

650 Fantasy City Encounter Seeds & Plots

1. The town guard think the party's mage is responsible for a magical duel fought atop the cathedral roof last night. Can the party find the real culprit before they are hunted down themselves? Do they dare, knowing that the criminal dispatched his last opponent with a frighteningly high level spell?
2. The party is taken aside to the guardhouse upon first entering the city. They are told the guard captain wants to speak with them. When the captain arrives, he attempts to shake down the party under pain of death.
3. A woman falls into the street from the second story window in front of the party and dies on impact. Soon after, a PC notices a hooded figure skillfully dropping, uninjured, from another second story window facing into the alley. The figure quickly disappears into a maze of side streets.
4. The party is invited to a manor by an important socialite for a potential job opportunity. When they arrive, they are told to wait in an empty room. Soon after entering the room, the party realizes they are locked in with a magical ward.
5. A lead in your case brings you to a dive bar in the bad side of town. You ask around and find out your suspect is staying upstairs in the owner's room. You walk up and open the door to find three armed gangsters surrounding your target who's slipping out the fire escape.
6. Upon returning to your room at the inn, you discover a body on the floor with a dagger lying beside it. Soon after, guards storm up the stairs and into your room.
7. The party hears a rumor about work from temple. When they arrive, they find themselves in an empty temple. Once they reach the center of the temple, the entire congregation rushes in and take the party down into the crypt.
8. The party is on their way to the tavern at which they are staying when two groups of street fighters armed with rocks and sticks rush onto opposite sides of the street with the party caught in the middle. One group is wearing green, the other yellow.
9. The party stops to witness a funeral procession for a crime lord. Soon after passing, the party hears an explosion and sees a gigantic smoking fireball rise into the sky a block away.
10. In need of food and shelter from the elements (or from enemies), the characters come to a ruined tower full of revelling adventurers. But the Rules of the House say no one may enter until they have entertained the rabble with a rousing tale.

11. As you step out of the tavern, a disheveled girl smashes into you. “Wilkenson’s dog is loose again!” she exclaims as she attempts to hide behind you. You turn back in the direction she came to see a metal construct resembling a dog charging toward you.

12. The PCs spot a pregnant woman walking through the bazaar. As she passes the baker’s stall she quickly grabs a loaf of bread and keeps walking, favouring one of the PCs with a wink as she goes. Is she a thief or the wife of the store owner?

13. The PCs are walking along a busy street. A residential door opens briefly and a high pitched scream emits from inside before the door suddenly closes again. None of the other people on the street seem to react.

14. The PCs are resting in their inn room when suddenly the door bursts open. A well-armed man with weapon drawn storms in and says, “Don’t move, I’ve...crap, wrong room.” The intruder then quickly exits.

15. The PCs find the item they have been seeking in the marketplace. As the purchase is completed and they are about to leave, a stranger rushes up to the merchant shouting, “I know you have it Balthasar, and I want my <insert item here> back now!”

16. As the PCs turn up the street they hear shouting ahead. Within moments they see an escaping carriage barreling towards them without a driver. If the PCs are able to stop the carriage they will see signs of maltreatment of the horses (severe bit, lacerated skin from the whip).

17. The inhabitants of a large building start a war against an identical neighboring building. At the beginning it’s because they are accused of stealing their water, but in fact they have held many petty grudges for years and this way they can vent them out violently. The party is hired by fearful authorities to stop the revolt that threatens to scale into a civil war, but one of the tenants in the rebel building is a PC’s distant relative. Does the party intervene impartially, risking a family feud or do they help the relative exact revenge against his neighbors?

18. An invaluable piece of treasure is thought to be somewhere in the sewers of the city, which leads the PCs to a dumpster. Behind the rubbish a criminal empire rises, financing itself by reprocessing and using what the city no longer consider useful or falls in the trash, like the piece of treasure. Will the party confront the Trash Emperor to recover the treasure, or do they leave it as a sign of good will?

19. The party is mistaken by a wealthy man as carriage caretakers in a shantytown neighborhood. He hands them money to protect his vehicle. The legitimate caretakers challenge the PCs and try to steal the wealthy wagon. Does the party protect the rich man’s vehicle or do they leave the locals to do as they please, risking later persecution by the noble client?

20. An obese and corrupt food merchant accuses the party of stealing his rotten food and threatens with a call to the corrupt authorities. Does the party fight their way out, run away, confront the false accusations or pay the merchant?
21. The PCs arrive at the inn and find a large group (at least three times their number) of mercenaries leaving for the jail where they plan to execute all the prisoners. The party is connected to one of the inmates (an old, recurrent, but not particularly hated enemy, maybe they put him behind bars in the first place) and wishes him to remain alive for some reason. Do they face the killers, race to save the prisoner first, warn the prisoners or set them all free?
22. A black market thug offers an illegal but coveted article to the PCs; however, he is not carrying it around. Just as the deal is completed, a guard raid starts and the merchant runs away. Does the party run after him, looking suspiciously related to crime, or do they help the guards arrest the thug, risking loss of their money and the coveted item?
23. The city has a zoo filled with wondrous and dangerous creatures brought from far places. Just recently, some of the creatures escaped and now there is a royal reward for recovering the rare animals unharmed. How can this be done?
24. One of the richest houses of the city is plagued by small, magically resistant and sly creatures. The mansion guards a large collection of fine birds and exotic vegetation, delicate and sensitive. Can the party exterminate the plague while keeping the collection safe?
25. A sector of the city lies under quarantine after an outbreak of a mysterious fever. The party is being kept inside, and one of its members is starting to show symptoms of the illness. Do they try to escape, risking further contagion, or do they try to find a cure from the inside?
26. The PCs are being chased by a criminal party through the streets of a city that celebrates its anniversary with improvised shows over plazas. They get caught in the middle of a show, in front of a demanding audience. The only way the mob will let them leave is by doing a successful artistic performance.
27. A gypsy intercepts the most charismatic member of the party and tells him of a vision she had. She predicts the party member will find a beautiful person in this city and it will be the love of his life. She provides no further details. Later on, a beautiful person flirts with the character.
28. The PCs arrive at an over-visited shrine-city in the middle of a celebration attended by clerics from every corner of the land. All inns are full, it is forbidden to stay outside of the city and there is nowhere to stay. The mobs of homeless people are not kind to strangers either. How can the party survive the night?