

1. News spreads that a dragon was slain while away from his cave, a search for its unguarded hoard is underway
2. A thief has stolen a power item from a lich and then joins the party for protection
3. A wizard/collector wants a live troll to study
4. Rat catchers are going missing under the city and a plague is spreading in their absence
5. A local caster has summoned a creature that they cannot contain and it is destroying the area
6. A charismatic charlatan claims (and has proof) to be the cousin/brother/son of one of the PCs
7. A wandering merchant trades a pc for their magic item for a fake he claims is more powerful
8. Shipments from a nearby mine have stopped, when the PCs investigate they find the miners crazed and covered with red welts apparently from exposure to a new element they uncovered
9. A white dragon is driving monsters from the north into the southern lands
10. A planar rift has formed and outsiders are seeping through
11. A powerful noble/wizard is hosting a masquerade ball where the guests are polymorphed into monster as their costume, but an actual monster attends to kill the noble/wizard
12. A sorcerer has died of old age, strange things are creeping out of his tower as his spells, and dweomers break down
13. A map has been found that leads to parts of an artifact that once reassembled, will summon a fiendish kraken
14. The dead are rising as zombies one hour after their death
15. Slavers are capturing peasants and merchants on the highway and selling them to mindflayers
16. A shop/traveling merchant sells pets/familiars that are actually polymorphed people
17. The PC's are sent to find a hermit that lives on the "moving island", a zircon/dragon turtle
18. A traveling circus/faire comes to town and completely vanishes in the morning with several children
19. An Ur priest cult is killing all the divine casters in the area
20. Water drawn from a certain well is animating into water elementals/mephitis
21. An evil druid has taken up residence in the sewers and is waging a guerilla war on civilization
22. Anyone who reads a cursed book, brought into town by an adventuring party, dies after reading it
23. A killer is leaving rare flowers in the mouths of his victims
24. A member of a planar cartographic society offers the PCs membership into the elite group if they can complete a scavenger hunt that leads them across several planes in one day

25. A mysterious helmed/hooded/masked figure has forged an impressive army by bringing tribes of kobolds, goblins, orcs, and hobgoblins under one banner. The leader is actually a cleric disheartened by the lack of faith and respect of his flock and means to increase belief and pray for his deity by leading an army of wolves against his flock
26. The owner of a failing inn claims to have the entrance to a mysterious dungeon in his cellar hoping that the ruse will draw business from adventurers
27. A pack of displacer beasts/displacer beast lord are preying on farm animals and farmers alike
28. Two rival gangs are actually devils and demons fighting a Blood War battle on the city streets
29. The daughter/apprentice of a caster that polymorphed himself into a golden cup and placed himself in the hoard of a green dragon in an attempt to learn more about dragons, but it has been weeks and he has not come home contacts the PCs
30. Reports that a gold dragon is ravaging the countryside turn out to be true. The dragon, sick with a rare disease, has gone mad and must be stopped
31. Grave robbers working for a necromancer are running out of graves and start looking for easy prey
32. A "red" dragon demanding tributes from a village is actually an especially greedy copper dragon
33. A killer is released from prison and the father of one of his victims stages a similar murder in the hopes of framing him
34. A traveling "holy man" is selling relics that disappear in the morning
35. The new judge is in fact a devil hoping to harvest souls for not guilty verdicts
36. A logging camped is being haunted by the ghost of a treant/forest haunt and his dryad followers
37. A band of fey have been stealing wine from a rural tavern
38. A good and helpful aranea has been captured and tried for murder while the true culprit is a drider that resides close by
39. A college that teaches science over magic opens and arcane casters start going missing
40. Drug related deaths lead the PCs to an evil alchemist
41. The PCs are hired to retrieve a meteor, but find it is being worshipped by a tribe of goblins/orcs/lizardmen etc
42. Several woman in the area are pregnant under strange circumstances, an incubus is to blame
43. An artifact is needed to avert a major catastrophe; its last known owner was Levistus the arch devil trapped within a glacier
44. The PCs must find a rare herb only known to grow within Gith monasteries

45. The PCs visit a strange village where all the people are simulacrums, an ancient wizard's mark is seen everywhere
46. The PCs are sent to a distant land to find an NPC that it turns out has been dead for 20 years
47. The PCs must help a conflicted Erinyes to the Cradle of Creation (phb2) to be reborn into a non-evil body
48. A map leading to the legendary Shield of Prator has been found, it states that the shield is in the cave of a dracolich. The map was sent by the dracolich's minions in the hopes of freeing their master who is sealed magically into his cave
49. A local orphanage is actually run by a demonic cultist that sacrifices the weak children and raises the strong ones to be followers
50. A powerful artifact that will allow teleportation through the layers of the abyss/hells has been uncovered and a race to claim it has begun. The PCs must beat the groups of devils and demons that see the artifact as a powerful tool to end the Blood War
51. An overmatched Marut seeks assistance with a powerful lich/vampire/mummy
52. Rumors of "The most powerful sword" lead the PCs to an evil, intelligent, dancing sword that can animate other weapons to fight for it
53. The PCs are sent to a battlefield to retrieve a family heirloom from a missing soldier where a necromancer and his corpse collector golem are raising the fallen as undead
54. A cult of Tiamat have discovered a spell that ages living creatures and they are trying to use it on dragon eggs to raise powerful allies
55. The PCs are sent to deal with a raiding ogre that turns out to be a gnome illusionist
56. The PCs are looking for an arrow used to slay a dragon a hundred years earlier, but when they pull the arrow from the dragon's skeleton, it animates and attacks
57. The PCs need the help/information of a treant that will only add them if they agree to be shrunk down to clear out an infestation of insects that invaded his roots
58. The PCs are invited to a Three Dragon Ante tourney, either as guards, VIPs, or to play
59. A lawful good lich (Monsters of Faerun) seeks the PCs to protect him from a zealous paladin on a quest to rid the world of undead
60. Thieves have plundered a tomb and until his golden burial mask is returned, a ghost/ghast/specter will continue to kill innocent people
61. A group of fire giants has taken up residence in an inactive volcano, their activity threatens to awaken the volcano and cause widespread devastation

62. A grandmotherly, if slightly senile, NPC asks the players to rid her attic of rats. The rats are in fact a group of thieves trying to open a magical doorway left by the wizard that previously owned the home
63. A monster seen roaming close to town is actually a cursed person and not evil
64. The PCs find a genie in a bottle, but the genie agrees to help/grant wishes/serve only after the players travel to the City of Brass and save someone the genie cares about
65. Werewolf merchant
66. The PCs find a wounded angel that is being hunted by powerful outsiders
67. A newly discovered dungeon is actually a complex trap to harvest souls/magic/life energy
68. The PCs must break an innocent man from a complex magical prison
69. Murders attributed to a small girl are being done by her doll, a slaymate (libris motris)
70. An ancient beholder has gone mad and his destroying the Underdark, driving monsters to the surface
71. A gnome settlement has been overrun by Drow displacing hundreds of citizens
72. A mad wizard has been selling potions that have poisonous/odd effects
73. Mind flayers are draining people of their quintessence in hopes of using the substance to return to the far realm from which aberrations came
74. A spelljammer has crashed in a remote forest/jungle and the inhabitants seek materials to repair their helm
75. A foreign diplomat seeks the party's monk to protect him on a mission to a country/city where magic and weapons are not allowed
76. The tarrasque is wreaking havoc on the countryside and the party (lvl 10ish) must slow it down until the champions (20<sup>th</sup>) can arrive, but the tarrasque is actually a simulacrum (cr 10) sent by an outsider/caster/etc and not the real thing
77. Cultist seek a tablet that depicts a ritual that will summon a Fist of Spite (BoVD)
78. The party must save an NPC from the stomach demiplane of Dalmosh (MM5)
79. The guild master of the cooper's guild wants to discredit the owner of a local winery with whom he has had an argument by poisoning his barrels
80. A local sage/astronomer is convinced that a massive meteor is going to strike the kingdom/city/town
81. The normally-inert gargoyles atop the temple/castle/mansion has have animated and started attacking people that approach the building

82. A group of bulettes are keeping anyone from entering or leaving the city/town/inn
83. A doppelganger/changeling serial killer claims the identity of their most recent victim for one week before killing again
84. A gnome settlement has been overrun by fiendish duergar led by a demon
85. PCs seek out a powerful dwarven, smith that traded his soul to Asmodeus for unearthly crafting abilities. Before the smith will help the PCs they must reclaim his soul from the arch devil  
The players find/are sent to a city that that reflects the entire multiverse scaled down with a neutral inn in the center run by a power caster
86. The PCs search for a legendary library that when found, has no books only the corpses of long-dead sages and librarian clerics that use speak with dead to obtain the knowledge
87. The PCs need a party member/NPC raised from the dead but the only cleric powerful enough to do so has recently been turned by a vampire he was hunting
88. The PCs find/buy/are given a strange bag of holding that has a small pocket dimension inside it where a frightened caster hides. He/she created the bag to hide in and saw that it ended up in the PCs hands to keep it safe
89. The PCs seek an answer/information from a forgotten bard. When they find him, he is a ghost and he will only help them if they give him peace by finishing his final poem/song/movement
90. A chaotic good horselord (CAAd) has lead all the horses in the region/city/town away into the hills to freedom
91. The huntsman of a local lord/mayor has kidnapped the NPC's daughter, and only a highly trained tracker can follow the trail and find the girl
92. An aged and grizzled warrior is going town to town offering his magic sword/shield/armor to any fighter that can best him in honorable combat
93. After returning from a diplomatic journey, the noble/diplomat/prince/queen is acting strangely. The PCs are asked to look into it only to find that the NPC is a doppelganger/changeling/simulacrum/charmed/possessed
94. A pair of ethereal filchers are stealing all the curative magic in the area/city/town
95. The answer/riddle/name/code that the PCs require is etched onto the helm of a massive golem that paces a deadly dungeon
96. Monthly full moon attacks are blamed on a good lycan, and are actually being carried out by a pack of Moon Rats (MM2)
97. Summoned Thoqqua threaten to compromise the structural integrity of the city/town/inn/dungeon/ as they melt tunnels through the ground below
98. Centaur knights (phb2) are running any humanoid from their forest

99. The PCs are sought by the patrons of a desert land where a despotic temple of cleric charges impossibly high rates for fresh water to people not of their faith
100. A temple has hired a large number of bards for a festival where music is to be played from sun up until sundown, the only problem is that no one recalls the obscure holiday because it is a ruse to mask the sound of tomb robbers breaking into sealed vaults below the church
101. A xenophobic elvish lord has begun to arrest non-elves after his daughter eloped with a human