizard asks the party to take a cursed ring and throw it into the sea. He commands them strictly not to ever put it on.

Curses

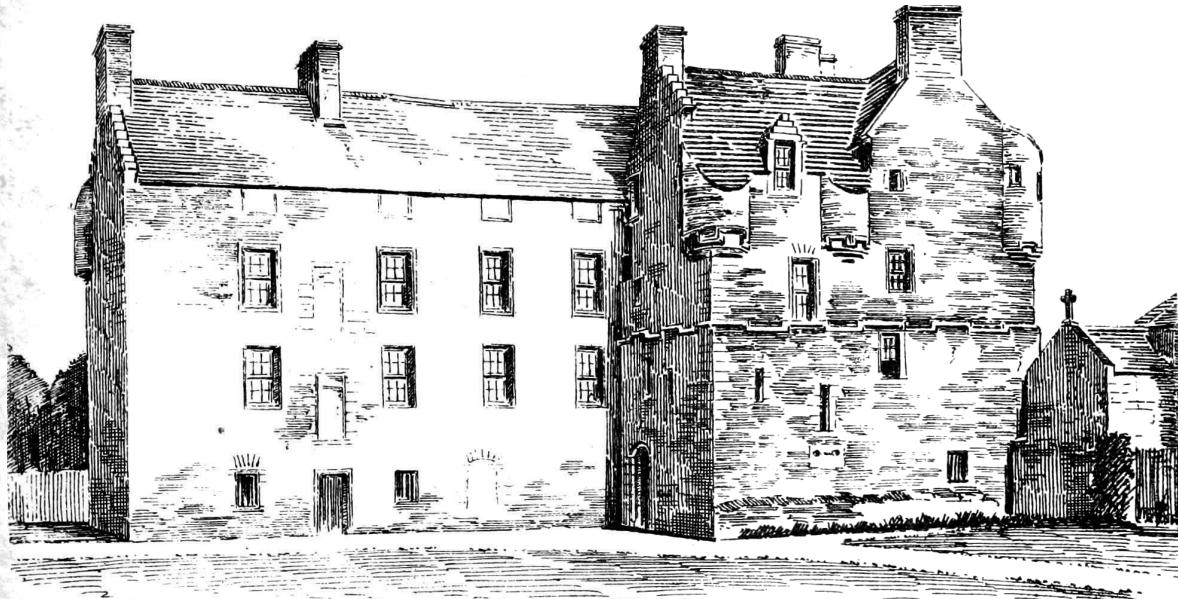
45. A noble house has labored under a curse of lycanthropy for generations. Now, the heir is seeking help to break the curse.
46. A hag cursed a small town, and all of the children fell into trances. The town is begging anyone to help break the curse.
47. A wicked witch cursed a young child. Whenever she falls asleep, she sleepwalks into dangerous situations. Find the witch and discover how to break the curse.
48. The party is infected with lycanthropy. They must break the curse before the next full moon.
49. A sacred chalice has been cursed and now spills its contents every time it is used in the ritual. Take it to a spring of holy water to break the curse.
50. A group of refugees is shunned throughout the land as plague carriers. However, they do not have a disease, they have been cursed. Help them break the curse.
51. An old beggar, who was driven out of town, placed a curse on the townspeople. Now, the townspeople are dying in horrible accidents one by one. The townsfolk ask the party to find the beggar. They will do anything he wants as long as he lifts the curse.
52. A witch has cursed the party so that every time they get wet, they turn into ducks. Find the witch and defeat her to remove the curse.
53. While traveling, the party comes across a lonely manor house. The lord is a hideous beast who says he was placed under a curse.
54. A man runs up and hands a small statue to a party member and runs off. That character is now cursed with a pilfering hand. The curse can only be broken if the party returns the statue to its rightful owner.
55. A prince has a cursed wound that festers and will not heal. He wants someone to take him to a magical healing pool, high up in the mountains.
56. Inadvertently, while a wizard was translating a new book, he read a curse out loud. The curse supposedly will bring destruction to the land. He asks the party to travel to the ruins where the book was found to see how to break the curse.
57. A cursed fireplace poker is chasing the mayor around his office. Help the mayor deal with the problem and receive a reward.
58. A town was cursed and literally frozen under a layer of ice. The party is asked to free the town, which leads them into the frozen north to fight a snow queen and shatter her crystal staff. It is the source of her power.
59. The party is cursed to dream about their worst fear every night. They must face their fear in order to break the curse.
60. There are those who believe that in the sewers of the great city live an accursed people. The party is hired to explore the sewers and help these people.
61. A local wizard is suffering under a curse of forgetfulness. Help him locate the cure in his huge messy laboratory.
62. A blacksmith hires the party to break the curse on a hammer. If they cannot break the curse, he asks them to get rid of it, but the hammer doesn't like the sound of that.
63. The party finds a cursed magic sword. Before a blow is struck it falls out of the wielder's hand. If they could find a way to break the curse it would be a valuable weapon.
64. The party is cursed with bad luck. Minor things just don't seem to go their way. Rubbing bone powder on the head of a statue in a distant town breaks the curse.
65. A cursed magic staff begins following the party. Occasionally it bops one of the characters on the head. If the curse can be broken it would be a powerful weapon.
66. A demon places a curse on a river and now the water is deadly. The party must find the demon and banish it to another plane of existence to remove the curse.

Curses

67. The party is cursed with a reeking odor until they can bathe in a specific but distant river.
68. A man cursed to have any who love him die offers the party a huge fortune to help break the curse.
69. The party is infected with vampirism. They must break the curse before they need to feed.
70. A cursed chair is making life miserable for the innkeeper. It always seems to topple over when someone is sitting in it. She tried to throw it away, but it always reappears and finds its way under someone's unsuspecting rear end. She hires the party to get rid of it. Soon they find that nothing will destroy it. They will need to break the curse it seems.
71. A library book has been returned with a curse on it. Whenever the book is opened, it reads itself out loud in an obnoxious voice. The librarian hires the party to take the book back to the wizard who wrote it to see if the curse can be broken.
72. A hag, who fancies herself a professional vocalist, curses the party with singing everything they say. She refuses to lift the curse until they arrange a performance for her in a nearby town.
73. A wicked curse has shattered a kingdom and has two brothers at war. Help break the curse and restore peace to the land.
74. A hideous monster approaches the party. It tells them that it is a cursed noble and asks them for help breaking the curse.
75. A young queen has been imprisoned in a cursed tower. A forest of thorny vines fights any who try to reach it. Free her and restore her to her throne.
76. The miller hires the party to remove a cursed milestone. It is challenging to move, and it tries to crush the party members and the miller. The curse may have to be broken before the job can be done.
77. A magic warhammer has been cursed so that no one may pick it up. If the curse can be broken it would be a powerful weapon.
78. An invisibility curse is placed on the party. No one can see them.
79. The party is cursed with garbled speech until they can climb to the top of a nearby mountain and speak with a spirit.
80. A young homesteading family is struggling to make ends meet on a once bountiful farm. They suspect a corrupt landowner had their land cursed. They ask the party for help.
81. A group of researchers from a university opened an ancient tomb. Now, all of them are suffering from a curse of nightmares. Help them break the curse and find the real secret that stills the unsettled spirit within the tomb.
82. A noble put on a pair of cursed boots, and now he cannot sit down or stop walking. He is offering a fortune to be set free of the accursed things.
83. A prince has been imprisoned and cursed to wear a mask. Help free him and break the curse.
84. The party is jinxed to tell the truth no matter what kind of danger the truth would put them or others in. They can only remove the curse by traveling to the Temple of Truth and arguing their case before the high priest.
85. The party receives a cursed map. The route on the map is ever-changing. If the curse can be broken the map actually leads to treasure.
86. A prince was turned into a frog by an evil wizard. Many ways to restore the prince are spoken of: from a kiss to a silver ball to magic potions. However, the true way to restore the prince is by throwing him against a wall.
87. A wizard cursed the land to have continuous rainfall. Flooding and erosion are destroying the common folks' livelihood. The curse can be broken by taking the wizard's staff and burning it in the very center of the land.
88. Someone cursed the farmer's barn and now all his animals are trapped inside. Help the farmer break the curse.

Curses

89. A priest hires the party to learn more about a cursed chalice that is now stuck to his hand.
90. A wizard hires the party to give his rival a cursed quill that will change anything the writer pens into romantic couplets without being noticed by the writer. However, the quill really likes the party and doesn't want to leave them.
91. After running away in a battle, a knight was cursed with the word "coward" forever marked on his forehead. He must do something brave in order to break the curse.
92. An old monster hunter hires the party to help him break a curse that a witch placed on him decades ago.
93. A carpenter is having a hard time with cursed nails. He asks the party to help find out who placed the curse.
94. A young sorceress put on a cursed necklace. Now she has the appearance of a corpse. She hires the party to help her break the curse.
95. A good king has been cursed with extreme weakness and is now bedridden. Discover which enemy has done this and break the curse.
96. The party is cursed to stick together. If they go too far from each other, they become incredibly sick.
97. The party is cursed with laughing fits. The only way the curse can be broken is to sing a song underneath the full moon.
98. The party is cursed with uncontrollable fits of laughter anytime a bell rings.
99. The party finds a woman who is cursed to only prophesy impending doom.
100. An innkeeper claims a curse was placed on his inn. He says inanimate objects are trying to kill him and his guests. He asks the party to look into the matter before someone dies.



Deserts



Deserts

1. Escort several wagon loads of lapis lazuli to a large city on the other side of the desert.
2. While traveling, the party comes across a large hive-like structure. It has openings large enough for people to enter.
3. A merchant is offering a fair price for salt. There are salt flats not too far into the desert.
4. A light has been seen in the desert for the last eight days. The townspeople are afraid, so the mayor is hiring adventurers to investigate.
5. A merchant is paying good coin for anywho will collect wagon loads of sand and take them to a distant town.
6. A black obelisk stands out in the middle of the desert. At its base is some sort of entrance barred by a stone door. Some say there are treasure caves beneath the surface, but none have found a way past the door.
7. Travel across the desert to learn why the town's river has dried up.
8. A holy man is said to live in the desert. He is known to give great wisdom and even prophesy certain events before the undertaking of a great quest.
9. A merchant caravan is a week overdue. Search for it in the desert.
10. While traveling the party encounters a tribe of desert dwellers. They invite the party to their village. They tell the party they are awaiting a legendary leader who can tame the sandworms. If a member of the party can tame and ride a sandworm, they are hailed as the leader of the tribe.
11. While traveling in the desert, the party discovers a huge meteor crater. It appears there is part of the meteor at the center of the crater.
12. Stories say the legendary library was covered by sand eons ago. The knowledge contained within the library is priceless. Find it and write your own legends.
13. Deliver water to a town located within the desert.
14. The kingdom is holding the annual foot race across the desert. The winners receive great riches and fame.
15. A rare plant grows only among desert rocks. It is highly sought after by merchants, and they pay well for it.
16. Stories tell of a desert that, if touched will turn any living thing into sand. However, there is said to be a great treasure in the center of the desert. It is free for the taking to any who can find a way across this cursed land.
17. An ivory merchant wishes to hire a band of adventurers willing to search for the fabled elephant graveyard that supposedly lies on the other side of the desert.
18. A town is being threatened by giant desert scorpions. Find a way to protect the town.
19. Travel across a vast desert to find a legendary warrior who is the only one capable of aiding the king.
20. The party finds what looks like a tiny pyramid in the sand. However, the pyramid is actually massive but buried. It contains meandering labyrinths, great treasure, and a malicious mummy. If the party can find a way to unearth its entrance, adventures await them.
21. The king asks several groups of adventurers to search the desert for a sacred chalice supposedly left in a cave by a holy man. The group that finds it will be greatly rewarded.
22. Collect several poisonous desert snakes as specimens for a wizard. He's paying well.
23. A dying messenger stumbles out of the great desert. He claims to be from a city deep within the desert. His city is under attack, and people need help.
24. Out in the remotest region of the great desert, traders reported seeing a shaft that leads deep into the earth. Investigate the reports and learn where the shaft leads.
25. A terrible monster is gobbling up the river and turning the land into a wasteland. If it is defeated, the land will become fertile again.

Deserts

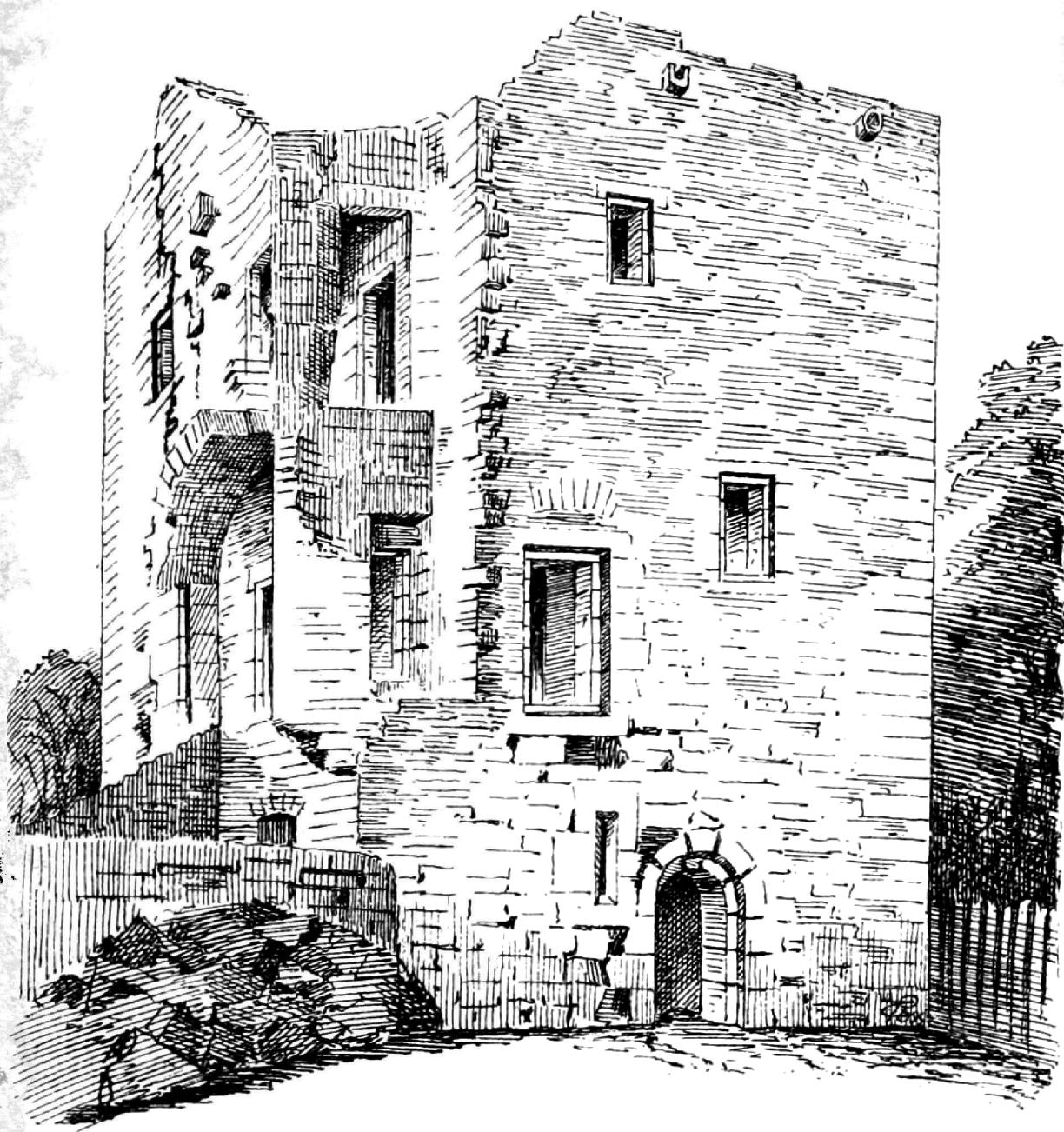
26. The king would like to build fortresses along the desert trade routes. Explore the desert and report back with the best locations to build.
27. Help a young boy cross the desert to look for his parents.
28. A child wandered off into the desert. Find her before it's too late.
29. Travel into the desert to find a copper vein a traveler reported seeing.
30. A dwarf businessman is hiring workers to collect stones from a mountain range within the desert.
31. Travel through the desert looking for survivors from an ill-fated refugee party.
32. Help the guards at a desert fortress dig a water tunnel.
33. The party discovers someone has poisoned the water in the oasis. They need to discover who did such a terrible deed.
34. Legends speak of an ancient castle in the middle of a desert. A king sleeps there, awaiting the time when he will be awakened to defeat a great evil living in caverns beneath the sand. When the creature is defeated, the desert will magically become a verdant and beautiful land.
35. Investigate mysterious tracks that are appearing in the sand.
36. Escort a funeral procession out into the desert.
37. A magic tower stands in the center of a desert. The tower is said to contain untold riches. However, the slight touch of the sand in the desert brings creatures that devour flesh. The party must find a way to cross the desert without touching the sand.
38. The merchants' guild is offering an excellent payment for anyone who can find a reliable road through the desert.
39. A horde of ogres has overrun an outpost in the desert. Retake it and drive the monsters out.
40. Traders from the desert have been bringing in more gold than usual. However, they say very little about how they are obtaining it. The queen asks the party to find the source of the gold.
41. As the party arrives at an oasis, they find a young girl weeping. She tells them she was kidnapped by goblins but escaped, and now she is lost.
42. The queen wishes the desert to be mapped. She's holding a contest. Those that return with the most accurate map will be rewarded greatly. However, the contestants have only a fortnight to complete the quest.
43. Someone filled in the wells that are along the road that leads through the desert. Reopen the wells and find out who did it before more travelers die of thirst.
44. Collect the seeds of a rare desert plant and return quickly, so a wizard can mix a potion to help a dying child.
45. Rumors say there is an area of the desert where everything sinks into the sand. Merchants are offering a generous payment to anyone who will map out the area, so no more caravans will be lost.
46. Raiders have seized the only water source for a desert town. They are now holding the town hostage, forcing them to pay extremely high prices for water. Attack the raiders and free the town.
47. Rumors speak of a kingdom on the far side of the great desert, yet no one has ever made it across. The king asks the party to cross the desert and find the kingdom so trade may be opened between them.
48. The ruins of an ancient stronghold are now populated with orcs, goblins, and ogres. Their strength is growing and they are now threatening desert trade routes. Remove the threat.
49. While traveling in the desert, the party finds bloodstains in the sand and tracks that lead off to a rock formation.
50. Search for meteors in the desert, so the blacksmith can make swords out of star metal.
51. A band of fish-folk stumbles out of the desert. They say their underwater kingdom needs help.

Deserts

52. A town is holding a race using wagons with sails to cross a vast desert. The winners will receive a reward.
53. As enemies attack the city, the queen gives the party a rare magical jewel and tells them to flee into the desert with it.
54. Traders are reporting glimpses of something moving under the sand. Investigate and find out the cause.
55. While traveling the party stumbles upon a dead body. The man appears to have succumbed to the elements. On his body are a map to ruins, a signet ring belonging to a legendary king, and an obsidian dagger.
56. Bone-chilling howling has been coming from the desert for the last few nights. Investigate the source.
57. The king tells the party about a story of a legendary city called the City of the Sun that is located in the middle of a vast desert. He wants them to search for it.
58. Stories of ancient desert ruins with unspoiled riches have persisted over the decades. A wealthy noble wishes to hire adventurers to search for them.
59. Travel across the desert to locate a near-mythical ring said to be hidden in an oasis.
60. A strange, ethereal woman wanders the desert and leads travelers astray with promises of water and food. Too many have been lost to her temptations. She must be dealt with.
61. A sword made of magical glass is supposedly hidden in desert caves near the town, but no one can seem to find it.
62. A caravan loaded with gold was lost in the desert decades ago. Many have talked about finding it, but few have ever tried. If the party could find it, they would be rich.
63. An evil army is approaching across the desert. Warn the peaceful kingdoms.
64. Raiders captured townspeople and fled into the desert. Track them and recover the people.
65. While traveling, the party comes across a fertile valley inhabited by young adults and children who have very little (and very distorted) knowledge of the outside world. They ask the party if they are the ones who were coming back to take them home.
66. Guard a merchant caravan against desert raider attacks.
67. While traveling through the desert, the party arrives at an oasis to discover a ghastly scene. A merchant caravan was attacked. The workers were slaughtered and the goods pillaged. Find out who did this.
68. It is said that a magical garden appears once a year in the desert. A small pool of water is hidden somewhere within its boundaries. Water from this pool can heal any ailment. However, it is difficult to locate. Any who linger looking for the elusive pool too long will disappear along with the garden when everything fades with the setting of the sun.
69. Rumors say a group of slavers have a camp in the desert. Go free the slaves and deal with the slavers.
70. Escort a gnome research team to ruins in the desert.
71. While collecting sand, workers discovered a shaft leading into the ground. However, some have approached it and report an unearthly moan emanating from the shaft. They say that the moan fills their minds with madness until it subsides. One worker, taken by this temporary madness, has even jumped into the pit. The mayor of the nearby town would like it checked out.
72. Rumors say there is a sea on the other side of the desert. Travel there to learn the truth.
73. Capture a slave caravan moving through the desert. Free the slaves and bring the slavers to justice.
74. A family's cow broke free and wandered into the desert. Find it or help the family replace the animal.

Deserts

75. Travel across the desert to locate a wandering wizard who has the cure to the ailment that has struck the queen.
76. Investigate a large pile of bones that was recently unearthed by a sandstorm.
77. A dispute over water has two groups of settlers nearly at war. Help settle the dispute.
78. It is said that in the center of the desert grows a massive magical tree. Travel into the desert and find the tree. The stories say the tree gives wisdom to those who find it.
79. While traveling through the desert, the party discovers an aging ship.
80. Raiders attack the party while they are traveling in the desert. Items on the raiders reveal them to be troops of a neighboring kingdom. Why are they pretending to be raiders?
81. A “forest” of cacti grows in the desert. One kind of cacti will give water that will quench thirst. The other is poisonous. Near the forest is a cave with paintings showing how to distinguish one cactus from the other.
82. Sand creatures have arisen from the desert and attack the party. The villages around the area say that an ancient temple beneath the sand was disturbed by grave robbers some time ago. Ever since, the attacks haven’t stopped.
83. Help a lost elf find her city hidden in the desert.
84. Lead a wagon train of settlers across a harsh desert to a better land.
85. While resting at an oasis the party notices a door at the bottom of the pool.
86. Raiders attacked and burned a small village then they fled into the desert. Track them and bring the raiders to justice.
87. Explore the desert in hopes of finding the lost temple that contains a rare elixir.
88. Deliver a load of books to a wizard who lives in a tower in the desert.
89. A desert town’s well has gone dry. Help them find a new water source quickly.
90. A mysterious tower is sinking into the desert sand. Explore it before it sinks completely.
91. The king asks the party to scout the best route for taking his army across the desert.
92. Reports of a rock creature in the desert have reached the town. The town leadership asks the party to investigate.
93. Deliver supplies to the old desert hermit.
94. Workers in the salt mines uncovered something “strange.” The owner of the operation is hiring adventurers to examine the object.
95. An evil warrior king has built a fortress in the desert and is gathering all the malcontents and outlaws of the land into his service. He needs to be stopped before his armies can attack the peaceful villages nearby.
96. While traveling in the desert, the party finds a granite statue of a beautiful woman. If they can decipher the inscriptions, maybe they can learn who she was and why the statue is here.
97. The desert trade routes are overrun with raiders, orcs, and goblins. Make it safe again for the caravans to travel the desert.
98. Legends say there is a deep well in the middle of the desert that gives out magic water. Find it and receive glory and riches beyond imagination.
99. While traveling in the desert, the party finds a sarcophagus partially uncovered. It contains a mummy along with a large book and a sapphire ring.
100. Travel across the desert to find the spring of the weeping princess. It is said the water in the spring heals all wounds of the body and spirit.



Disasters



Disasters

1. The land is suffering from a severe drought. A local wizard has created a substance that will make it rain. However, he needs a way to seed the clouds with it.
2. Help sandbag a town against a flooding river.
3. A landslide seems imminent, and a small village is threatened. Help the people relocate or prevent the landslide.
4. A volcano is threatening to destroy ancient ruins. Explore them before the mountain erupts.
5. The heavy rains this year seem unusual. People have reported seeing faces and figures in the clouds. If the rains continue, all the crops will fail. The mayor wants to hire adventurers to look into the strange occurrences.
6. Due to extreme drought, ruins were revealed in a nearby lake. There is a tunnel that leads deep into the earth.
7. An earthquake has devastated a town. Help the people rebuild.
8. A new plague seems to be centered around a certain well in the elven quarter of the city. Investigate the well and determine the cause of the plague.
9. A plague ship arrived in the harbor last night. See if the passengers can be helped without spreading the disease.
10. Crop blight is causing a famine. Seek a cure in other kingdoms before the people are ruined.
11. A plague of locusts is about to descend. Find a way to stop it or mitigate its damage. Some ideas: smoke, noise, spraying mud on the crops, locust-eating animals such as ducks or chickens, or some magical means.
12. A mudslide covered the main road leading into a town. Help clear and repair the road.
13. The mosquitoes are so thick in the village that it is difficult to walk the streets. The town leadership would like someone to look into the cause of the swarms and how to get rid of them.
14. Lead a group of refugees to safety during an extremely cold winter.
15. A mad and vengeful wizard has flooded a city in molasses. Find a way to clean up the sticky mess and deal with the wizard.
16. The town leadership isn't too interested in finding a cure, but they are trying to contain the spread. A group of plague victims has been forced outside the city and they could use some help to get food, shelter, and any kind of treatment.
17. A recent wildfire disturbed an ancient burial ground. Now, the dead are restless. They walk the earth tormenting and attacking travelers. Something must be done, so they will rest again.
18. A recent tornado damaged the monastery and revealed previously unknown tunnels. The monks are asking for help exploring them.
19. A wizard claims to know how to cast a spell that will help people stay cool during a severe heatwave. However, he is missing an ingredient necessary for the spell. If only there was someone willing to fetch it.
20. A lava flow cut the only road to a town. Explore the nearby countryside to find another way to get supplies to the town.
21. A town is starting to sink into the earth. Help the citizens find out why and how to stop it.
22. A massive lahar threatens to inundate a large town located in a river valley. Find a way to divert it or get the people out quickly.
23. A recent earthquake caused an ancient statue to fall. A tunnel was revealed at its base. The town sent several explorers inside a week ago, but they haven't returned.
24. Wizards and astrologers have observed a meteor coming toward a major city. Help stop the meteor or get the people out before it hits.
25. An outlaw escaped jail and started a wildfire to cover his tracks. Help contain the fire and track down the outlaw, so he can be brought to justice.

Disasters

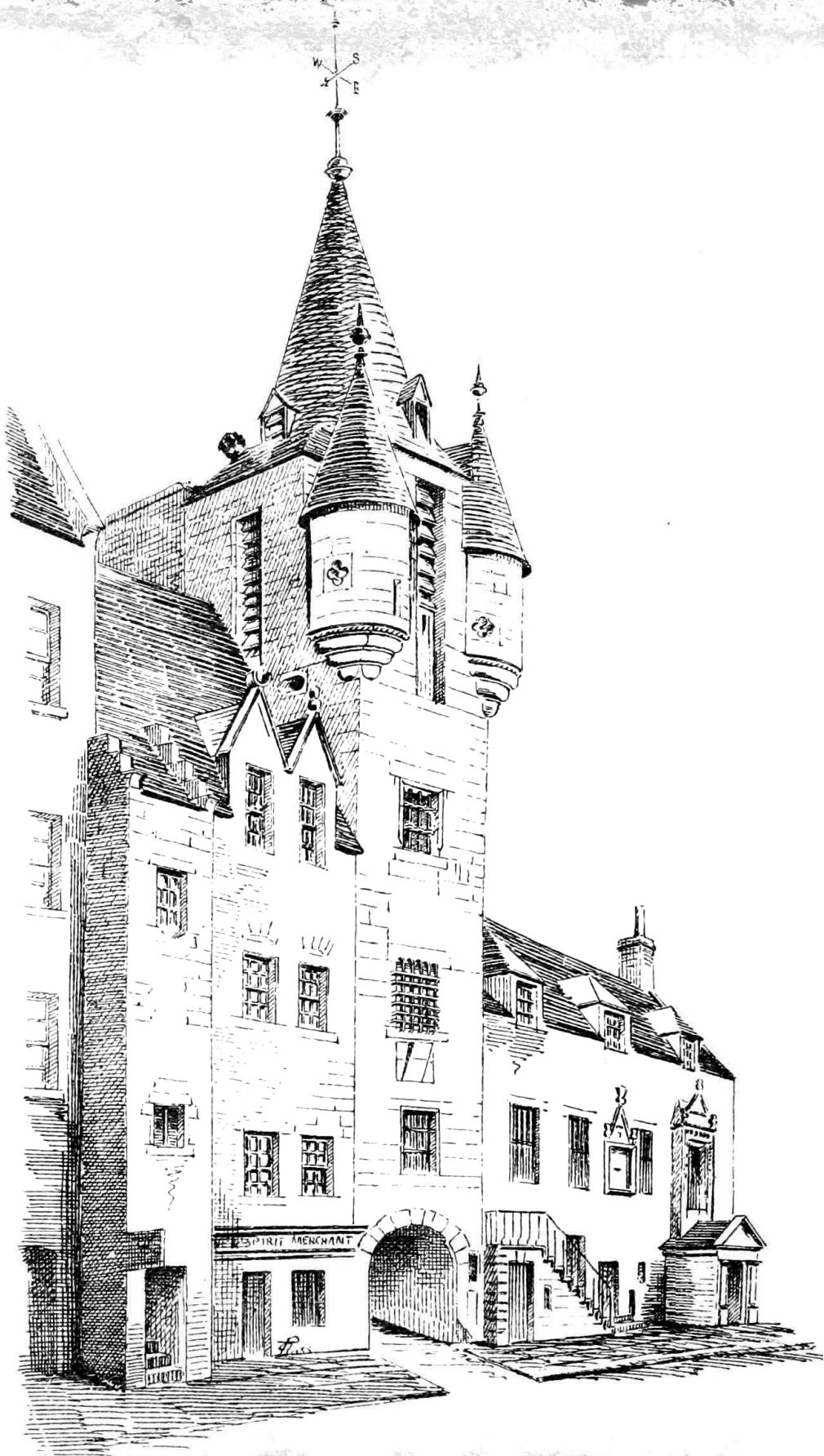
26. A flood is coming, yet hardly anyone in town believes it. Convince the town to take precautions before it's too late.
27. A hurricane threatens to destroy a large city. Someone needs to place a magic gemstone in the eye of the hurricane. The person who does so can then direct the storm away from the city.
28. A wizard claims he can rid the coast of an algae bloom. He just needs 24 devices placed in about two feet of water up and down the coast within the bloom. Once that is done he can cast a spell.
29. Temperatures have been below freezing for several weeks. Now, a child is missing from the town. Help find her before it's too late.
30. A tsunami is coming. Help get townspeople to safety up the side of a mountain.
31. A heavy ice storm passed through the area, and the weight of ice on a local building caused it to collapse. Many are trapped inside. Some will probably be needing medical attention. However, the roads are clogged with downed trees and all means of transport are locked up in ice.
32. Lead a band of refugees through a flooded land.
33. While traveling during an extremely cold winter, the party finds a family stranded along the road. They are suffering from frostbite and other cold-related issues.
34. A mudslide has trapped a wagon train of settlers. Help free them.
35. A recent earthquake caused the castle walls to collapse. The king and queen are worried that an enemy will attack. Help rebuild the castle.
36. A recent earthquake opened a fissure into the earth. Locals are now reporting that strange sounds are coming from it.
37. Giant snails are devouring crops in the valley. The queen has asked for adventurers to hunt them before all the crops are gone.
38. A bizarre sleep-walking sickness has affected a large town on a high bluff above the sea. Many of those infected are walking straight for the bluff and their deaths.
39. A flash flood inundated the city. Help rescue stranded survivors.
40. Townsfolk sought shelter from a hurricane in caves, but the caves are flooding. Help rescue them.
41. A hurricane is hitting the city. Help get people to safety.
42. Help a group of refugees flee a wildfire.
43. A mysterious tornado appeared and only struck one section of a large city. One house was destroyed and one person was killed. The city leadership considers the matter closed, but others in the city want the matter investigated.
44. Help move all the ships out of the harbor before a hurricane hits.
45. A heatwave is punishing a small town. The mayor wants to hire adventurers to explore a cave system nearby to see if it is a safe place to take shelter.
46. After a traveling troupe passed through the town, a plague began spreading. Someone needs to track down the performers to see if they are spreading the plague and if there is a cure.
47. A recent wildfire revealed ancient ruins. The locals are looking for brave souls to explore them.
48. A limnic eruption has occurred on a lake that has a sizable town built upon it. Rescue the townspeople and get them to safety.
49. The queen's wizards and advisors assure her that this year's drought is not a natural occurrence. She is now hiring adventurers to explore the land for the cause.
50. While the party is staying at an inn, an earthquake occurs. The building collapses and they are trapped by debris. They need to free themselves and help others.
51. Temperatures have dropped incredibly low this winter. Boats on the river have become stuck in ice. The trader's guild is paying well to any who can get them free.
52. A volcano is threatening to erupt. Several towns and villages are in danger. Help warn them, and then move people to safety.
53. A recent earthquake damaged an ancient temple. It needs to be repaired before it collapses.

Disasters

54. Divert a river to provide water to crops during a drought.
55. A severe tornado destroyed most of the crops in the area. Without food, people now need to relocate before winter. Help them find food and shelter for the winter.
56. The land suffers from famine. Legend tells of an ancient hero who traveled to a library in a faraway land and brought back knowledge that ended a famine. The people of the land are begging for new heroes to do the same.
57. A tyrannical local government is confiscating crops and manufacturing a famine to exert more control over the people. Help lead a revolution.
58. A dancing plague has struck the city and many are dying of exhaustion. A cure must be found soon.
59. A tsunami struck a series of villages along the coast. The king asks for help searching for survivors.
60. A mysterious thick fog has settled over the seaport and will not lift. People are afraid of leaving their homes and getting lost. Ships at sea are in danger of crashing into rocks, Merchants refuse to come near the city with their supplies. Find out what is causing the fog and force it to dissipate.
61. The magical ward that kept the volcano from erupting was stolen. The item needs to be recovered and returned before the volcano erupts.
62. A plague is racing through the city. Several wizards and doctors are working on a cure. However, they need more information. They need someone to go to a fortress in the mountains to retrieve a book about diseases from ancient times.
63. A wizard passed through town a few months ago and issued a curse. Now famine has struck. The town leadership is asking for someone to track down the wizard and lift the curse.
64. A lake has inexplicably started draining. If the party investigates, they find out that a dwarven mine has struck the lake. Now the leak must be dammed and the trapped dwarves rescued.
65. A rat horde has filled the great city. City officials are paying a bounty for every dead rat.
66. Discover the cause of several unseasonable wildfires in the area around an ancient ruin.
67. A poisonous gas has floated down from the ruins on the mountaintop. Bring the people of the valley to safety and investigate the cause.
68. Help contain a wildfire before it reaches the outskirts of the city.
69. A coal mine fire is threatening to get out of control. Rescue any still trapped and contain the fire.
70. An unusual number of tornadoes have appeared this year. They all come from the same direction. The locals are suspicious and would like someone to investigate the storms.
71. A localized area is experiencing a heatwave in the middle of winter. Residents are seeking someone to investigate possible causes.
72. Winter is so cold, the livestock in the villages are nearly freezing. Help the townspeople save their animals.
73. The party has learned a hurricane is approaching a small town. Warn the people and convince them to seek shelter.
74. A foul odor emanates from the river, which is a small village's only source of water. Now people are falling ill and dying. Find the source of the contamination upriver and stop it.
75. Acid rain is falling on the land. Find a way to protect the people and put a stop to the rain.
76. A mudslide covered an ancient temple. Help dig it out and search for survivors.
77. A small town is being ravaged by an unknown disease. A local wizard thinks she can create a cure, but she needs a list of ingredients quickly.
78. A recent landslide has revealed a tunnel. A nearby town wants to hire adventurers to explore it.
79. The townspeople fled the hurricane and are safe. However, they just realized one family is missing. Find the missing family and rescue them before it is too late.
80. A recent tornado revealed ancient ruins. The ruins appear to have been a dungeon of some kind.
81. The river is flooded and now all the fords are impassable. Look for a suitable location to build a bridge.

Disasters

82. A massive bridge has collapsed on both sides of the span. Now only the center remains, and many people are stranded on it. Rescue them before it also collapses.
83. A volcano exploded covering several towns in ash. The mountain seems calm now. Go search for survivors.
84. A volcano is erupting and a large city is in danger. A wizard who lives in the area has made a magical concoction that he says will stop the eruption if it is dropped inside the caldera. Who's brave enough to take it up the mountain?
85. Protect a rural manor house and its crops from a horde of army ants.
86. While the party is traveling, a hailstorm comes out of nowhere. Protect your party and any other unfortunate travelers.
87. Heavy rains are compromising the integrity of a dam. Help make emergency repairs before it breaks.
88. Messengers arrived from a faraway land with a story of great famine and pleaded for aid. The king and queen are organizing an expedition with food and supplies, but who will lead it?
89. Heavy rains have caused many trees in the forest to be uprooted. A lumber company is paying well to anyone who will collect the timber and bring it to town.
90. A lava flow has surrounded a small town. Help rescue the people.
91. Help build an aqueduct to relieve a town suffering from drought.
92. Keep locusts from devouring all the crops of poor farmers.
93. An earthquake changed the course of a river. The mayor of a nearby town is offering a reward to any who are willing to explore the river to see if it is still safe for boats.
94. Heavy rains have undermined the castle walls. The king and queen are willing to pay well to any who can help reinforce the walls.
95. A heatwave is exacerbating the waste problem of a large city. A sickening and even deadly odor is gripping the city. Help clean up the city for a reward.
96. A tornado is headed for a small village. Help the townspeople get to shelter before it arrives.
97. A stampede is threatening to destroy a refugee camp. Stop it before it reaches their tents.
98. During a severe heatwave, there have been a string of disappearances in the poor section of the great city. The Captain of the Watch wishes to hire special investigators to look into the matter.
99. An evil sorcerer has cast a perpetual blizzard upon the land. Travel through the blizzard without getting lost, find the sorcerer, and defeat him.
100. Temperatures have turned bitterly cold. A merchant caravan is overdue and the merchant is offering a reward to anyone who can find it and rescue the workers.



Dragons



Dragons

1. The dragon laid waste to the valley. Several villages were burned to the ground and mudslides followed. Help the people rebuild.
2. With its reek, a dragon is poisoning the river near a town. The town wishes to hire the party to drive the dragon away.
3. A dragon fell from the sky over the old forest. The town's mayor asks the party to see if they can find it and determine what happened.
4. A prophecy speaks of a dragon sleeping deep beneath the earth. It is said that its awakening will bring about the end of the age in great chaos and devastation. A cult is trying to arouse the dragon.
5. A dragon with a stub of a tail is looking for the evil warmonger who severed it. She will not rest until she has destroyed both him and his dreadful horde. Help her find him for a reward.
6. While traveling, the party sees evidence a dragon has set up residence nearby. Of course, that means treasure.
7. An enormous dragon has decided to take its decade-long nap on an island right by a prosperous sea town. Unfortunately, its breath is so foul, that it poisons the air. The people have been complaining of all kinds of ailments since the dragon's arrival.
8. A fire dragon, whose skin erupts into flame, has been terrorizing and stealing from a large lake town. They have been able to fight him off many times, but they need a more permanent solution.
9. A dying dragon entrusts her eggs to the party. They are to protect them until they hatch. Unfortunately, wild animals want to devour them and a horde of orcs wants to destroy them.
10. Legend speaks of a cursed underground ruin where darkness is so powerful, almost all sources of light cannot penetrate it. Only one light is said to overcome the shadow—a rare, tiny dragon known as a lucent dragon. They are thought to be amiable creatures. But can one be found and convinced to guide someone through the gloom? Rumors speak of a “great gift” somewhere in the depths of the darkness.
11. A wise old dragon wishes to donate his books to a distant library. He hires the party to lead the caravan of wagons.
12. Legends tell of a “luck dragon” who will willingly come on any quest if you flatter it enough. He will increase the luck of the party and the quest. But beware of insulting the dragon. Good fortune will be gone, and lousy luck will stick to the party like tar and feathers.
13. A dragon has been put under a powerful curse by a wicked sorcerer. The party must either break the spell or defeat the sorcerer.
14. The party is asked to go to the great dragon of the mountain and get permission for a large group of settlers to build in the foothills that belong to the dragon.
15. A dragon lives in the Old Forest. He has offered a challenge. If someone can defeat him, he will grant them three wishes.
16. A many-headed dragon is going around kidnapping princesses. It plans to have a princess for each head and force each to marry the head in a vile wedding.
17. A strange creature of mysterious origins has come to the realm. It consumes dragons and absorbs their powers, and it terrorizes all other inhabitants with its newfound powers. It has created a fortress around itself in the mountains.
18. Legend has said that a dragon's teeth can be planted in the ground. They will sprout and grow into the most powerful soldiers ever known. These soldiers will be the obedient slaves to whoever plants the teeth. A powerful warlord desires to find and kill as many dragons as he can so that he can create an unstoppable army to do his evil bidding.

Dragons

19. The sky above the port city was filled with dragons flying west out of the ocean for days. A wealthy noble wishes to hire adventures to follow them by ship, so they can learn what the dragons are doing.
20. A dragon locks the party in the center of a dungeon. If they can escape, the dragon will give them treasure. If not, the dragon will let them stay imprisoned forever.
21. A dragon asks the party to kill it. However, the only way it can be killed is by crushing a magic gem which is now located at the bottom of the sea.
22. A dragon is kidnapping people and keeping them prisoner until her brood hatches. She plans to feed them to her younglings.
23. There is a great dragon who is said to give the perfect advice to anyone seeking wisdom before going on an important adventure. She is said to be found in a treacherous swamp, full of quicksand and vile monsters.
24. A dragon stole an heirloom from the king. He's offering a great sum for its return.
25. A dragon was seen flying over the city. The party is tasked with finding it and slaying it.
26. Swarms of tiny dragons are pouring out of the mountains. The grasslands and the forests are burning. The king asks the party to head into the mountains and stop whatever is causing this plague.
27. A dragon approaches the party. He claims to be a young boy who has been horribly transformed and asks for help to be changed back.
28. A dragon is holding a queen prisoner high up on a mountain. Any sound of an intruder travels up the mountain to the dragon's ears, and he rouses himself and casts the intruder down. An oracle says that one must create a "magic" ladder that mutes any sound. Then a rescue could be attempted.
29. The party meets a young girl traveling alone on the road. A large sword hangs from her back. She tells them that she plans to slay the dragon who killed her parents and her brothers. She's been tracking the dragon and has recently discovered a map to its lair. A path leads them to several backwater towns before sliding into the countryside. Finally, the path disintegrates into an area of terrible desolation lying like a corpse before the mouth of a large cavern. Blackened ruins lie scattered about like discarded toys.
30. Some outlying farms reported seeing seven dragons performing some sort of ritual dance in the sky. The mayor wishes to hire someone to look into the matter.
31. A dragon asks the party to search for a wizard that was his friend long ago. He would like them to bring the wizard back to his lair.
32. The king asks the party to slay a dragon. He will pay them a large sum. However, no one must know they were hired and that they killed the dragon. The king wishes to take credit for the slaying.
33. A wizard hires the party to take him to the dragon's lair deep in the forest. He wishes to converse with the dragon and convince it to teach him magic.
34. A wizard hires the party to slay a dragon and to bring its skin back to him.
35. A dragon has been terrorizing the country for some time. However, a clever young inventor has come up with a strange solution. She has loaded up a wagon with meat. Inside the meat are various sharp objects, such as swords, spears, and daggers. Now she needs someone to get the dragon to eat it.
36. The queen hires the party to bring her a dragon eye. No questions asked.
37. A famous artist known for her paintings of dragons has gone missing. She always drew her inspiration from actual dragons and would travel great distances to find unique subjects to paint. Rumor has it that she set off to find a wise but reclusive iridescent dragon deep in a forbidden forest.

Dragons

38. One of the wisest of all dragons lies sick in his lair. No one knows what illness is wreaking havoc on his body. Stories tell of an old woman, who keeps a garden full of ancient medicinal plants. It is said that she specializes in the healing of magical beasts. But it is also said that she lives far away, and the path is perilous.
39. A great dragon has gone rogue and has gathered an army of smaller dragons along with many rogue warriors of other races to wage war on the land. An emergency council of the peace-loving dragons and peoples are going to assemble to discuss how to confront this great threat.
40. A dragon, who usually protected the peoples of his beloved land, has been driven mad by a rare disease. He attacks villages and towns at random screaming in agony and rage. It is said that a strange race of people, known for their great knowledge of diseases and powerful healing capabilities may be the dragon's and the land's only hope.
41. The party needs information on how to slay a dragon. Supposedly there is a book in a distant library that has the information they need.
42. A dragon has come to the land and demands "tribute." Each week he demands vast quantities of food. A group has been talking about how they could successfully sneak poison into the tribute.
43. A dragon asks the party to find another of its kind before it dies, so it can entrust another good dragon with secret knowledge.
44. At the Temple of the Jade Dragon, the monks are tasked with protecting The Jade Dragon Statue, and the statue, in turn, imbues the monks with great strength. A professional thief has stolen the Jade Dragon for a powerful crime lord who hopes to gain the power that the statue gives. The monks are becoming weaker by the day. One of the young monks vows to retrieve the statue, but he will need help. Though he can sense the Jade Dragon and help the party to find it, his own strength is waning. The party must hurry.
45. A child discovered a lone dragon egg and managed to hatch it. Though he loves the fledgling dragon, he knows that it will be destroyed if the villagers discover it. Help him take it to the land of dragons.
46. A golden chalice was stolen from a dragon's hoard. Now, the dragon is on a rampage until the chalice is returned.
47. The party must transport a dragon egg to its hatching location.
48. A wizard is looking for some brave warriors to bring him back a dragon's heart. He has learned of a secret potion that contains a dragon heart as an ingredient. If ingested, one will be endowed with the power to speak and understand birds.
49. A young child has a gift with the small dragons, known as jewel dragons, that populate the area. She befriends them and understands some of their language. The little jewel dragons trust her completely. Lately, the dragons seem to be in a state of great agitation and are trying to lead the child deep into the forest. The child says that they are saying something about their queen being in danger, but she can't quite catch the rest.
50. The council of dragons is meeting to decide the fate of the non-dragons in the land. A young dragon asks the party for help to convince the older dragons not to wipe out humans, elves, and dwarves.
51. A conclave of sorcerers and adventurers took a vow to capture a dragon as a show of their power and prowess. Once they found the unsuspecting dragon, they defeated her and turned her to stone. Dragging their prize back to the Great City, they set it up as a symbol of their preeminence. Strangely, a tear falls from the stone dragon's eyes occasionally. When mothers of the city observe this, they find themselves crying uncontrollably. Also one of the adventurers thought she heard strange, tiny cries tumbling out of the depths of the dragon's lair after their battle with the dragon.

Dragons

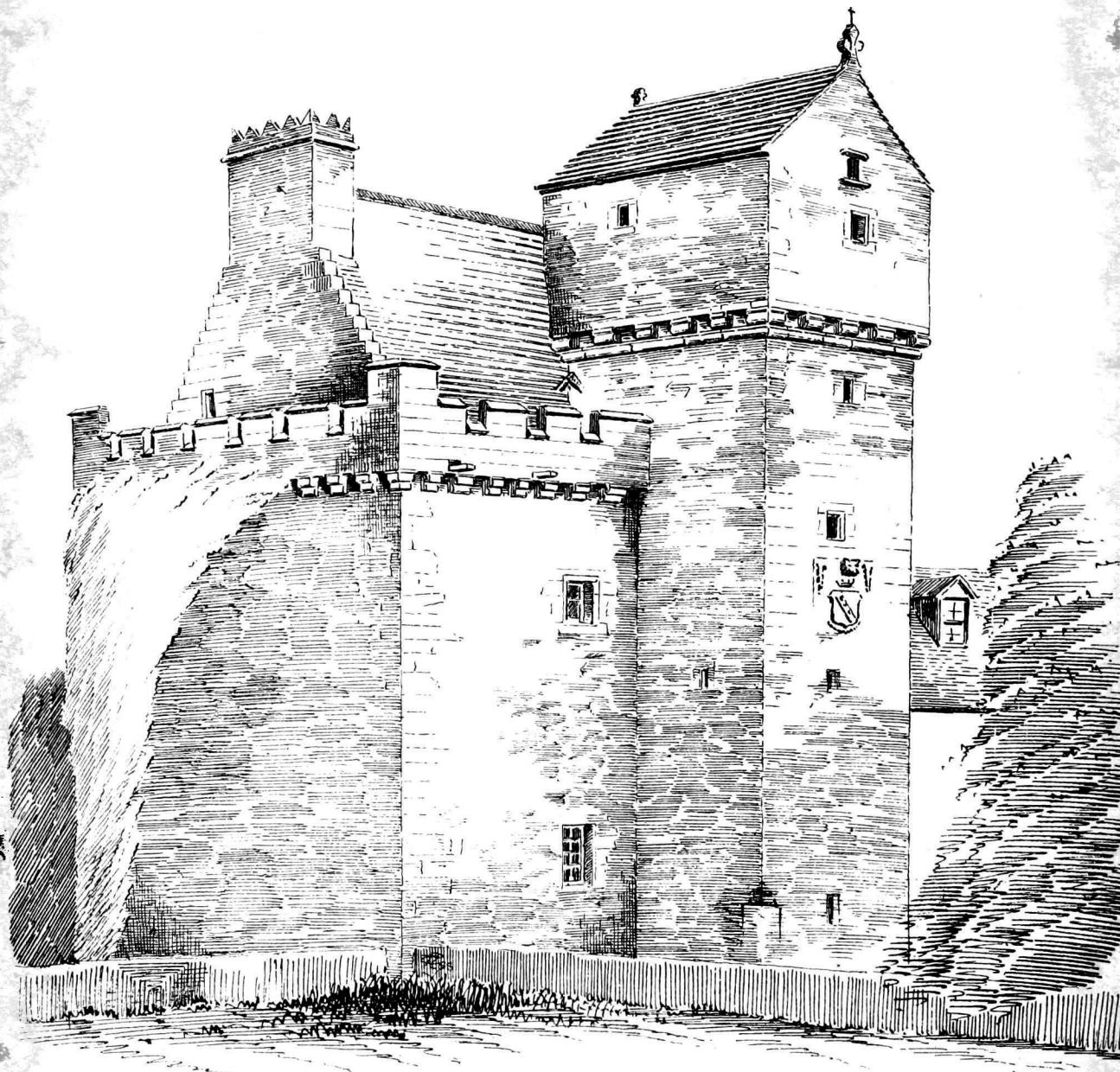
52. Every year, a town has a lottery for all the young maidens of the area. The “winner” of the lottery is sacrificed to a dragon in order to appease it. This year, the maiden has run away, and the town doesn’t know what to do.
53. A wise dragon, beloved by the inhabitants of the land is being threatened by dragon hunters seeking to use its scales to create armor and its head as a trophy for their glory. The people of the land implore the party to protect the dragon from these head-hunters.
54. A great smith asked the party to bring him the bones of a dragon. If they do so, he will make them something special.
55. A wealthy merchant has a client who wishes to taste dragon meat. She hires the party to slay a dragon and bring back the meat.
56. The queen asks the party to slay a dragon in hopes they will be killed. However, if they are successful and return she will be forced to grant them any request.
57. A great sea dragon is lurking among the Islands of Spice. Sailors are terrified to sail through “The Dragon’s Trap.” Many a ship has been brought down by his malice.
58. The dragon hasn’t been seen in generations. Isn’t it time its treasure horde was put to better use?
59. A mermaid asks the party to come with her and save her kingdom from an evil sea dragon.
60. A dragon is attacking a regal, white lion. If someone in the party helps it, the lion will become a faithful and helpful companion.
61. A storm dragon has been tormenting the land lately. One day, thick fog envelopes the country. The next day, a blizzard may strike. Flooding rains come without warning, and hail and lightning are constant threats. Something must be done.
62. A dragon is threatening to burn down the town unless several barrels of rare vintage wine are brought to him. The town knows where to get the wine, but they need help fetching it and getting up the mountain path.
63. A priest asks the party to capture a bit of dragon’s breath in a special vial, so it can be used in a ritual to save a young boy’s life.
64. The daughter of a great king was obsessed with dragons. Though she had never seen one for herself, she adorned the palace with dragon motifs, tapestries, and murals. One day, a great dragon heard of her zeal and went to visit the young woman. The dragon was so charmed by her devotion that he swept up the king’s daughter and took her back to his lair. The distraught king is desperate to find her and bring her back safely to the palace.
65. Unbeknownst to its citizens, a massive dragon has been sleeping underneath the great city for a millennia. Now, it is stirring in its sleep, causing massive earthquakes and mudslides. If it arouses, what will remain of the city?
66. A secretive (but wealthy) merchant has asked the party to steal a particular golden chalice from a dragon’s hoard. He will reward handsomely.
67. A king has found the ideal place for a strategic fortification. However, there are two dragons dwelling in a subterranean pool underneath the foundation. They are perpetually fighting, which causes the foundations to collapse. The king wants them expelled so he can build his fortress.
68. The party is asked to mediate a dispute between a king and a dragon.
69. The dragon is defeated. The party rests atop a mountain of gold, gems, and other treasures. Now, the claimants began to arrive and besiege the party with reasons as to why they should receive some of the treasure. It is true that the dragon’s hoard was stolen property.
70. A dragon asks the party to find a rare book. The dragon tells them it is needed so she can stop a coming apocalypse.

Dragons

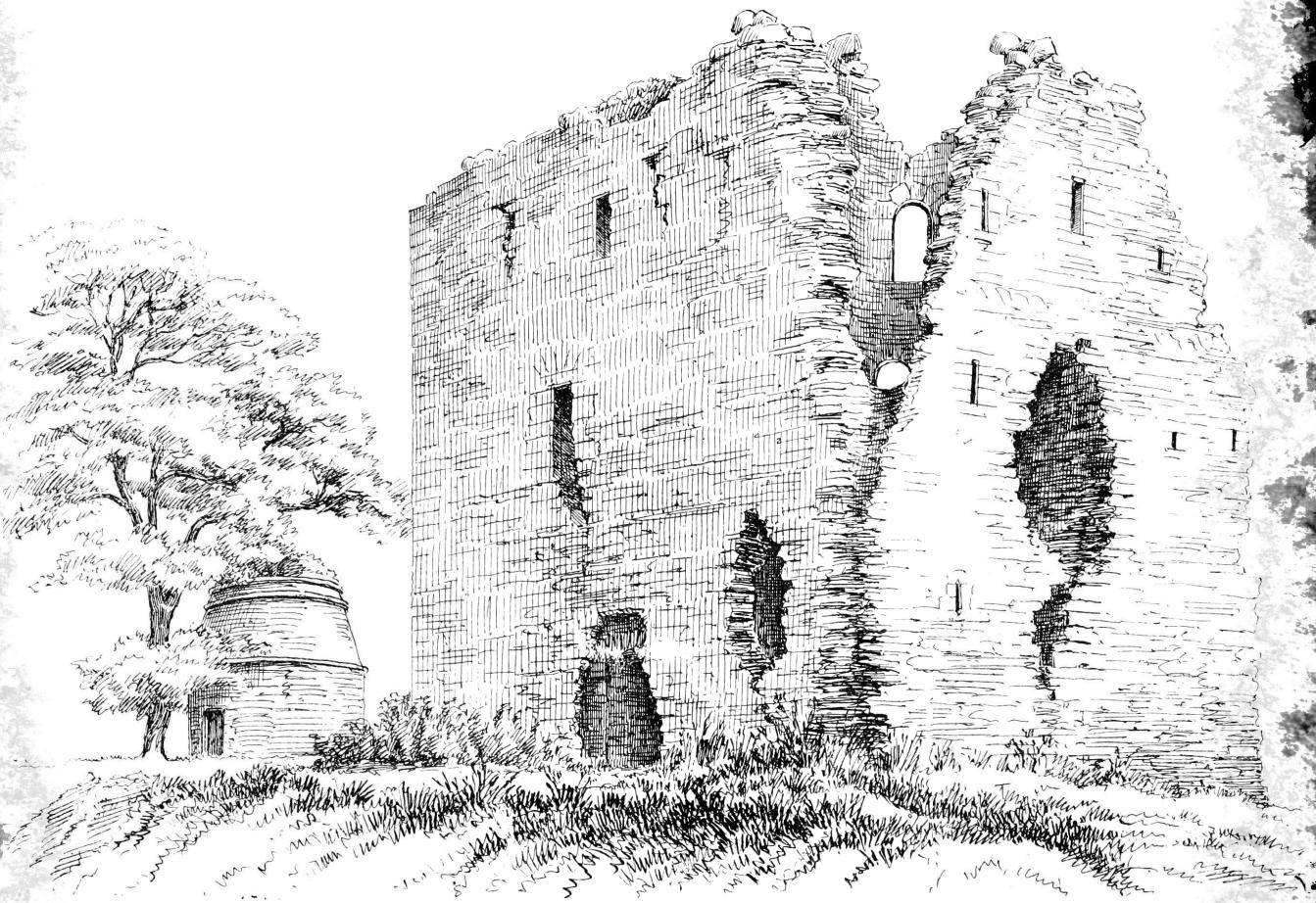
71. Folk speak of a pair of dragons living at the edge of the earth. One is purple and is said to breathe out gemstones. The other is white and breathes out gold. A greedy queen is looking for someone to bring these dragons back to her menagerie.
72. It seems the revered founder of the great city made a pact with a dragon. He received power and wealth from the dragon, but he never fulfilled his side of the deal. Now, the dragon has come seeking a terrible price from the city.
73. While traveling, the party comes across an injured dragon. She tells them she will reward them if they help her.
74. There is a spring found high in the mountains that will turn anything dipped into it into gold, but a dragon guards it.
75. There is said to be a great treasure hoard guarded by tiny dragons living in the highest mountain range. Many have thought that such small rivals would be easy to defeat. They tried to claim the prize but came to a catastrophic end. Those who survived tell of a dragon spewing fire and brimstone and another dragon spraying daggers of ice and clouds of frost. Some survivors speak of choking poisonous gas, while others mention a burning acid that eats flesh in seconds.
76. A man with a large dragon tattoo has come into town. He is looking for his brother. Something about the man doesn't seem quite human though. His movements betray his true nature as he has a strange grace and strength in every step. His breath is hot and smoky. This brother of his had come to the land looking for an individual that had stolen something precious from him. Now, he has disappeared. Help the "man" track his brother.
77. The river dragon has grown tired of allowing boats to travel downriver. After several boats and their crews disappear, town leadership wishes to hire adventurers to slay the river dragon.
78. An emperor wishes to hire the party to search for a mythical dragon and bring back proof of its existence. He is paying so well, it is hard to refuse.
79. A legendary garden full of life-giving herbs was grown and tended by a group of dedicated monks. However, a greedy, ailing dragon has invaded this place, chased away the monks, and refuses to allow anyone entry.
80. A dying gold dragon entrusts the party with a message for her brother. They must travel to a faraway land to deliver the message.
81. While the party is traveling through the forest, they find a dragon egg that hatches. The baby dragon imprints on the party thinking they are its mother. What will the party feed to this eight-foot-long dragon?
82. A noblewoman asks the party to bring her a dragon claw. She's paying well.
83. Rumors say the dragon that lives in the mountains is raising an army of goblins and orcs. The party is asked to stop him before the armies can attack the peaceful villages.
84. A large, stubborn, but generally docile dragon has taken up residence in the town square. The townsfolk have tried everything to get him to move along but to no avail.
85. A dragon tells the party to remove the "human infestation" from his mountain or he will destroy them. The party is now faced with convincing nearly 15,000 townspeople to move in a very short time.
86. A three-headed dragon has come to roost atop the highest mountain in the land. Ever since he appeared, winter has blanketed the land. Some brave souls have climbed the mountain and have glimpsed the great creature. They say that each head is different from the other two. One head is an array of pastels. Its breath is sweet and loamy. Another head is a muted bronze. Its breath is hot and dusty. The last head is a patchwork of earth tones. Its breath is cool and earthy. After hearing these reports, the wise ones of the land believe that the beast is consuming the other three seasons to sustain itself. Until each head is severed, or the heart of the dragon is pierced through, it will be winter indefinitely.

Dragons

87. A friendly sea serpent secretly wishes to help ships attempting to cross the most treacherous path through the sea. The route would be the shortest if anyone dared to attempt it. But the doldrums, pirates, rocks, and storms make it a daunting task. But for any who are willing, the sea serpent will lend its aid.
88. A group of dragon riders has lost their mounts. The dragons disappeared mysteriously in the night. Now, the riders are seeking help in unraveling this mystery.
89. A noble hires the party to search for the tomb of the great dragon and to bring back its hoard. There are clues and hints, but no one knows exactly where the tomb is and if it is guarded or not.
90. Refugees are streaming in from the east. They tell tales of fire and death and hordes of monsters. A dragon comes whipping before him armies of goblins, orcs, and kobolds. How will the world stand against this evil menace?
91. A dragon tells the party a riddle and gives them a month to solve it. If they don't, he will eat them. If they do, he will give gold.
92. The party must steal a dragon egg from an evil wizard that is using it to perform some sort of ritual.
93. A little boy found a "toy" dragon while making mud pies near an ancient ruin. As he plays with the tiny figurine, it comes to life and grows to a life-size dragon. The dragon thanks the boy for saving him and takes him to the land of the dragons. But now the boy doesn't want to leave, and his parents have no idea where he went.
94. A terrible black storm dragon has created a never-ending deluge of rain. The people have taken to the hills. If something isn't done quickly, the land shall become a sea.
95. Legends speak of the great healing power of dragon's milk. A king desires to have a small vial of the potent liquid to heal his ailing daughter.
96. A quixotic young knight has set off to slay a dragon. What he doesn't realize is that the dragon he intends to kill is a benevolent and wise dragon. The people of the land want him stopped.
97. Twin dragons guard a sacred treasure at the Great Temple. In an attempt to steal the treasure, the silver dragon was mortally wounded by a group of bandits. After his death, the golden dragon seems to have taken ill though she was not wounded. She tells the party that the silver dragon will be reborn somewhere in the land. If the dragons are not reunited by the winter solstice, both will die.
98. A nobleman wishes for dragon scale armor. He hires the party to find dragon scales.
99. A great dragon had stolen away all the cattle and horses. Any horses or cattle that enter the land are immediately taken by him. (Party beware!) He keeps them in his lair and eats them one by one. The people of the land are desperate to get them back. For one thing, they're really sick of mutton.
100. A country by the sea has been invaded by a violent seafaring people. They are being overwhelmed by the barbarian forces, and soon the last strongholds will be subdued. The people of the land know that the dragons living in the remote places of their land had promised long ago to come to their aid, should they need it. But these days, no one remembers exactly where the dragons reside, nor is there an expert in the dragon languages, who could explain the country's dire situation.



Dwarves



Dwarves

1. Tales speak of a legendary battleaxe that can only be wielded by one wearing magical armor. Clues can be found in the private library of a dwarven noble.
2. Explore the hills nearby to see if there is a suitable location for a new mine.
3. The king purchased a load of rare stone from a faraway land. It is arriving on a ship in a port city. Go to the port, collect the stone, and bring it back to the king for a reward.
4. A master smith says he'll forge anything the party wants if they help find his missing daughter.
5. A new mining tunnel opened up above a river of lava. Help seal the tunnel.
6. The court wizard wishes to grow the library. He is offering good prices for books brought to him.
7. Goblins and orcs broke through into the mine. It was sealed off, but the monsters need to be dealt with.
8. The king's warhammer was stolen. Find the culprit.
9. The master smith was murdered. Find the murderer and learn the motive.
10. A cave-in trapped twenty miners. Help rescue them.
11. Help the workers at the quarry to lift an unusually large stone they uncovered.
12. Deliver a load of limestone to the university.
13. A beggar asks the party for a hot meal. In payment, he offers them a map to a long lost dwarven stronghold and says they will find gold there.
14. A group of dwarves arrives seeking shelter. They claim the city where they had dwelled for centuries expelled all dwarves without warning. Go to the city and investigate.
15. Miners undercover an odd egg-shaped stone while digging. The queen would like someone to investigate it.
16. The king asks the party to hunt a giant mountain goat and bring back its pelt.
17. While searching an old mine shaft, a chest was found. It contained jewels and some gold pieces. The chest was labeled with the name of a dwarven clan that now lives in a distant city. The king asks the party to take the chest there to find an heir of the house who can claim the property.
18. Several dozen dwarven ponies escaped from their corral. Help round them up.
19. Tales tell of a legendary dwarven smith who crafted a magical suit of armor. Find it and discover whether or not you are worthy to wear it. Clues can be found in the city library.
20. A corrupt noble approaches the party and offers them quite a sum to steal a famed beard oil recipe.
21. Explore the mountains nearby to find a good location for a new fortress.
22. Rumors of a lost mine have always circulated, but recently there have been a few clues that seem to indicate it is truly real. The king is hiring adventures to search for it.
23. The horde of orcs and goblins rushed through the mountains catching many outposts off guard. Now they are nearing the city gates. Help defend the city.
24. A caravan of granite meant for a city along the coast disappeared. Investigate and locate the caravan.
25. A wizard needs a selection of rocks and gemstones. He's willing to pay well to have someone go about the city to collect them and bring them to him.
26. A frost giant was seen near one of the gates to the city. Track him down and kill the monster before he attacks the city.
27. Help reinforce an abandoned fortress in the mountains before an imminent attack.
28. While digging, miners uncovered a pit filled with human bones. The queen is hiring adventurers to remove the bones and to see what, if anything, is under them.
29. A dwarven lord is obsessed with finding a legendary dwarven city. He wants to hire the party to lead an expedition. He has only a few clues, but he has lots of gold that he is willing to spend.
30. Help train dwarven ponies to not be afraid of the dark.

Dwarves

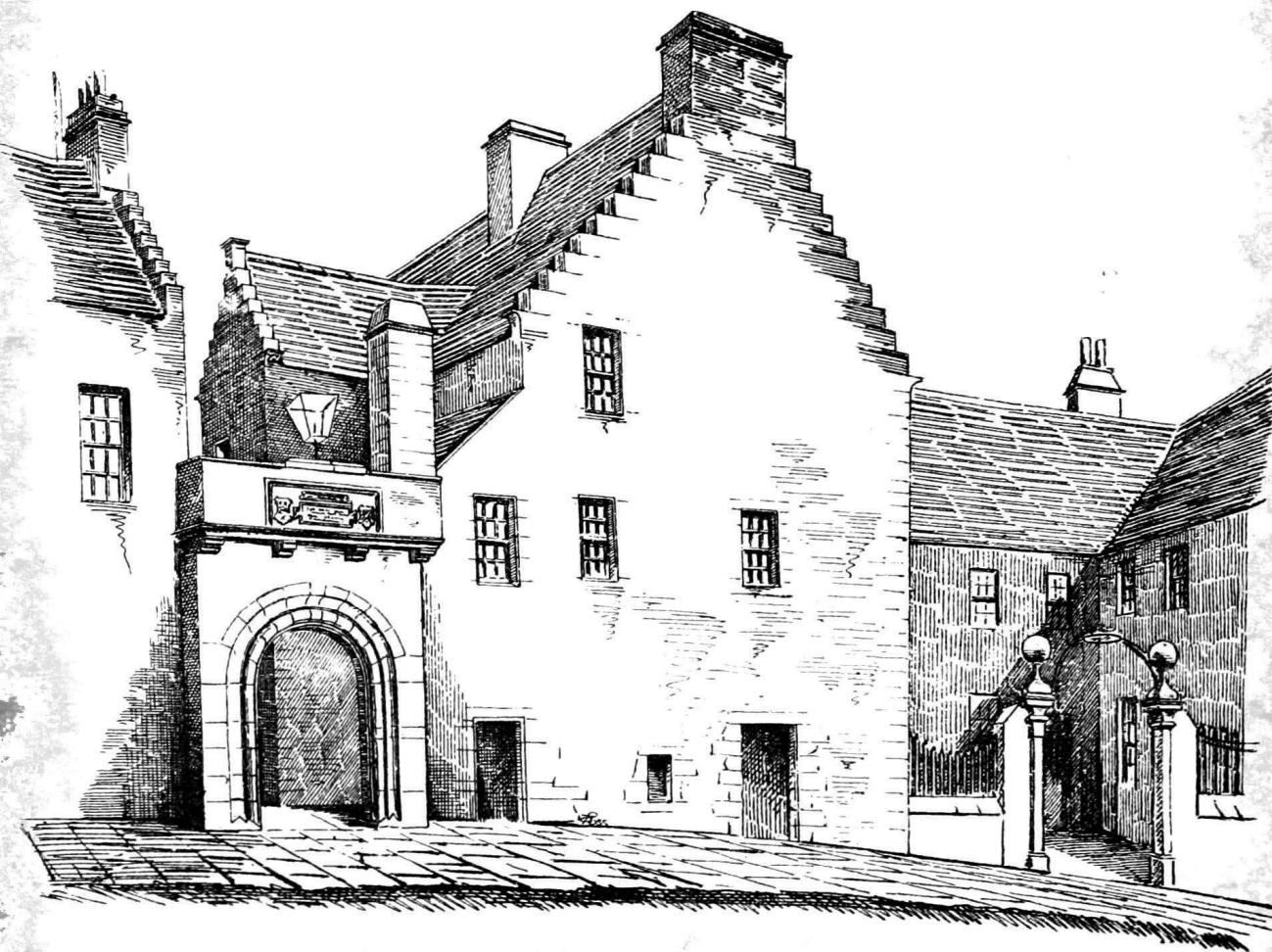
31. Quarry workers found a chest while digging. In it were a map, a copper dagger, and a small ruby. The king wishes to hire adventures to follow the map and discover the mystery of the chest.
32. A group of dwarves is planning on reoccupying their ancient home under the mountain. Help restore the halls to their former glory.
33. The city's grain storage is infested with rats. Help exterminate the rats and determine if there is enough left food for winter.
34. Escort a caravan of gems and precious metals to a distant city and help sell them.
35. A miner fell and is now trapped in a deep shaft. Help rescue him.
36. A noble commissioned a sword to be made. The weapon is now complete. Deliver it to the noble for the blacksmith.
37. An old blind dwarf claims to have a vision of a map burned into his mind. The map leads to a treasure horde. If the party helps him find the treasure, they will get a cut of the treasure.
38. Deliver yeast to the brewer.
39. A rogue band of dwarves is attacking peaceful human settlements. Stop them.
40. Help shore up mining tunnels before they collapse.
41. Miners tunneled into an existing chamber full of dragon eggs. The king is asking for advice as to what should be done with them.
42. A dwarf who was thought to be dead has reappeared in the city. He claims he was lost in caverns for nearly a century and has seen great wonders. The king would like adventurers to retrace his steps and explore these caverns.
43. The librarian wishes to hire a group of adventures to travel to an elven city and buy several rare books.
44. A huge emerald was found in the mine. Transport it to a master gem cutter in a distant town. Unfortunately, word of its size has gotten out.
45. A mineshaft is flooding. Help rescue workers and find out the cause.
46. The party is invited to a drinking contest in a local inn.
47. Deliver a load of iron to the blacksmith.
48. Help rebuild a bridge over a mountain chasm.
49. A city far in the valley bought a dozen wagon loads of marble. Escort the caravan to the city.
50. The ancient forge has lain dormant for centuries. The new king wishes to relight it. He asks the party to travel to the ancient dwarven homeland to retrieve fire from the sacred forge and bring it back.
51. Deliver a load of tin to the blacksmith.
52. A human farmer discovered the ruins of a tower in one of his fields. He's willing to pay well to have it rebuilt.
53. Capture several mountain bears that can be trained as mounts.
54. A large vein of silver was discovered in an ancient forest. However, the elves do not wish any trees to be destroyed. Negotiate with the elves and make an arrangement so the dwarves can mine there.
55. The arm wrestling championship is tonight. The party is asked to participate.
56. The queen has purchased a painting from a famous elven painter. Travel to the painter's studio and bring it to the queen.
57. The mine tunnels are filled with a strange gas. Learn the cause and find a solution.
58. Negotiate with a human for mining rights in the area.
59. Help repair a widow's house. While fixing the walls, a map to a forgotten mineshaft is found. The widow says the party can have it.
60. Travel to another city and escort the princess home from university.

Dwarves

61. The king has sold an ancient book to an elven lord. Deliver the book safely to the lord.
62. The queen has called for a hunt in the nearby forest. She asks the party to participate.
63. A young dwarf believes something strange is going on in the mine. He asks the party to come down with him into the mine at night.
64. Help repair the inn's fireplace.
65. A trickster gnome passed through the city. The next day about a hundred dwarves realized their beards had been shaved off. They believe the gnome is responsible and want him found.
66. A new vein of gold was discovered in a small mine. Now, a dispute on who owns it is raging. Investigate for the king and determine the legitimate owner.
67. Miners broke through into a large natural cave system. The queen wishes adventurers to explore it.
68. Deliver a load of copper to the coppersmith.
69. Someone broke into a brewery and destroyed the beer vats. The brewer thinks it was a rival brewery, but he has no proof. Investigate and find the culprits.
70. Help the blacksmith with a large order of picks and shovels. The work needs to be done fast, but well.
71. Investigate strange sounds at the lowest level of the mine.
72. Help the quarry workers load limestone onto wagons.
73. An avalanche has covered one gate of the city. Help clear the snow.
74. The king would like to reopen an old section of mine that was said to be exhausted of anything of value. He wants to hire the party to explore it and report their findings to him.
75. A disgruntled blacksmith is believed to have sabotaged the city's main forge. Track him down and bring him to justice.
76. Several workers disappeared in a certain mining tunnel. Help search for the missing miners.
77. A noble reported a burglary. Several valuable heirlooms were stolen. The noble is offering a substantial reward for their return and the capture of the thief.
78. A noble is very angry because someone stole his beard oil. Find the thief or replace the noble's beard oil.
79. Help miners working on a large vein to collect iron ore.
80. A visiting wizard would like to inspect the mines. The king asks the party to keep an eye on him.
81. A gnome jeweler reported the theft of several large gemstones. Investigate the matter for the queen.
82. While mining, ancient tunnels were discovered. Explore them and report any unusual things.
83. The dwarves have delved too deep. An ancient evil is now rising from the depths. Can it be stopped before it slaughters all the dwarves?
84. Help with setup for a huge market festival in the city.
85. Frost ogres have filled in the mountain pass. Kill the monsters and reopen the pass.
86. Help extend a mineshaft down a hundred more feet.
87. Legend tells of an ancient dwarven stronghold long abandoned in the far mountains. If someone could find it and rebuild it, its worth to the realm would be untold.
88. The party is asked to participate in a taste test of local beers and choose the best one.
89. It is believed a worker is stealing gemstones from the king's mine. Pose as workers and see if you can spot the thief.
90. Tensions are rising between mining and blacksmithing factions within the city. The mayor asks the party to mediate and calm both sides.
91. Something has clawed up through the earth into the library and is devouring the books. Find the creature or creatures and stop the ruination.

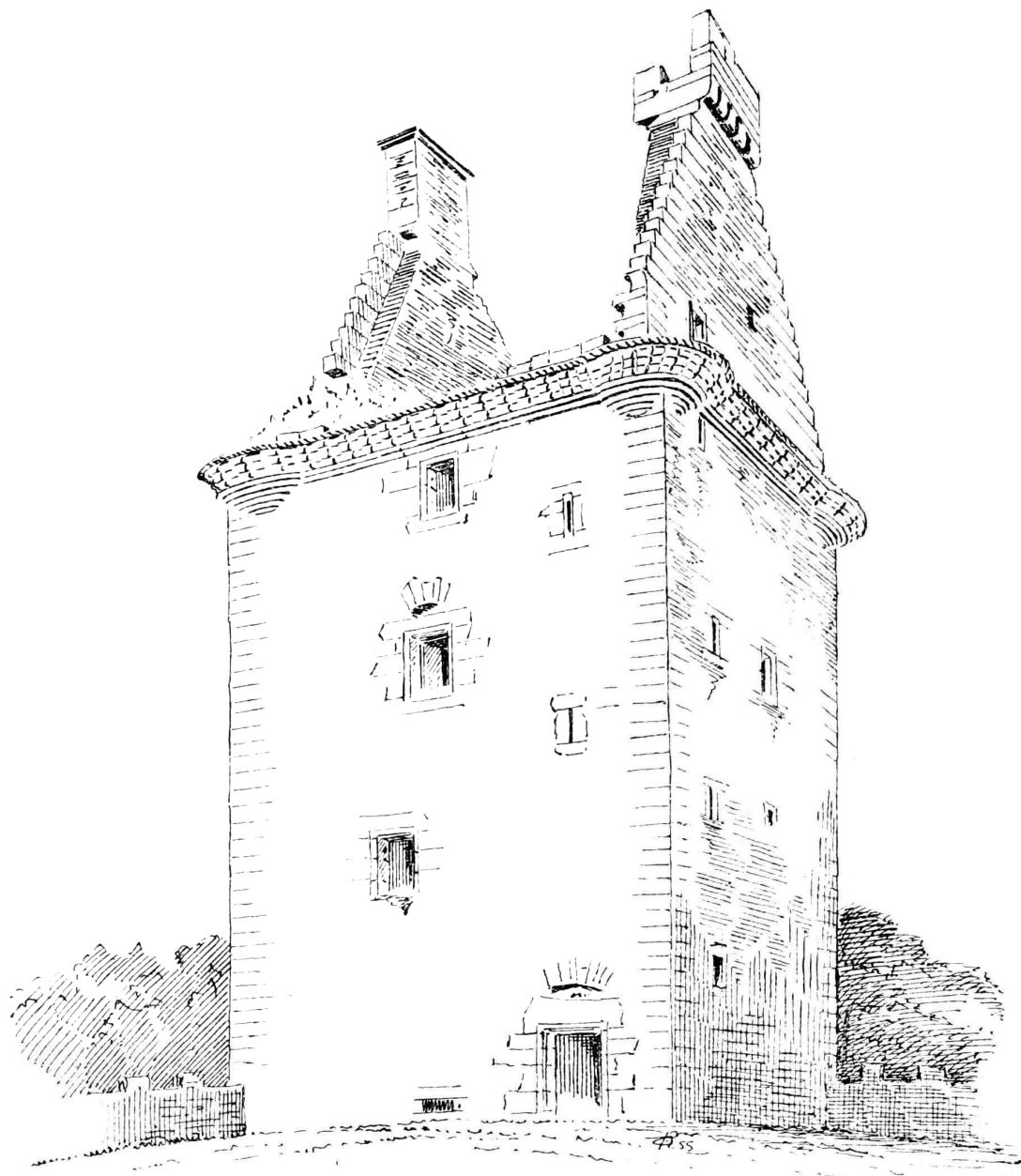
Dwarves

92. A sacred artifact was stolen from the museum. Find it and the thief to receive a reward.
93. The brewer received a large order for beer from a human town. Escort the beer wagons to the town and complete the delivery.
94. Deliver several kegs of beer to an inn.
95. Go to a dwarven village higher in the mountains and retrieve a barrel of fine beard oil and bring it back.
96. The queen asks the party to settle a dispute between rival mining factions.
97. A dragon is attacking a distant dwarf city. Go to their aid against the beast.
98. The high priest needs to prepare a ritual. His beard needs to be braided in a certain manner. However, the acolyte who usually braids it is very ill. Help the high priest by braiding his bread or healing his servant.
99. Travel to a distant city to buy wine for the king. Several barrels of a certain elven vintage will do nicely.
100. Drendarr the Mad wishes to put together an expedition to journey to the center of the earth. He hopes to find the largest and rarest gem called the World Stone. He offers the party fantastic riches in exchange for their help.





Fighter Guild



Fighter Guild

1. Ruffians have seized a ship in the harbor. Attack them before they can sail away.
2. Several dangerous criminals escaped from the town dungeon. Track them down and return them to justice.
3. Goblins are attacking a merchant caravan outside the city. Defend the caravan and kill the goblins.
4. Travel to a distant land and have a famous blacksmith forge a weapon. He may require a price.
5. A noble is moving a famed gemstone to a new estate. Provide security during transportation.
6. Ancient catacombs were discovered under the castle. The queen wants them explored.
7. The potion shop was burglarized last night. Investigate and find the thieves.
8. Go to the poor section of the city and recruit some able-bodied youths. The guild is needing more enrollees for an upcoming confrontation with a rival guild.
9. Dire wolves have been seen in the forest near a small town. Kill them and take the pelts to the merchants' guild for payment.
10. Ride with the king along the main road as a show of force. Make sure the rabble stays clear.
11. Aid a farmer in a land dispute with a corrupt official.
12. A king has captured a dangerous criminal of international renown. He needs this infamous fiend escorted to the kingdom next door to face trial. However, he warns the guild that this criminal is as wily as they are dangerous.
13. A rare book was stolen from a wizard. The wizard would like help recovering his property.
14. Pirates raided a coastal city. Help track down the pirates and stop them from raiding.
15. The blacksmith says he can forge extra-strong weapons if he had a special metal found in a distant port city. Travel to the city and acquire some of the metal.
16. A guild member disappeared while traveling to another city. Investigate and discover his fate.
17. Infiltrate an underground fighting ring to learn if the participants are planning to overthrow the king.
18. A large cat was reported in the south woods. Bring it down.
19. Strange signs have been reported in the main graveyard. Investigate and stay there all night if needed.
20. Take a wagon load of weapons to a mercenary company camped outside the city.
21. Escort a famous mapmaker and her surveying party through the wilderness.
22. The crown prince wishes to learn to fight. Give him some fighting lessons.
23. A local gang has threatened a shop owner. Stand guard overnight to make sure nothing happens.
24. A gang vandalized several shops in the city. Find those responsible and turn them over to the authorities.
25. A drunken warrior has barricaded himself in the inn, and now he is smashing the furniture and ruining the goods. Put a stop to his rampage and take him to the captain of the town guard.
26. Help a small town improve its defenses. It doesn't even have a stockade at the moment.
27. A band of rebels is moving toward the city. Intercept them before they arrive.
28. Escort a scouting party searching for new trade routes.
29. Giants have felled trees over the forest road and are attacking travelers. Put a stop to their wickedness.
30. Arrest an outlaw before he can board a ship in the harbor.
31. A powerful leader of a local guild of merchants has some "unfinished business." She has managed to break up a band of thugs who had been bullying her members into paying a "fee" for "protection." However, the thugs got away. She wants them found and dealt with so that her guild can get back to business as usual.

Fighter Guild

32. Rumor says that a small town is being plagued by subterranean creatures. Go see how you can help.
33. A traveling troupe is causing trouble at the east gate. Go resolve the dispute.
34. There is talk of insurrection in the city. Walk the streets and make the guild's presence known.
35. Rumors say a gang war is about to break out in the city. Stop it before it starts.
36. A dragon has moved into the bluffs above the river. The rivermen are afraid to pass by in case their boats will anger the creature. Slay the beast, so life may return to normal.
37. A local inn is holding boxing matches as entertainment. Volunteer to fight and make the guild proud.
38. Break into a heavily guarded castle tower and rescue an important diplomat being held prisoner.
39. Rumor has it that there will be an attempt on the king's life at a banquet. Secure the building and protect the king.
40. A local militia is needing someone to train them in guerilla warfare. They must learn the techniques quickly before an inevitable war comes upon them.
41. The mayor has issued bounties on several outlaws. Find them and collect the bounties.
42. The neighboring kingdom has just erupted in a civil war. Go fight for the highest bidder.
43. The queen is organizing a tournament to discover the greatest swordsmen in the land. Enter it and do your best.
44. A noblewoman is looking to hire a group to break into the royal palace and kidnap the court wizard. Bring the wizard back as a hostage and guard him while the noblewoman negotiates with the king.
45. A mad wizard has threatened the life of the princess. Track him down before he can harm her.
46. An outlaw escaped custody killing one of the town's guards. Track him down and bring him back to face justice.
47. Serve as an honor guard as the court wizard is being buried.
48. A baron is hosting a party and has invited a rival house. He has requested guards.
49. Bandits attacked a group traveling on the main road a few days ago. Teach the bandits a lesson they won't forget.
50. A noble purchased a large volume of rare wine and wants protection as the barrels are transported from the harbor to their manor.
51. Orcs ambushed and slaughtered several guild members as they were traveling. Find the orcs and let none live.
52. A huge boar killed a woodsman. Hunt it and kill it.
53. A noble is looking for "unusual or exotic" fighters to fight in a tournament where each round will be fought on a different type of terrain. There will be prizes.
54. A minor noble is planning a heist. A corrupt cartel has amassed a large amount of gold and silver by exploiting those who can't stand up to them. The noble wants to give it back to the people. Of course, there will be a handsome cut for the guild members.
55. Try your hand at fighting in non-lethal gladiator matches in the arena.
56. The king wishes to test his castle defenses. Attempt to break into the castle and note where security is lax.
57. A disgruntled member of the guild is sowing discord in the city. Capture him and bring him back to the guildhall.
58. A group of guild members is returning from battle. Word is that several are injured. Go find them along the road and help them return to the guildhall.

Fighter Guild

59. A wealthy merchant needs to send a caravan of rare goods to a distant town. She wants to hire extra protection for the caravan, but she doesn't want it to look like the caravan is special. She's insisting the extra guards dress like peasants.
60. A crime wave has gripped the city. Help the city guard get the situation under control.
61. A wicked sorceress is holding a group of innocent halflings hostage. Infiltrate her lair and rescue them. Then, deal with the sorceress.
62. Guard a shipment of rare books headed to a library in a large city.
63. Legends say a magical suit of armor rests at the bottom of a lake in the nearby hills. Find it and it's yours.
64. The mayor has requested extra guards when he makes a proclamation this evening.
65. Take a ship up the coast and attack a pirate fortress.
66. Reinforce a small outport before readings capture it.
67. An unknown ship landed just north of the city. Meet the crew and learn their intentions in traveling here.
68. A woman received an urgent letter from her father who lives in a distant town. He's in trouble and fears for his life. The woman would like an escort to the town and help to figure out what happened.
69. Orc tracks were reported in the forest nearby. Investigate and kill any of the monsters that are found there.
70. Escort a professor to the king before enemy agents learn her location.
71. Legends say a crown of power lies deep within a dungeon several miles from the city. Find it before an evil duke does.
72. The crew of a ship won't turn over the cargo to the merchant who owns the vessel. Go and settle the dispute in the favor of the merchant.
73. The university has asked for extra security at an event involving rare manuscripts.
74. Pirates have captured the ship of an important noble. Now, he is being held hostage on his own ship. His wife is organizing a rescue party. She has a ship and a crew, but she needs some brave fighters. She is a fighter herself and plans to be a part of the mission.
75. A small fishing village is having a bandit problem. Go and help them solve it.
76. The curator of the city museum would like extra security as an ancient artifact is being put on display.
77. An extremely large man is challenging everyone to wrestling matches. No one has defeated him yet. Challenge him and do the guild proud.
78. A band of raiders has surrounded a monastery. Attack the raiders and aid the monks.
79. The town is hosting a series of contests showcasing martial prowess and strength. Represent the guild well and be rewarded.
80. An important trading town is tired of being run by a crime syndicate. They are looking to hire some fighters to beef up their numbers. Then they can run the crime lords out of town.
81. The prince was kidnapped. Find him quickly.
82. Act as the queen's champion in a duel to the death. The queen's life and honor are at stake.
83. A researcher at the university received death threats. Investigate and protect him.
84. Deserters from the duke's army have taken over an outlying farm and are holding the family hostage. Free the family and deal with the deserters.
85. Another group has taken on the same name as your guild. Now, they steal all the jobs and are unscrupulous in their methods. They are giving your guild a bad name and must be dealt with.
86. A local village has been dealing with bandits and robbers for quite awhile. They're sick of their town being terrorized and want someone to train the able-bodied individuals to fight against their attackers.

Fighter Guild

87. A noble wants a show of force at a banquet she is throwing. She's paying well.
88. Deliver a special sword to the leader of another guild in a distant city.
89. A guild member was killed in a battle in a distant town. Retrieve her body and bring it back for proper burial.
90. A reckless and somewhat unscrupulous member of the guild has taken a job that could prove disastrous for the good name of the guild. Go find this member and stop them before it is too late.
91. A farm girl spotted a white stag in the King's forest. Kill it and present it to the king.
92. Examine the city's defenses and report back with recommendations for improvements.
93. Thieves stole a precious relic belonging to the guild. Recover the item and punish the culprits.
94. Escort a peace delegation to a neighboring kingdom. Expect trouble along the way.
95. A couple of children believe they found a bandit hideout while they were collecting wood. Investigate, and if there is a bandit hideout, drive them out.
96. It is said an ancient warrior lives in the mountains. Find him and ask him to train you.
97. Rumors say there is a swordsmith in a foreign land that is being held against his will by giants. The giants insist he creates weapons for them. Find him and free him.
98. A merchant is sending a rare cargo down the river by boat and she would like guards to go along.
99. Protect the king as he visits a small village that was just ceded to his kingdom. The residents may not be happy about the arrangement.
100. A village reported several werewolf attacks. Confirm the presence of werewolves and slay them.





Ghosts



Ghosts

1. A ghost has plagued a noble house for generations. Tired of living with the frightening spirit, the family now wishes to hire someone to drive the ghost out.
2. A ghost asks the party to sprinkle holy water on a specific grave in the graveyard.
3. A ghost appears to the party and asks if they would like to drink the finest wine in the land. As the spirit disappears it points down a path that hasn't been used in decades.
4. A ghost of a dwarven smith can sometimes be seen hammering away on a mountain top. A wealthy dwarven noble is hiring adventurers to investigate.
5. While traveling the party sees a shallow grave. A ghost appears and asks them to track down the bandits who murdered him.
6. While looking for a book in the library, a ghost appears and directs the character to a certain book. When the character opens the book, a map falls out.
7. A grief-stricken king has studied the forbidden arts and found a way to enter the Underworld. He claims that his daughter was taken from him "before her time." He plans to penetrate the Darkness and kidnap the psychopomp who took her. If he can hold the psychopomp hostage, then he can make a trade. That is his plan, anyway. He is looking for brave warriors to join him. And he will pay handsomely, of course!
8. The monastery burned down more than a hundred years ago, yet the spirits of those who perished have not rested. Explore the ruins to learn why the ghosts walk instead of sleep.
9. When a new section of a mine was opened up three weeks ago ghosts flooded out and are haunting the entire mine. The workers are afraid to go inside. The owner is offering a reward for clearing the mine of ghosts.
10. Stories have circulated for decades that the king's statue is haunted. The eyes move or the fingers move, or so it is said. Find out if the stories are true.
11. While traveling through the forest a group of ghosts plays tricks on the party.
12. A noble claims there is a drunken ghost in his wine cellar and would like the party to get rid of it.
13. A ghost asks the party to receive a map from its grave. The map will lead them to a precious treasure.
14. A noble wants to reclaim an ancestral castle that is haunted. He is offering a reward to anyone who can clear the old castle of ghosts.
15. Passing an old farm, the party notices that a ghost is going about daily chores.
16. A ghost appears to the party and says, "The answers lie in the caves outside of town." Then it disappears.
17. Whenever a mist settles over the land, spectral figures appear and attack unsuspecting citizens. There must be a way to defeat these phantoms once and for all. Can they be banished? Is there a way to dissipate this vile mist?
18. Stories say that, long ago, there was a great battle upon a local field. None survived the carnage. Every night, two ghostly armies appear and battle against each other. Locals know to stay away, for any living person that wanders into the field at night is doomed to become a spirit embroiled in the eternal fight. The local priest would like to help the ghosts to rest but isn't certain how to help them end their never-ending war.
19. A ghost asks the party to offer a sacrifice in its name at a local temple.
20. While the party is in the general store they see a ghost stocking the shelves. The owner says he doesn't know how to get rid of it.
21. Travelers along the river road have reported seeing strange lights and hearing odd noises. The mayor asks the party to investigate.
22. While the party is camping in the wilderness, a ghost appears in their campfire. The ghost asks the party to go into the woods and find the ruins of a dungeon. Inside they will find his bones. He wishes them to be buried.

Ghosts

23. A vengeful ghost is wreaking havoc in the castle. The king and queen are being terrorized and are willing to pay well to have the spirit dealt with.
24. The ghost of a young woman wanders the forest at night. She tells the party to find her tomb and to set it right. The tomb is in the forest and has been opened by robbers. If it is closed the ghost can rest. The ghost offers the party a gift for helping her.
25. A spectral ferryman waits at the seashore. It says, "A single gold coin for passage."
26. While passing by a lake the party sees a group of ghosts battle underneath the water. They also see an ancient doorway under a few feet of water.
27. The ghost of a horse appears and leads the party to a burial mound with a low entryway. The ghost indicates that the party should enter.
28. The party comes across the aftermath of a battle. Bodies lie mutilated on the bloodsoaked ground. Ghosts flit about and ask the party to bury their remains.
29. The queen says a ghost has visited her chambers three nights in a row. The ghost is a young girl who asks for justice. The queen asks the party to help investigate.
30. A ghost is seen rowing a small boat up the river. It calls out that riches await all those who follow him.
31. Rumors say a ghost or some kind of evil spirit is rallying goblins and orcs in the forest. The mayor wishes to hire the party to deal with the spirit and its minions.
32. A ghost steals an object from the party and then flees into nearby ruins.
33. The ghost of an ancient king and his knights have been resurrected by an evil wizard. He is using them to do his evil bidding. Someone must stop him.
34. Underneath a weeping willow sits a forlorn ghost. It asks the party to gather flowers for it.
35. A ghost appears to the party and asks them to solve her murder.
36. A ghost appears to each character in a dream on the same night. The ghost implores them to go to a nearby kingdom and right some terrible wrongs that have been committed by the regent.
37. A ghost asks the party to climb the tallest tree in the area. Once at the top the party can see nearby ruins that have been completely overgrown.
38. A ghost asks the party to plant an acorn in the middle of the field just outside town.
39. A ghost is holding the mayor hostage in his office. Negotiate with the spirit and rescue the mayor.
40. The locals say that a phantom hound has been kidnapping their children. If the party investigates, they find that it is the ghost of an old sheepdog, who desires to "herd" helpless creatures. If the party gives the ghost little lambs to replace each child, the old sheepdog will let the children go and lovingly look after the lambs instead.
41. A ghost pirate ship terrorizes merchant ships at sea. But a wizard claims that he can banish these wraiths if someone can get him aboard and defend him while he performs the ritual.
42. The party sees the ghost of a prisoner in a castle dungeon. It claims that he was the rightful ruler of the realm, but a usurper used political trickery and forgery to depose him. The king asks you to find his only daughter. She is being held against her will somewhere in the castle. Once the party finds her, the daughter asks them to take her to the castle vault. She knows where to find information that would exonerate her father and reinstate her as the rightful heir to the throne.
43. A ghost asks the party to take a ring to a distant tomb and place it on an altar.
44. Old Man Creedy is drunk again. He likes to put a sheet over his head with two holes for eyes. He claims he is the ghost of the forest and won't go home. The villagers want to go to bed and would like him dealt with.
45. A ghost asks the party to hand it a sword. If it is given, it will imbue the sword with the power

Ghosts

to “slay” ghosts by sending them to the Other Side. The ghost then asks the party to enter a dungeon full of ghosts and slay every single one. If this is done, a treasure will appear in the deepest part of the dungeon.

46. A ghost asks the party to bring it some beer. If it is given, the ghost will drink it. (Though it will actually just spill right through the ghost. The ghost will then proclaim that the beer was pretty good, but not the best beer he has ever had. He then confides in them the location of a box containing the recipe for the Best Beer Ever. He also informs them that it was his own recipe. It is so valuable, that he was killed for refusing to give the recipe to his rivals.)
47. A drunken ghost is haunting a local tavern. The owner is looking for a bouncer who can deal with her unusual guest.
48. A grim group of ghosts rides through the night in a wild hunt. Beware, for they have been known to compel the living to join their eternal hunt.
49. A ghost asks the party to lead town officials to its unmarked grave. The town leadership is afraid and doesn’t want to go.
50. A bagger on the street offers to sell the party a crystal ball. A ghost is trapped inside the ball and asks to be set free.
51. The ghost of a child attempts to pickpocket one of the characters. Once caught he tells how he was murdered by the captain of the town’s guard.
52. A horde of ghosts swept down from the mountains and put to flight all the common folk of the land. Someone needs to find the source of these evil spirits before the land is ruined.
53. A ghost appears to the party and motions to a crumpled parchment on the ground. The parchment is a wanted poster for a murderer with a substantial reward.
54. It is said that a ghost dwells at the center of the swamp and gives out wisdom to those who seek it. The party must find the ghost to gain wisdom.
55. The owner of the curio shop offers to sell the party a small wooden box she claims has a ghost inside. If the box is opened, a ghost appears.
56. A psychopomp appears to the group and asks them if they would like to take a tour of the underworld...for a price. The psychopomp will allow your group to tour the underworld without harm if they are willing to learn the ropes and do his job for two weeks. He says he needs a vacation. (The party might use this opportunity to bring a fallen comrade back from the dead.)
57. Three spectral sisters appear to the party and prophesy a great quest in their future. But they warn them that the way is narrow and doom is on either side.
58. A large group of wandering souls approaches the party and tells them the sad tale of a curse being laid upon them. They are doomed to wander the earth without rest until someone destroys the necromancer who came to their land. This necromancer murdered them and demanded their ghosts join his phantom army or be cursed forever.
59. When the party enters a room in an inn, they find a ghost sleeping in the bed.
60. The ghosts of two elven warriors duel in the middle of the road. They say they can only stop fighting if someone buries their bones.
61. The ghost of a soldier begins following the party. It tells them how he had joined the army to fight for his country and lost his life on the battlefield. Now he cannot find rest until someone goes behind enemy lines to retrieve his remains and brings them back to his family’s ancient burial grounds. He assures the party that his family will be so thankful and will reward them handsomely.
62. As the party enters an inn they notice all the workers and patrons are ghosts.
63. A ghost has been taking objects out of the blacksmith’s shop for weeks. The blacksmith is willing to pay anyone brave enough to follow the ghost and recover the items.

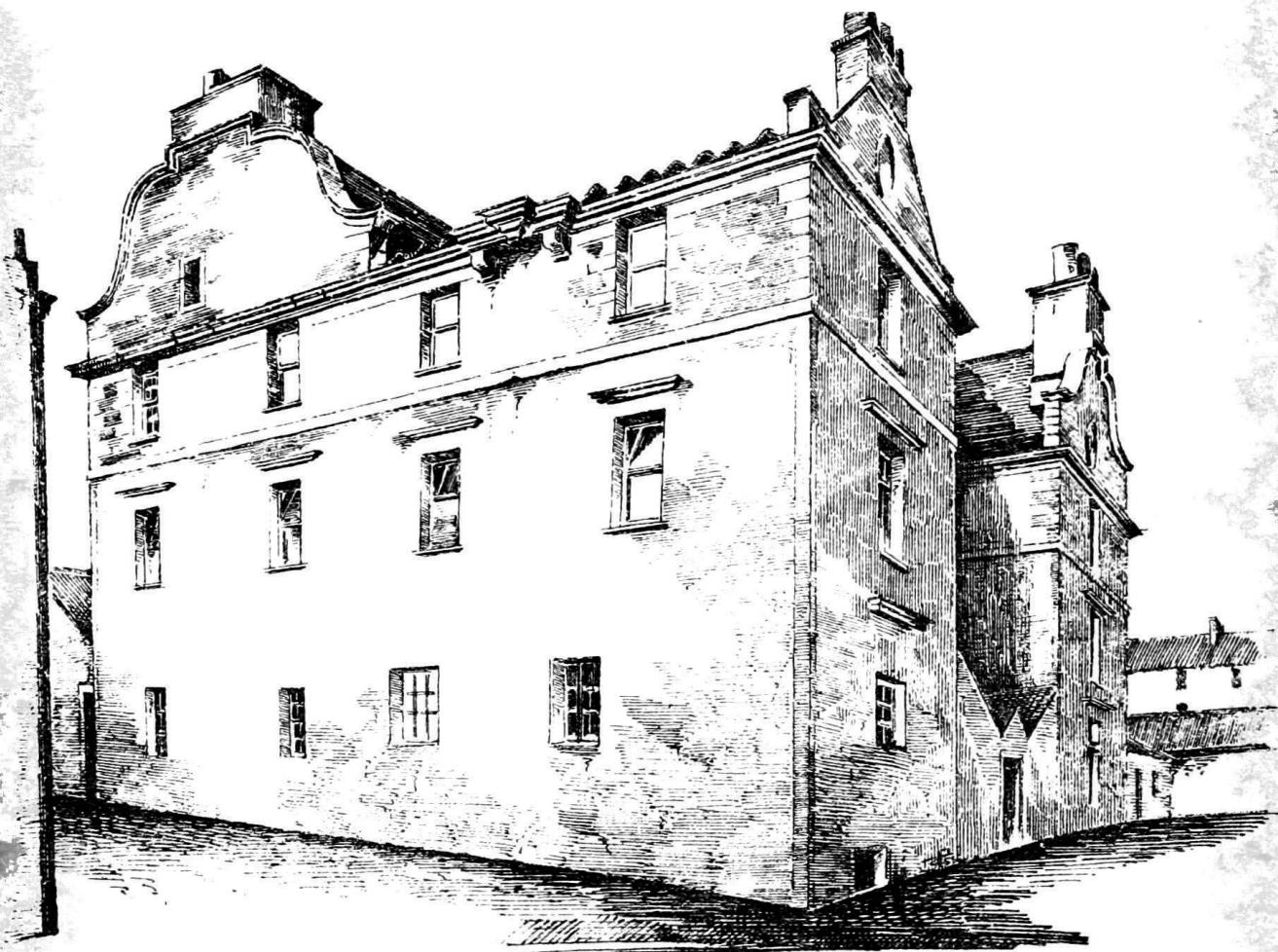
Ghosts

64. The party receives a mirror by strange circumstances. The spirit of the queen of the land is trapped in the mirror. She claims that her body was stolen by an evil wizard, who uses it like a marionette to rule her kingdom for his own evil ends. She begs them to defeat the wizard without destroying her body in the endeavor. She also asks them to find a way to rejoin her spirit to her body.
65. While walking through a city, a man hands the party a wine bottle and runs away. Inside the bottle appears to be a ghost.
66. The forest is haunted. Everyone knows it. Help make the forest safe for travelers.
67. A raven lands near the party, it claims to be the spirit of a dead wizard. It begs the party to go to a certain city and find the rival wizard that murdered him.
68. While visiting a temple, a ghost appears to the party. It asks them to take the urn with its ashes to a waterfall and pour them out.
69. A ghost was spotted in the library. It thumbs through books fervently and then tosses them to the floor. Most of the books found on the floor seem to be about an ancient civilization that was believed to have the power to raise the dead. Some of the books are specifically about a magical weapon that this civilization possessed. There are also a few that mention an enchanted treasure. The party is asked to investigate.
70. Worried parents reported that their young daughter has been seeing a ghost. The child says that her “friend” is very talented with all kinds of musical instruments. However, it longs to play a legendary harp that is made by monks in a distant land.
71. A medium approaches the party and asks if they would like to participate in a seance. If they agree, she brings up a party of unearthly dancing ghosts all around them. Once the dance is over, the leader of the group tells the party that they are an ancient performance group and must perform before royalty before they can pass to the other side. They beg the party to arrange for a king or queen to attend their performance. The party must then allow the ghosts to possess each member of the group.
72. Someone has been scrawling messages throughout the city at night. Some say it is a ghost, but whoever it is, the mayor wants it to stop and is offering a reward to those who find out what is going on.
73. While traveling the party comes across a tree with the spirit of a prince trapped inside. The spirit tells them a sad tale and asks them to set him free.
74. A farmer who spends most of his time drunk claims there is a ghost in his shed. He comes to town begging someone to look into it.
75. A ghost asks the party to say several lines from a poem while watching the setting sun.
76. While staying in an inn, a ghost appears in the mirror in one of the party’s members’ rooms. The ghost asks if they could deliver a message to her daughter in a distant town.
77. The ghost ship is usually seen one week out of the year sailing for the small chain of islands off the coast. Stories say the ghost crew is checking on their buried treasure. Many have said they would follow the ship to the treasure, but few are brave enough to try.
78. The party has found an ancient temple, deep in the forest. A ghost appears to them and claims to be the guardian of the temple. It asks the party to enter the temple and destroy the evil that now inhabits it. The treasures inside may be theirs for the taking if only they will cleanse the temple of this abomination. However, it says that the door can only be opened by a special tune played on a particular instrument. If the party can retrieve the instrument, the ghost will play it and open the door for them.
79. The harbormaster wishes to hire a group of adventurers to look into sightings of a ghost ship.

Ghosts

80. Inmates are turning up dead at the local jail. The party is asked to investigate. They will soon learn that a ghost is the murderer, but how will they stop it?
81. The wizard's tower has sat empty for more than a generation. There are rumors the wizard's ghost abides there still guarding knowledge and treasures.
82. While the party is traveling they are attacked by a group of spectral cats. One of the cats flees and enters ruins a little way off the road.
83. The villagers say that one of the local teens is going around in a bedsheet with eye holes cut out of it. But when the party investigates, they find that there is no teenager underneath the sheet. In fact, there is nothing under it. The ghost asks the party to find the one who murdered him in his sleep.
84. Dozens of ghosts appeared in the local graveyard over the last week. The party is asked to investigate.
85. The owner of the potion shop claims the shop is haunted. She asks the party to investigate. Soon the party realizes that a ghost is trying to spell out a message using the potion bottles.
86. A noble is unnerved by a portrait that was given to him recently. He asks the party to examine the portrait and they find a ghost trapped in it.
87. Sightings of a ghost at the gallows outside of town have the people nervous. Town leadership wants someone to look into it, but no one has done so yet.
88. A ghost appeared to a large gathering in the town and proclaimed an impending doom. The mayor is asking for help. Perhaps the ghost will appear again?
89. While stopping at a pool a ghost appears to the party in the water. It asks them to solve their murder.
90. While traveling, the party discovers a secluded grotto where the ghost of an elf female sings softly. If they speak to her, she will tell them how her spirit can be put at rest.
91. A ghost has appeared blocking a local bridge. It will not allow anyone to cross. The locals are offering a reward to anyone who can get rid of the ghost.
92. It will soon be the night when the boundary between the spirit realm and the land of the living will blur. A town is on high alert. It claims that, on this night, ancient spirits will attack for no reason. The town asks the party to help defend the town. However, a ghost dressed in ancient garb appears to the party in a dream. She shows them an ancient burial mound, destroyed and converted into a threshing floor by the town. What will the party choose to do?
93. Several ghosts hover near shallow graves by the side of the road. They ask the party to avenge their deaths on the goblins and orcs that murdered them.
94. A ghost of an elven queen appears to the party. She tells them to go deep into the forest, and there they will find an elven city in the throes of civil war. She asks the party to aid the royalists. In return, they will be greatly rewarded.
95. The old dungeon has been a ruin for centuries. However, stories persist of shadows or wraiths among the stone halls. Investigate the dungeon.
96. While the party is camping, a ghost sets fire to one of the character's blankets. After the fire is put out, the ghost is gone, and the burn pattern on the blanket makes a map.
97. A noble claims a ghost stole a valuable family heirloom. She is offering a reward for the return of the item.
98. There is a haunted cell in the city's dungeon. The ghost's wailing has the guards and others afraid to go into the dungeon. Investigate the cell, and pacify the ghost if possible.
99. There are twelve ghosts in different parts of the city. They need to be brought to the same location to be put to rest.
100. The blacksmith claims his forge is haunted. Everyone thinks he's crazy. However, he asks the party to investigate and is willing to pay to have the ghost removed.

Halflings



Halflings

1. Help the Longleaf family gather mushrooms.
2. Mr. Bywater is sick, and everyone else is afraid to run the ferry. He should be back on his feet in a few days.
3. A farmer needs help weaving a hedgerow.
4. A disgraced wizard is terrorizing the village, and the people don't know how to stand up to him.
5. The innkeeper is ill and needs help running the inn for a few days.
6. A halfling has been going to different inns in the area asking if anyone has seen her son.
7. A halfling youth has managed to get an enchanted bracelet stuck to his wrist. Wherever he goes, trouble seems to beset the people he interacts with. The village has asked you to take the youth to a wizard, who supposedly lives on the other side of the mountain. Hopefully, he can help remove the bewitched bracelet.
8. Floods are threatening the village. A levee needs to be built quickly.
9. A dead elf was found floating down the river. The body had a puncture wound between two ribs, which seems to be the cause of death. On the body was a silver dagger, a book written in Dwarvish, and a small emerald.
10. A few more hands are needed at the barn raising tonight. And Mrs. Proudfoot is baking her famous tasty pies.
11. Some mischief-makers have been vandalizing a local village during the night. The elders want them caught in the act and brought before them.
12. Some villagers need help building a boat. They haven't a clue what they are doing.
13. Help with apple picking before a big storm arrives.
14. Farmer Brownton broke his leg. He needs help feeding his pigs.
15. The squash carving contest has a few slots left open. It's a good chance to show off your handiness.
16. Strange creatures often roam about the old forest. However lately, they have been venturing out and attacking livestock. The local halfling village needs help designing and setting traps.
17. A halfling stumbles into the town in a state of delirium. He keeps saying, "They're coming! They're coming!"
18. A farmer needs help digging a wolf pit.
19. The river that runs through the village is going dry. There isn't a drought, so the village is puzzled. The mayor would like some hardy souls to venture upriver to see if a cause can be determined.
20. Four strange halflings arrived at the inn last night. Word is they are looking to hire guides to take them through the Old Forest.
21. Old Man Greely's goat got out of its pen. See if you can help him.
22. An evil duke has claimed land ownership over the village and is trying to force the halflings to pay exorbitant taxes. The mayor and sheriffs want to appeal to the queen that the land is theirs, and the duke has no claim. However, they need help.
23. The village drunk has been picking fights with travelers. This time, it seems that he has gone too far. He has riled up a fierce group of unscrupulous wizards, who were passing through the area. Now the wizards are threatening to put the town under a curse.
24. A local baker says that she is the best in the world and challenges anyone to make a pie better than hers.
25. Babysitters are needed for the nine Heatherree children while their mother takes the baby to the doctor. Neighbors inform you that the children are "feisty."
26. A forest fire is heading for the village. The fire needs to be diverted, or the village will be destroyed.

Halflings

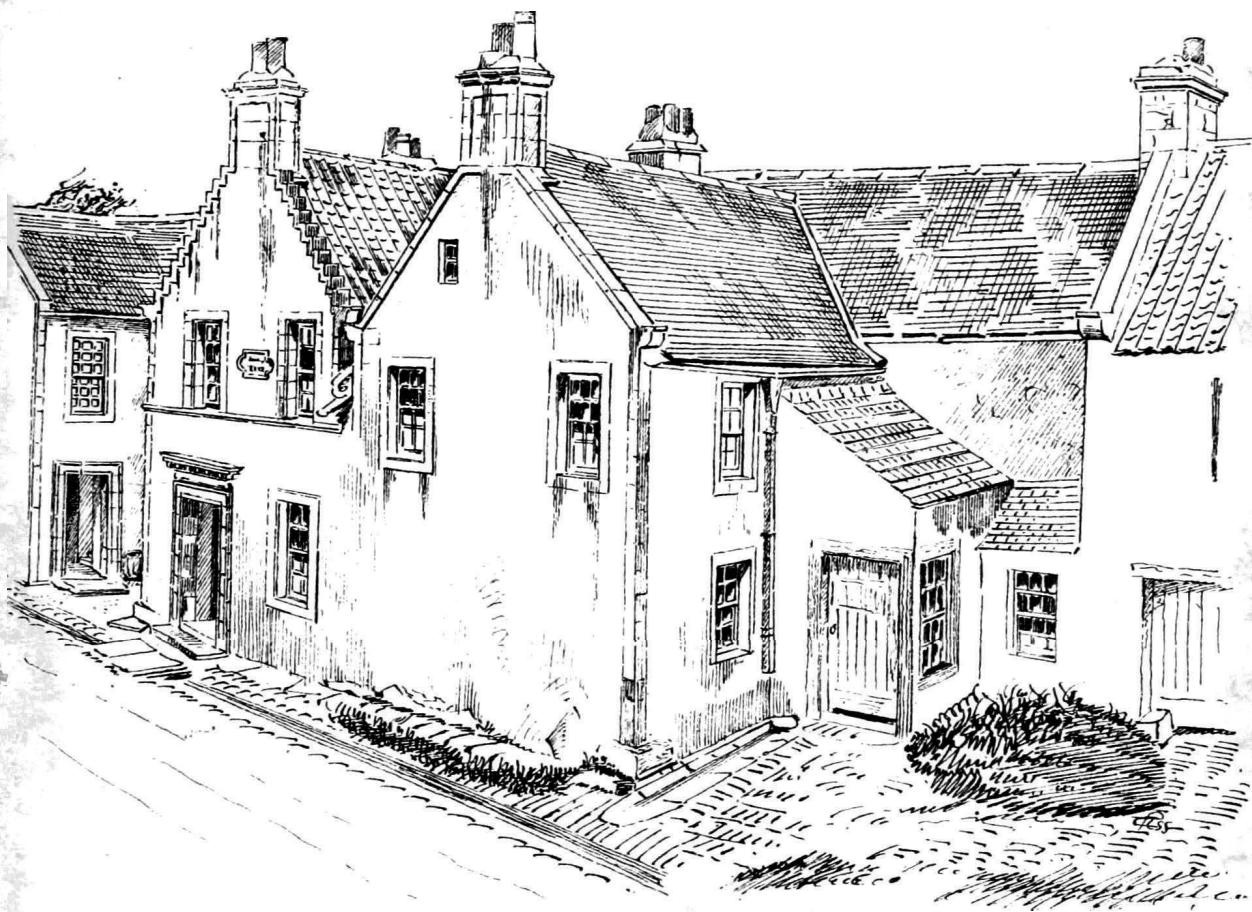
27. A rather tall-ish young halfling is looking to buy a horse for herself. But she isn't quite sure where to purchase one. She is also needing some lessons in horsemanship.
28. The dam is leaking and needs urgent repairs.
29. Wolves are coming too close to the village. The sheriff wants to organize a hunt.
30. The apothecary needs rare herbs gathered from the forest.
31. The teacher would like to put on a performance for the children. Some out of towners would be perfect for the play.
32. The party tonight needs more musicians. Can anyone help out?
33. While digging a new well, the village has unearthed a box with a message in it. The message is in an ancient halfling language. If it can be translated, it is discovered to be a set of directions leading to an ancient halfling treasure.
34. The cook for the Roving Rooster's Inn claims that someone has stolen his recipe box. He suspects his rival at Shady Sam's Tavern.
35. Help make the fireworks display tonight the best ever.
36. Several fields have been burned recently. The sheriff needs help to investigate.
37. The sheriff would like to scare some local hooligans straight.
38. More hands are needed to help with the cooking for the big celebration tonight.
39. Why would somebody exterminate an entire village of halflings? No matter who it is, these fiends must pay for their crimes. The party is sent to investigate. Clues lead to a sinister plot to steal land from the peaceful folk.
40. The innkeeper is looking for more performers for tonight's special gathering.
41. Recruit a halfling burglar to aid the party.
42. An ogre was spotted in the forest a few days ago. The village is terrified, and no one knows what to do.
43. The farmers of the village have gathered their goods together and prepared a wagon caravan. They are intending to take their goods to a nearby human settlement to sell them, but they need an escort.
44. Take a group of children on a pretend adventure in the forest.
45. The village needs help cleaning up after a big storm.
46. Some children say they saw a ghost in the forest.
47. There was an accident at the quarry. Several halflings were injured and they need help now.
48. Some of the townsfolk are looking for instructors to teach their children how to swim.
49. A local halfling potion maker is looking for some brave souls to find some rare ingredients. She pays handsomely.
50. A plague is ravaging a halfling village. They need help finding a cure before more die.
51. Tell a story to the children while the teacher runs an errand.
52. The gossip about the village is that the old house by the end of the row is haunted. Someone should do something about it. That's for sure.
53. The Greentree family's house burned down a few days ago. The village is getting together to rebuild the house, and help is appreciated.
54. No one has heard from an outlying farm family in a week or so. The sheriff would like someone to check on them.
55. A huge tree fell over the north road and it needs to be cleared quickly.
56. Scare crows away from a barley field while the farmer repairs a scarecrow.
57. Take a belligerent goat to the Brookmore farm.
58. Deliver a pie to the Weller family. They've all been feeling under the weather, and this should cheer them up.
59. A farmer's pony ran away. Now she can't get her goods to market on time. If only she had help.

Halflings

60. A child has been kidnapped. The village is organizing search parties.
61. A young halfling wants to cut all ties in the stuffy little village and go on an adventure.
62. Deliver a secret recipe to the innkeeper. Mrs. Proudfoot cannot know about it, or she'll stop at nothing to get it.
63. The tanner needs help breaking a horse.
64. Get a midwife to the Potters' home quickly.
65. Take a jar of honey to Old Man Underhill.
66. Deliver freshly baked bread to the Old Widow. Make sure it is still warm.
67. An unconscious halfling was found near the outskirts of town four days ago. He has yet to regain consciousness. On his person were a coded map, a large sliver of red glass, and a jasper amulet.
68. Help the Rook children round up the chickens that flew the coop.
69. Some young halflings ask for help picking wildflowers.
70. The Old Widow's house needs to be repainted.
71. The sawmill broke down. Repairs are underway, but it needs to be fixed quickly.
72. The sheriff was murdered and the village is in a panic. The culprit must be found soon.
73. Help slaughter pigs for the festival.
74. Miss Stonebuck is hosting a competition for the best slingers in town. Crack shots can win prizes!
75. The potter has his mind set on getting a near-legendary clay that he has heard rumors about. He's looking for help.
76. A halfling falconer is famous for breeding and training the King's own falcons. Someone has trespassed on his property and set the untrained, but still valuable, falcons free. He needs the falcons found and the trespassers brought to justice.
77. Some "feisty" trees at the edge of the old forest have been giving passersby some trouble. The townspeople are wanting to find out why the trees are so hostile lately.
78. Professor Hilltree is the local expert on ancient halfling ruins. He would like to organize a team to look into an ancient site.
79. A pitch covered bundle was found in the river. To everyone's surprise, it contained a human baby. The mayor is asking for someone to help find out who the child is and why they were put in the river.
80. Deliver a load of feathers to the fletcher.
81. The mill's water wheel was sabotaged last night. The miller needs help fixing it, and the perpetrator must be brought to justice.
82. A pony trainer has met his match with a spirited young pony that he calls "Firebrand." He claims that the person who can break her may have her.
83. Impartial individuals are needed to perform a recount of votes to decide the winner of the mayoral election.
84. Deliver a sack of barley to the brewer.
85. Help decorate for the mayor's birthday party. It needs to be elaborate, and money is not a problem.
86. A halfling gentleman needs help moving from in town to his recently purchased country estate.
87. While digging a new basement, a locked metal box was discovered. It was opened to reveal several maps and ancient letters. The halfling who owned the land is looking for someone to make head or tail out the items.
88. The fair is going to be a big deal this year. Some help making it spectacular would be appreciated.

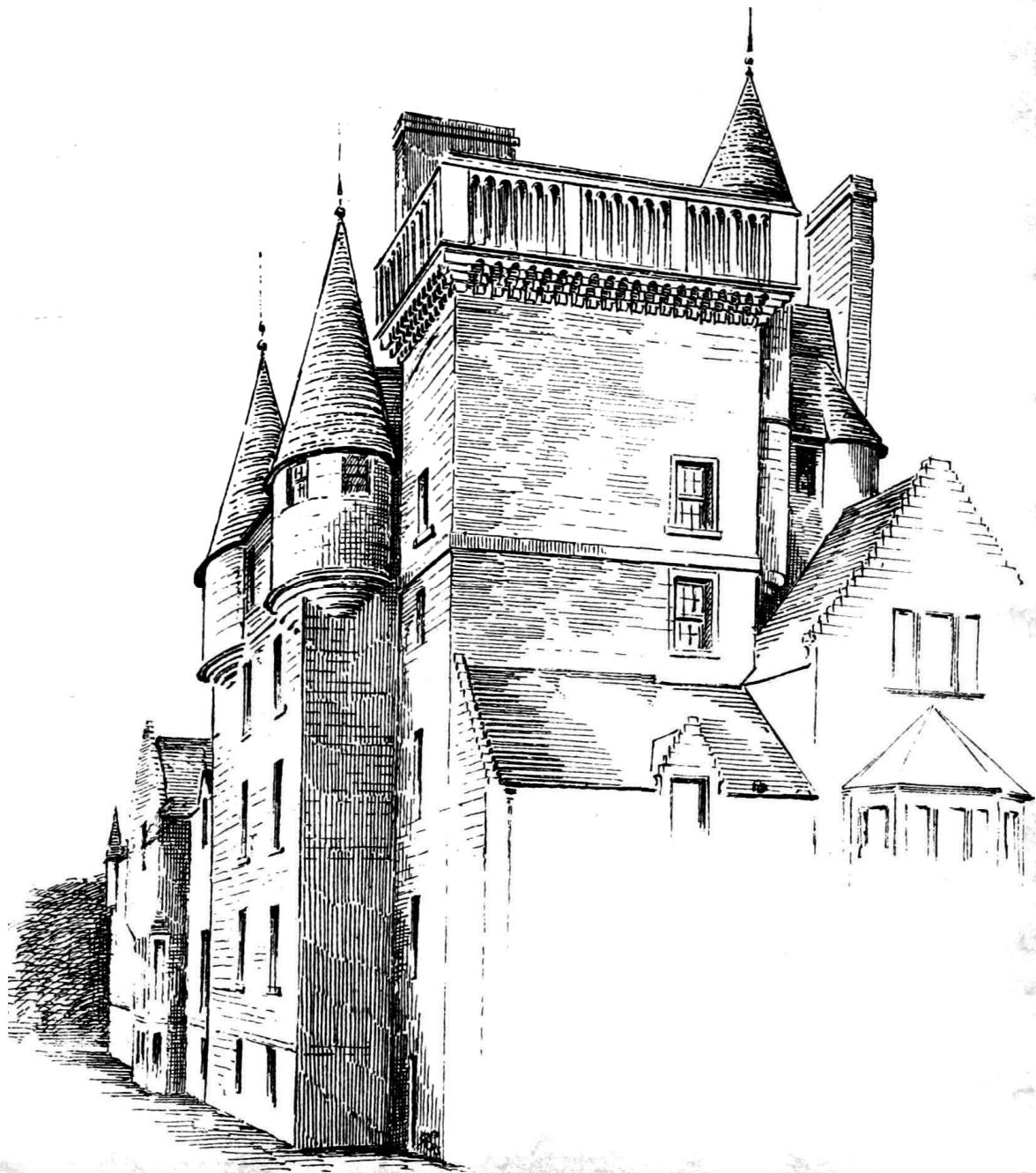
Halflings

89. A sword wrapped in satin was found in the forest. It is covered in ancient runes that no one in the village can read. The mayor is looking for someone to translate the runes.
90. While gardening, a halfling found a buried chest that contained a map. She is now set on following the map and would like some help on the journey.
91. Discover who broke Mrs. Proudfoot's new glass window.
92. A strange blight is ruining crops. If the crops can't be saved, the village may not be able to make it through the winter.
93. Go fetch Mr. Rockbottom from the tavern and take him home.
94. Some halfling children got it into their heads to build a raft. Now they find themselves floating helplessly down the river, and none of them can swim.
95. An old halfling's home is filled with unwanted items she can't throw away. She needs help giving them to others in the village.
96. The mayor would like the old stone wall along the main road rebuilt.
97. The main town bridge needs repairs before the festival.
98. The Broadwater twins would like to go on a walk, but their parents say they need some adults to go with them.
99. Reports say bandits are moving down the east road toward the village.
100. Farmer Puddlewort has managed to get his wagon stuck in the swamp. He needs some creative solution to get it out.





Mountains



Mountains

1. The watchtower in the mountain was damaged by a lightning strike. It must be repaired or the town will be vulnerable to attack.
2. A group of children is lost in the mountains. Search parties are needed.
3. Tales of an emerald mine in the mountains have circulated for generations. Now a rich businesswoman would like to see if the tales are true or not. She is willing to sponsor an expedition into the mountains.
4. A recent forest fire on the mountain slopes revealed the outline of a castle foundation. Could there be treasure?
5. The great teacher has died. Her body must be taken to the sacred burying ground on the other side of the mountains. It will not be an easy journey.
6. The party is tasked with finding a lost gold mine in the mountains.
7. Harpies are attacking caravans moving through the mountains. A reward is being offered to anyone who can rid the area of the monsters.
8. One morning there was a new mountain on the horizon. The lands are in turmoil and the people terrified of what it could mean. Is this an ill omen? The party is asked to travel to it and investigate. The mountain is actually a vessel of some otherworldly horror that is releasing monsters and demons into the world.
9. Bandits are holding a local dignitary hostage in an old mine in the mountains. A reward is being offered to anyone who can free him.
10. The city's aqueduct has gone dry. It must be damaged somewhere in the mountains, and it needs to be fixed soon or the city will be dangerously low on water.
11. Local myths tell of a ship filled with treasure perched atop the highest peak of the highest mountain in the area. Stories abound as to how a sailing vessel came to be on top of a mountain but is any of it even true?
12. A merchant is paying well for timber from the mountains. It's a straightforward way to make some coin.
13. A dark cloud has formed over one of the peaks in the mountain range. It has been there for months now, and it cannot be a natural phenomenon. The villages and towns want a group of hardy souls to investigate.
14. Witnesses claim to have seen a "castle, floating in the sky" crash into a nearby mountain. Legends have spoken of such a castle and the Secrets of Great Power contained within it.
15. A glacier threatens to overrun a village. The villagers need help relocating.
16. A peryton is devouring elves who travel through the mountains. An elven lord is offering a reward for proof the creature has been killed.
17. A map has been found that leads to something deep in the mountains. A town wishes to sponsor an expedition to discover where and to what the map leads.
18. Rumors of recently uncovered ruins in the mountains have spurred an interest in treasure hunting. Several groups are gearing up to head into the hills to begin searching.
19. An eccentric gnome announced that he hid a treasure in the mountains. Anyone who finds it can keep it.
20. A fortune teller informs the party that a great treasure awaits them at the foot of a waterfall in the mountains.
21. While the party is walking through a city, a stranger runs up to them and hands one of the characters a book, and then runs off. When the characters read the book, they find it is a story about a lost love, a lost treasure, and a fallen kingdom. Directions can be found in the book that leads them to a land in the north surrounded by mountains where they will find ruins of a once-great city-state. Exploring the ruins leads the party to defeat monsters, but they can also find the treasure, learn the story of the lost love, and find the lovers' tombs.

Mountains

22. The party must cross a mountain pass guarded by frost giants and yetis to reach an ancient ruin.
23. The Queen wants to map the nearby mountains. She is willing to provide equipment, supplies, and a nice reimbursement for anyone willing to take up the task.
24. The village would like the caves in the nearby mountains to be explored more fully. They are hiring adventurers.
25. Rumors tell of a hidden elven city in the mountains. It is said the streets are made of gold, and ancient knowledge is kept there. Many adventurers have searched for it, but none have ever found it.
26. There is a mountain called "The Great Beast." Its shape bears an uncanny resemblance to a ferocious monster. Local legends say that a Great Hero once battled the Great Beast and drove a magical sword into its heart, which turned the creature to stone. Indeed, there is an ancient sword protruding from the mountainside. A reckless youth claims that the legend is a myth and plans to prove it by yanking the sword from the rock face. Most ignore his boastings, but one old woman warns of great danger if the sword is disturbed.
27. A volcano, thought to be long dead, has exploded into life. Help the villagers escape the impending doom.
28. Something fell from the heavens and exploded in the mountains. The city wants someone to investigate.
29. While traveling in the mountains, the party comes across a burned-out wagon. Goblin and faltering halfling tracks lead off into woods nearby.
30. Fur trappers are reporting unusual tracks in the mountains. Many are beginning to fear that a strange beast is on the hunt. The fur trader guild wants to hire someone to investigate.
31. The mountain path was covered in a landslide. Help is needed clearing the path.
32. Legends speak of a people isolated in a lonely valley deep in the mountains. It is said that the entire population is completely blind, and they have no understanding of light, color, or vision. However, their medicinal capabilities are said to be far beyond any others. A town is suffering from a mysterious plague and wishes to send someone to this "Valley of the Blind" to find a cure.
33. Escort a monk to the tallest peak so they can offer incense to the gods.
34. While traveling in the mountains, the party sees an ancient stone doorway built into the side of a mountain. There is seemingly nothing but the rock face beyond the door. However, if the ancient inscriptions on its posts can be read, the rock face disappears, revealing an ancient tomb, filled with treasure.
35. A wealthy dwarf wants to locate a good quarry site within the mountains. He's hiring explorers to search for a good location.
36. Tales tell of an ancient fortress deep in the mountains. The mere sight of it is supposed to drive people mad. Of course, the tales tell of great treasure as well.
37. Legends say an old mystic, with the secret to the meaning of life, lives on top of the tallest peak in the mountains. Some have sought this knowledge, but none have ever returned.
38. The party discovers extremely lifelike stone statues at the entrance of what looks to be a long-forgotten mountain path. If they follow the path, it leads them to a decrepit manor house where they will encounter Medusa.
39. The once-great dwarven city built under the mountains now lies in ruins. It is said ancient evils roam the halls, yet it is also said that untold riches are entombed there as well.
40. A village needs help to terrace the mountain slopes nearby to create farmland.
41. A beacon tower high in the mountains is not responding to the fire signals sent to it. Someone must travel to it quickly and discover why it is not responding. The flame must be kindled, so that the warning may continue across the realm.

Mountains

42. The party must climb the tallest peak to the home of the gods. There they must make their case as to why the gods should not destroy the human race.
43. A depressed mountain princess is threatening to jump off a cliff. She needs to be talked out of taking her life.
44. Bandits are striking at caravans and travelers from a secret base in the mountains. A sizable reward is offered to anyone who can find the base and stop the bandits.
45. A crater lake in the mountains is draining. The party is asked to investigate.
46. Goblins have taken over a mountain town famous for its hot springs.
47. A strange white circular object fell from the sky into a small village. It is creating discontent, anger, and rivalry among the people. The party is charged with taking it to a faraway mountain to offer it to a god.
48. Trolls have taken control of a bridge along the mountain road. They are too strong for any of the locals to deal with. If only some adventurers could help.
49. The party is asked by the king to search for a mountain pass. There have always been rumors of one that was used in ancient times, but no one knows its location.
50. A messenger from a remote village in the mountains came to retrieve a special medicine. However, recent snows have made the return journey impossible for one person. If they can't get back to the village with the medicine soon, many will die.
51. Ancient stories tell of a good wizard who sealed away a great evil in the "Black Mountain." However, an earthquake has opened up a deep crevice in the mountain. A foul stench emanates from it, and wicked things have been creeping forth and terrorizing local villages.
52. The mountain pass has become completely blocked. Explorers are needed to find a new one.
53. Escort a group of settlers to the other side of the mountains before winter sets in and they are trapped.
54. A recent earthquake slit the side of a mountain revealing stairs that go deep into the earth. Locals want the area explored.
55. Suddenly all life in a mountain lake has died. The party is asked to investigate.
56. Children playing along a mountain path discovered a tunnel. The village would like someone to investigate.
57. Monks are building a monastery and need help moving stones to the mountain location.
58. The town ran off some raiders, but they fled into the mountains. A reward is offered for any who tracks them down.
59. It is said that one swallow of water from the mysterious fountain in the middle of the great mountains will cure the ills of the soul and body. A fat and lazy merchant is offering a handsome reward to anyone who brings him one cup full of water from the fountain.
60. A fur-trading outpost in the mountains was burned to the ground. The party is asked to investigate.
61. While traveling in the mountains, the party sees a child fall into a frozen lake.
62. A local merchant needs help cutting ice from a mountain lake to sell it in the town. She's paying well for the help.
63. A mountain nearby a large city has begun to smoke. No one believed the mountain to be a volcano, so the mayor is hiring adventurers to investigate.
64. The mountains are infested with goblins and orcs. The mountains need to be cleared if civilized folk are to live in the land.
65. Several wealthy merchants are offering a reward to anyone who can find a safer pass through the mountains.
66. A local village is putting on a ski race. The winner will receive a reward.
67. For the last week, strange lights have appeared in the mountains. The villagers are scared and want someone to investigate.

Mountains

68. The party is asked to take a shipment of weapons across the mountains to an isolated village.
69. Escort a caravan through the mountains to a dwarven city. Word has gotten out that the caravan will be carrying gold which has sparked some unwanted attention.
70. A group of refugees emerges from the mountains they say they are being pursued by an evil warlord and his troops.
71. A dragon has been seen in the mountains near the great city. A reward has been offered to any who can slay the beast.
72. The mountain pass has been blocked by snow. The party is asked to help clear it.
73. Stories abound of a secluded grove in the mountains where a mysterious treasure is kept. Finding it has proved difficult, but many claim the reward would be worth the effort.
74. A roc roosting in the mountains is now hunting more widely. Villages and towns are at risk and asking for help against this monster.
75. A dead boy was found on the mountain path. On the corpse were a map, a scroll covered in runes, and a ring marked with a symbol from a legendary kingdom. Is the kingdom located in the mountains somewhere?
76. The ruins have stood upon the crags for ages. No one in memory has dared to climb up to them, even though it is said great treasure lies within them.
77. Debris from what appears to be a merchant caravan is washing down the river. The town is asking for volunteers to go upriver into the mountains to find out what happened.
78. An old widow asks the party to take a large seed and to plant it deep in the mountains. What will grow from this strange seed?
79. The evil snow queen keeps the mountains covered in snow, so no one can travel through them. She must be defeated.
80. A recent landslide revealed a doorway high on a cliff face in the mountains. The party is asked to investigate.
81. The old hermit of the mountain hasn't come to town for supplies in six months. The party is asked to check on him.
82. Rumors and tales say a boat with a large gold shipment sank in a mountain lake. Many have thought about searching for it, but few have actually tried to find it.
83. The queen is wanting to move her army through the mountains and she is hiring scouts to go ahead of the force to find the safest routes.
84. A red dragon has moved into the ruins near the mountain pass. No one is daring to cross the mountains bringing trade and travel to a halt. Someone needs to slay or drive out the dragon, but who is brave enough?
85. The town is organizing a race to the top of the tallest local peak. The winner will receive a valuable prize and favor in the town.
86. While traveling in the mountains, the party sees a group of travelers get caught in an avalanche.
87. The mayor's daughter is terribly ill. The cure is said to be possessed by an alchemist who lives deep in the mountains. Can someone find the alchemist and return with the cure in time?
88. While traveling in the mountains, the party notices a lake that is boiling.
89. A hunting party disappeared in the mountains. Search parties have turned up nothing, but the mayor would like some adventurers to keep searching at least for another week or so.
90. Search the mountains for a legendary silver mine before it falls into the hands of a wicked orc tribe.
91. Escort a princess through the mountains so she can claim her rightful kingdom.
92. The ancient defensive wall in the mountains has been breached. The guards need help holding back the enemy while repairs are conducted.
93. A robber baron has seized control of the mountain pass. Now, all merchants and travelers are being robbed. A reward is being offered to any who can drive the robber baron away.
94. A group of stone giants has filled up the mountain pass with boulders. The giants need to be driven away and the pass cleared of debris.

Mountains

95. A mountain city is hosting a dog sled race and offering a prize to the winner.
96. Large wolves keep moving farther down the mountains. The town is offering bounties on wolf skins.
97. A giant butterfly-like creature was spotted flying over the mountains. The town leadership is asking for someone to investigate.
98. Workers are cutting a new pass through the mountains, yet someone keeps sabotaging the work. The party needs to discover the saboteur.
99. A merchant caravan never emerged from the mountains. Are they lost or did they fall prey to bandits? The party is asked to investigate.
100. The crown prince is ill. The court wizards' say the only cure is a rare plant that only grows in the mountains. The queen is offering a substantial reward to any who can go to the mountains and return with the plant as soon as possible.



War



War

1. Break the siege of a friendly castle before it falls to the enemy.
2. Help the royal family flee as a conquering army sweeps over the land.
3. The crown princess was captured by the enemy. She is being held in a prison tower. Mount a rescue mission before the King is forced to surrender.
4. It is said that the ancient monastery contains secret knowledge that would aid someone in war. Reach the monastery before the enemy does and learn the secrets kept there.
5. Help to undermine the wall of an enemy fortress.
6. Persuade an enemy duchess to switch sides in the war.
7. Return a powerful magical object to a secret temple before the surrounding kingdoms learn of it and go to war to possess it.
8. Send members of your party, covertly, to each side of the opposing forces. Using disguise and subterfuge, convince each side to seek peace.
9. Sabotage enemy ships before they leave the harbor.
10. Come to the aid of a resistance group of freedom fighters who are trapped behind enemy lines.
11. The party is tasked with planting false information in a manner that the enemy would be deceived.
12. Split the enemy's force in two by breaking a dam.
13. The war is at a stalemate. Positions along the front haven't moved in months. The generals are looking for ideas to break the impasse.
14. A group of friendly soldiers have been cut off and are now surrounded. Cut through the enemy lines and rescue them.
15. As the battle is raging, the king asks the party to press through and seize the enemy's banner. That should cause the enemy to retreat.
16. Persuade a neutral wizard to join the conflict against the enemy.
17. The party is tasked with liberating a town from enemy occupation.
18. Switch letters with an enemy messenger without their knowledge.
19. The enemy has seized a friendly copper mine. Liberate it.
20. The party is tasked with disrupting the enemy's supply lines.
21. The enemy captured a key general. The party is asked to lead a rescue mission.
22. A horde of orcs and goblins is marching toward the peaceful settlements. The settlements have no military leaders, who will help them fight the evil army?
23. After a series of territorial disputes and insults, two kingdoms are on the brink of war. The party learns that an evil wizard has been deceiving both sides and provoking them to war. He plans to sell his services to both sides and profit from the carnage. Can the party defeat the wizard and stop the conflict before it starts?
24. Help seize an enemy port city.
25. A minotaur set himself up as king over an ancient ruined city. His armies are growing in strength. The party must defeat him and find a mysterious source of power in the ruins.
26. Encourage and convince the oppressed citizens of a country to start a revolution and overthrow their wicked ruler.
27. Intelligence gatherers have discovered that there will be an assassination attempt upon the king this very night. Join the guards to protect the king from the assassins.
28. Smuggle a wizard behind enemy lines so he can complete a secret mission.
29. Dig a tunnel underneath the wall of an enemy castle so that the castle can be infiltrated.
30. Assassinate a duke who is set on starting a war within the kingdom.
31. Infiltrate enemy lines to steal the magic ring of an evil general.
32. Ancient ruins were discovered near the field of battle. Search them before the enemy attacks.
33. A foreign delegation trying to reach the enemy has been captured. Impersonate them and learn the enemy's plans.

War

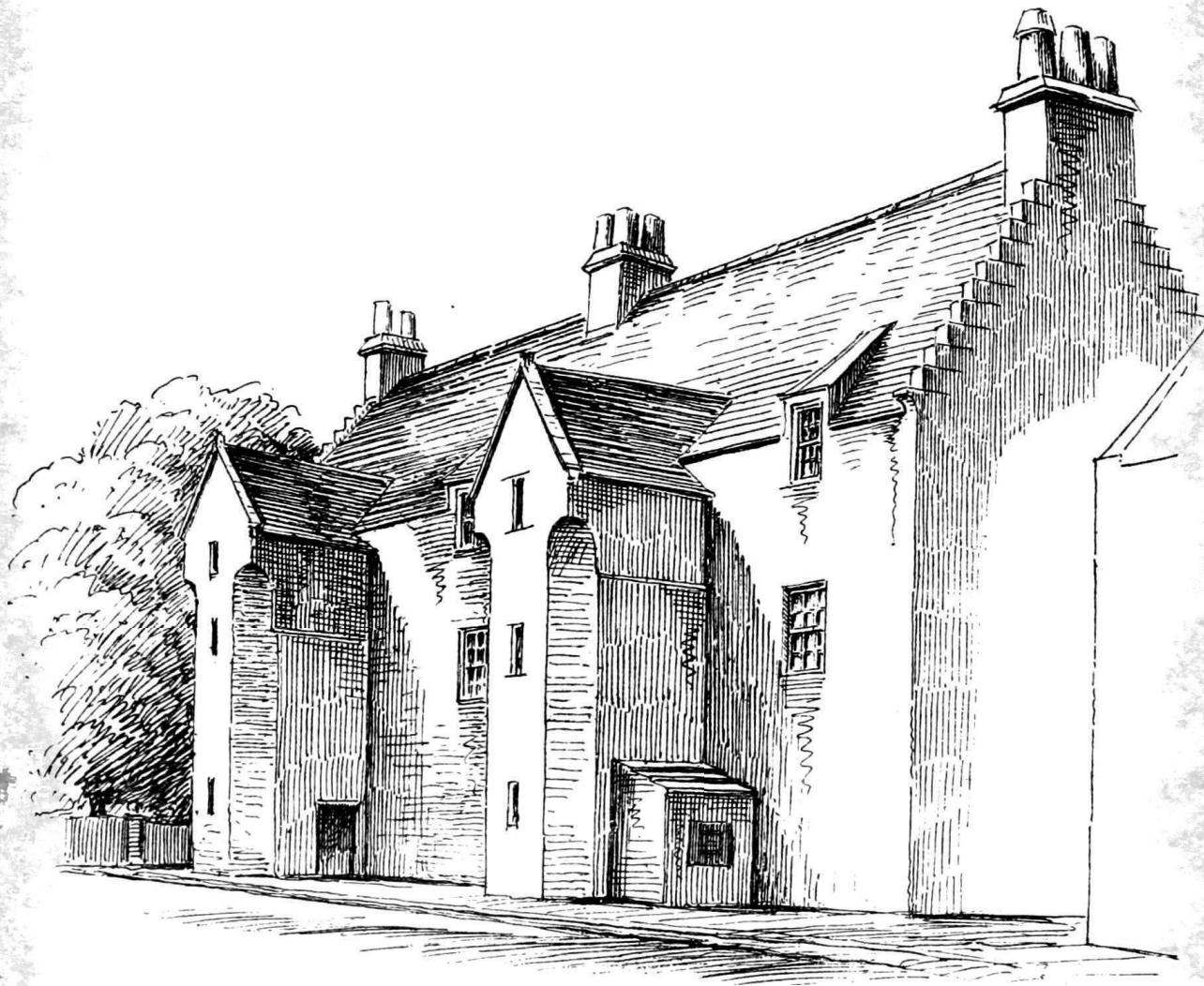
34. Build a wall around an enemy town and lay siege to it.
35. Vital plans have fallen into enemy hands. The party needs to intercept the agent that stole the plans before they can deliver them to the enemy's general.
36. The enemy has paid a bandit leader to interfere in the war. Go to the leader to see if another arrangement can be made.
37. Lead a small group of ships on a nighttime raid of an enemy seaside fortress.
38. Sneak behind enemy lines and sabotage an iron mine.
39. Rumor has it that the enemy king is sending a shipment of gold to a neighboring kingdom as payment for their assistance. Intercept the shipment before it arrives.
40. While the main forces are engaged, sneak behind enemy lines, and burn their ships.
41. Escort a weapon shipment to a castle near enemy lines.
42. While traveling the party is caught between two warring tribes of wood elves.
43. A mentor of the party asks them to undertake a long journey and to fight in a distant war.
44. The seven towns of the vale have been at war for a decade. Isn't it time someone put an end to the conflict?
45. A prominent captain of the enemy army has become convinced that his side has become corrupt and that their cause is evil. He confides this to your party and expresses his wishes to join your side. However, he would like help in sabotaging a strategic position his former allies occupy before he reveals himself.
46. Build an earthen siege ramp to take an enemy fortress.
47. All attempts at sieging an enemy's mountain fortress have failed. The party is tasked with finding a way to overthrow it. There have to be secret supply tunnels somewhere.
48. The party is told that an individual with vital information is being held at a prisoner-of-war camp. The king needs the party to infiltrate the camp and get the information or free the individual who has it.
49. Ralhaven was the first to fall. Then Hammer's Deep. The hordes of goblins and orcs from the mountains are pressing further into the civilized lands. Panic is gripping the countryside. Rumors spread like wildfire. Who stirred these vile creatures from their subterranean homes and set them to be a scourge on the good folk of the land?
50. Help dig an underground water tunnel so the castle can withstand siege longer.
51. The enemy has seized the mountain pass. Scout the area to see if there is another way through the mountains.
52. Rumor has it that an enemy ship carrying a powerful weapon will soon arrive. Intercept the ship while it is still at sea and steal the weapon or prevent it from being used against your allies.
53. A neighboring kingdom has declared war. However, the issue that led to war is a misunderstanding. Help the queen prove she has done nothing wrong before the enemy attacks.
54. Breakthrough a naval blockade to resupply a harbor fortress.
55. Build a ballista to help defend the castle against a siege.
56. Two kingdoms are on the brink of war. The party can either pick a side, or they can try to stop the conflict.
57. The two sides are arrayed against one another. The enemy demands several champions be sent out so they can fight.
58. Travel to several kingdoms asking for alliances and support in the war.
59. The party is tasked with destroying a dam that will hopefully force the enemy kingdom to surrender.
60. Find an enemy unit that is hiding in the forest nearby.
61. Impersonate a foreign duke to mislead the enemy as to his intentions concerning the war.
62. Find a way to intercept the enemy's carriers pigeons, so they cannot coordinate another attack.

War

63. A general charges the party with leading a small group of soldiers in an end-run maneuver. They need to sneak undetected around the enemy and attack the enemy's rear.
64. Destroy several bridges or roads the enemy is using to bring in supply wagons.
65. Build a siege tower to help attack an enemy castle.
66. The party is tasked with raiding an enemy library to steal ancient artifacts and manuscripts relating to a magic staff the enemy king possesses.
67. Help evacuate a village before an enemy army arrives.
68. Escort the enemy's diplomatic envoy to the Queen. Keep an eye out for treachery.
69. Two brothers have gone to war over their father's crown. The once pleasant land is now scorched. The brothers are power-mad. Can anyone restore peace to the land? Can anyone get these brothers to lay down their arms? Or will the land be consumed in the flames of war?
70. The party is asked to impersonate merchants, so they can smuggle an elite unit into enemy territory.
71. As the party arrives at a castle they learn that an enemy army is approaching. They are now trapped with the inhabitants of the castle as the siege is about to begin.
72. The queen asks the party to create a diversion, so her generals can reposition troops without being noticed.
73. The young emperor is powerless to stop his generals from continuing a pointless and destructive war. He secretly comes to the party, asking them to send an important message to the country at war with his kingdom.
74. The party is tasked with destroying a boat carrying weapons.
75. Guard a mountain pass against a vastly superior enemy. If the army is allowed through the pass, they will lay waste to the peaceful towns and cities beyond.
76. Gather supplies and help a fortress prepare for a siege.
77. The king asks the party to sail to an island where a wizard is rumored to have created a powerful magical weapon. The weapon could be the only way the good forces will win the war.
78. Guard the supply lines as the troops advance on the enemy.
79. Help broker the peace between two kingdoms that are weary of war.
80. Infiltrate the enemy's castle by pretending to be a traveling entertainment troupe. Gather information and bring it back to your allies.
81. A necromancer has unleashed his undead horde against peaceful farming settlements. Who will defend these simple folk against such a wicked foe?
82. Help free an iron-mining town that has been forced into mining for their enemies' forges.
83. Rebuild and refortify an old fortress before the enemy army arrives.
84. The party is tasked with raiding an enemy's camp to find any helpful information.
85. By force or subterfuge, get behind enemy lines and break the staff of the evil mage queen.
86. Word is that the enemy has sent an assassin to kill the queen. Stop the assassin before they have a chance to strike.
87. Discover and expose a conspiracy that is pushing the kingdom to war with a non-aggressive neighbor.
88. Two small villages are threatening to go to war over rights to the nearby river. The party is asked to mediate.
89. Cover the trail of the army as it retreats.
90. Set traps in an area where the enemy must pass through.
91. While traveling, the party finds a small army besieging a tower. The force stops the party to question them.
92. The enemy king's court wizard is visiting troops near the frontlines. Capture him.

War

93. Convince the skeptical town leadership that an enemy army is approaching. They are certain that no one is coming and that, even if an army did come, it would not attack their little village. The party knows better, however.
94. Capture a vulnerable enemy fortress before reinforcements arrive.
95. Build a battering ram with a roof to help take an enemy castle.
96. Help resupply a fortress on the frontlines.
97. Get a message through enemy lines to a potential ally.
98. Sneak into enemy territory and organize a resistance movement among the peasants who have been conquered.
99. Help defend a small town from an evil enemy that wishes to steal its water supply.
100. The kingdom is embroiled in a bitter civil war. A princess secretly wishes to join her rebel uncle in opposing her cruel father, the king. Help arrange a “kidnapping” to bring her to her uncle.



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