

CONTAINS EXPLICIT LANGUAGE AND ADULT THEMES



d100
RANDOM
Urban Plot Hooks & Story Seeds

ROGUES, THIEVES & BEGGARS. GUARDS & NOBILITY. TAVERNS,
INNS & COACH HOUSES. MERCHANTS & TRADERS. EVERYDAY LIFE.

A concise almanac of 100 plot hooks, story seeds and encounter ideas for roleplaying gaming sessions, one shot adventures, or side quests. The themes contained within the following pages are of a somewhat grimdark, medieval ilk, but tis encouraged thou adapt the entries to suit thine own campaign and needs. Compiled by Aesoterik at Gyven's Fort.



A E S O T E R I K
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1. The party sees an old man cowering in an alleyway being viciously assaulted by three wretched thieves. He is a powerful alchemist and grants the party potent potions and elixirs if they help. May also have very important quest information.
2. A young girl runs up to the players, screaming that her house is being burgled and her parents are in danger. Sobbing, she cries "Please, please, you gotta 'elp" and she clutches a tiny fistful of one of the players clothing and tries to lead them off.
3. The door of the tavern suddenly burst open and two goblins in dark ragged cloaks rush in, aimlessly banging into tables and patrons, sending tankards and drink flying. It's actually just two children dressed up having 'fun'.
4. As the party enter the village a small boy runs swiftly past them bawling manically "Wolf! Wolf!" The players can offer to investigate or help. As it turns out, the boy is ill and 'Wolf' is the only word he says.
5. Whilst exploring the market the players come across a stall that appears to be empty. A beautiful middle aged woman leans over the stall, smiling with a confident and curious smirk. She explains to the players that she does not trade in wares, but in rumour, information and knowledge.
6. Strange markings are appearing painted on doors at night. The inhabitants of the marked dwellings seem to vanish within two days.
7. As the players reach the village gate they find a man slumped against a post, clutching deep wounds in his gut. "There's naught left here" he coughs. The man struggles through staggered breaths and explains he and two companions took on the task of ridding the village of a wolf pack; but fell victim to nothing short of a massacre. "Twas naught wolves that did this...Leave this place afore they return. Only death lives 'ere now".
8. A small group of townsfolk scatter, running in all directions holding their hands over their mouths. As they clear the party can see a cleric leaning over a convulsing body. The cleric shouts desperately "Please! Someone! This must be contained!" The cleric asks the players to gather a very specific list of herbs or a magic item.
9. Whilst the barmaid is serving the party their ale (or food), they notice bruises on her arms and what look like ligature marks on her wrists, frersh and poorly concealed with chalk balm.
10. The city's aldermen were summoned to a clandestine meeting the night before. None of them have been seen since.
11. The players enter the tavern, the clamour and chatter of the patrons instantly stops as all eyes turn to the party in deafening silence.
12. A cloaked figured rushes hurriedly past the party, bumping into one of them. A strange brass trinket has been passed covertly into their hand.
13. The large Oak tree in the town square has shed all it's leaves and in their place are strange bulbous pods that appear to pulse slowly. The bark of the tree has turned black and weeps a foul smelling, tar-like substance.
14. Whilst perusing the market stalls in the town square, all seems quiet and uneventful. Suddenly the sound of a horn pierces the air and a guard can be heard shouting "Shut the gates! Now! Bar them Now! Beastmen approaching!"

15. The party witness a fruit and vegetable stall being robbed in broad daylight. If they help catch the thief the stall owner will grant free provisions and a reduced price should they return to buy from him in the future.
16. Nerve shattering wails have been heard emanating from the woods on the outskirts of town late at night. The townsfolk plead with the party to investigate, as the Town Guard don't seem interested. Or are afraid.
17. A woman shrieks in terror and pleads her innocence, as she is dragged through the street by four Town Guards. One of the guards laughs, shouting "the 'oly pyre will silence the witch".
18. As the party approach the city gates the two Watch men drop their pole-arms, forming an 'x' shaped barrier across the players path. "City's closed. None in, none out. Now, fuck off".
19. Whilst enjoying drinks in the coach house, the smithy rushes in frantically shouting "Fucking mutants! Ghouls! Something! They're eating the fucking horses!"
20. On the road, not far from the city outskirts the players make out what appears to be an overturned cart up ahead. A horse lays on its side as a man leans over tending to...no, not tending to it. He, it, is clawing and eating the flesh from the still living mare.
21. A beggar carrying a sizable leather bag stumbles past the party into an alley. The sound of jingling coins raises their suspicion. The party notice him looking around cannily, before shedding his tattered robes, revealing he is a man of considerable wealth.
22. As the party walk down a narrow lane, faint muffled shouts can be heard...they sound like they are coming from below the street itself.
23. As the party walks down a street, loud thumps and a woman's muffled screams can be heard from inside one of the houses.
24. Whilst walking along the street a member of the party inadvertently kicks a small object with their foot. Appears to be a small gemstone amulet that glows subtly.
25. A high priest stands on a small wooden plinth and speaks loudly to all who will listen. He attempts to reassure the locals that the temple is, in fact, neither haunted, nor cursed and pleads with them to return to worship. The unsteady and stumbling nature of his voice however, is far from convincing.
26. In a dark alley at night the party notice two disturbingly large rats feeding on what seems to be the carcass of a dead dog. The rats will attack if cornered or provoked.
27. A small group of peasants are congregated in the middle of the sodden, dirt road leading into the village. They seem agitated, afraid and bemused. One of them points off to the distance and can be heard saying "He's gon' fucking mad. He's up there stabbing his cattle with a pitchfork!"
28. While resting in their room, the door swings open. A naked man barges in clumsily and shouts "Right darling, are you ready for the ploughing of...oh fuck, wrong room." before collapsing face first in a drunken stupor.
29. A middle aged patron in the inn quietly leaves a note on the table in front of the players and leaves. The note clearly isn't old. It simply reads 'I, Hadan of House Durrell seek your urgent aid.' When the players enquire about him, they are told Hadan has been dead for many years.
30. A gambling game is being played at a table in the corner of the inn. A substantial pot of coin is piled in the middle of the table. Unknown to the players the game rigged and four of the six people at the table are members of a thieves guild.

31. A noticeboard in town requests aid in finding out why almost all of the children in a nearby village have gone missing in the past three days.
32. Dead bodies are piling up all over town, each rife with bruises. The strangest thing however, are the small puncture wounds on their wrists and the scraps of parchment stuffed into their mouths.
33. A carriage trundles through the city gate. The driver is an obscenely fat and exceptionally well dressed man, his head raised and smirking with a nauseating level of arrogance and smugness. Flanked on either side by three guards the large wooden crates appear to be full of people. Pleading hands reach silently from between the oak boards, before being swiftly whipped into retreat by the guards. Are they slaves, or criminals?
34. A nobleman approaches the party, explaining that he's sick of the corruption, lies and perversion of the city. He intends to overthrow the Baron (or whoever may be in charge) but needs proof in order to convince at least some of the City Watch to help. The party are tasked with breaking in to the residence of the Baron's head advisor to look for any incriminating letters, records or ledgers that link the Baron to corruption or crimes against the people. (This nobleman can be genuine, or simply another callous, greedy and power hungry deceiver).
35. A prisoner has escaped from the town's cells. A hefty bounty has been placed on his head.
36. Five young men have being found dead in the local brothels within the last week. Their bodies naked, shrivelled and unnaturally aged, all their possessions, however, are left untouched.
37. The cemetery has been desecrated. Tombstones have been toppled over, and although grave robbers are far from uncommon, only the skeletal remains of the deceased have been taken.
38. A young woman approaches the party, crying and begging someone to aid her friend who has just been attacked in a nearby alley. A group of thieves lay in wait, ready to ambush.
39. A scrawny wretch in tattered clothes sits slumped against a building wall. With a fragile, wheezing voice he pleads towards the party "Please, spare a coin". If the players approach, the vagrant looks around cautiously, before opening his robe exposing all manner of expensive trinkets. 'I have wares' he whispers.
40. As the party approaches the village, they can hear distant screaming and disturbing, guttural, inhuman growls.
41. A small boy in dishevelled clothes sits slumped in a doorway, pleading for help. If the players approach, the boy swiftly snatches an item from one of the party and swiftly runs off.
42. A merchant short changes one or more of the party, or hands them a shady version of what they asked for. He is unshakably arrogant and claims to be 'untouchable' in the city. "Now, sod off, I've a business to run".
43. Upon entering the town loud shouting can be heard coming from the town square. Arriving there, the players see the major in stocks and surrounded by an angry mob. Four of the Town Guard are being held at bay by peasants wielding pitchforks and scythes.
44. After being bought a round of drink by a mild mannered patron in the local inn, the players realise they can no longer stand and are slowly losing consciousness. They wake up in an abandoned house on the other side of town. Strangely no items of note appear to have been stolen.

45. A man stands in the doorway of an unusually clean building, grunting and cursing as he fumbles with the key. If the party decide to help they may notice blood on his hands. The man is a heinous thief who has killed the owner of the house and stolen the key.
46. A man in black leather armour is being chased by another much shorter fellow. The taller of the two bumps into one of the players, dropping a small wooden box, he looks at it briefly but continues running. If a player picks up the box, the shorter man will thank them, stating that the other is a "filthy thieving 'ore" and stole the box from him just moments ago. He then swiftly darts of in the opposite direction. The player who lifted the box notices their coin purse is missing. (Both men are running a hustle together)
47. A group of twelve City Watch march through the street. Something seems off about them. If the players are coy and inquisitive enough they will notice they are imposters.
48. An arrow thuds into the ground mere inches from the players feet. A small parchment is attached to the shaft.
49. The party enter the city to find it deserted. Not a sound can be heard, but for the slow drip of water and damp from the rooftops. A strange mist, clinging close to the cobbles appears to be following them. More disturbingly, the mist seems to slowly retreat and slink back among the buildings when the players look at it.
50. The party finds a list of twelve names scrawled on a tattered note. The first three names are crossed out. One of the players names is on the list.
51. Two guards have been set upon by four very angry townsfolk...and they are suffering badly at their hands.
52. One of the players stumbles on a loose cobblestone in a narrow, dark alley. Underneath it they find a small brass key wrapped in a crudely drawn, soggy map.
53. Whilst walking through an alley one of the party glimpses a gaunt, pale hand swiftly reach out from a gutter, snatching a rat as it scurries past.
54. For two nights terrifying wailing and screaming has been heard coming from the woods, just outside of town. The Watch sent a small patrol to investigate last night, only one returned. He has not spoken a word since, simply staring blankly into the distance.
55. A merchant selling rare or magic items offers half price on his wares if the players fetch 3 ingredients/items for him.
56. A street merchant selling herbs is being harassed by a priest, accompanied by two of the Town Guard, accusing her of witchcraft and dark sorcery. She will offer healing potions, herbs and recipes if helped.
57. Strange flickering lights and murmurings have been witnessed just outside of town. A small group of peasants investigated but all they found was the charred embers of a few small fires. One of the peasants said they noticed a "strange symbol carved int' mud, with a stick or sommit like it". None of the other townsfolk seem to have witnessed this mark.
58. The party overhears four men in a tavern talking about possessing a map that shows the location of a long forgotten weapons stash.
59. The party overhears the local blacksmith telling the innkeeper that two men have been buying him out of swords and daggers for the past two weeks. They are tight lipped about why they need so much steel but he doesn't care much, "business has ne'er been better".

60. Two men barrel through the party as a third, a rotund, well dressed man puffs and pants shouting "Stop! Thieving Bastards!" The man is a noble and will reward the party handsomely if they help. If they succeed he will have a task, for which "their skills would be most suitable".
61. As the players walk down a lane, a brief shriek can be heard from somewhere very close by. Suddenly a body crashes to the ground in front of them with a sickening, fatal thud.
62. Macabre chanting and groaning has been heard at night in the grounds of the old church. Two farmers have reported some of their cattle have also gone missing. The townsfolk are too terrified to investigate themselves.
63. A striking young woman bumps into one of the party, handing them a crumpled note. "Find me at The Three Daggers Inn" she whispers, as she swiftly walks away.
64. Upon entering the village the party notices an unnerving lack of people. The absence of any sign of death or struggle makes the eerie silence all the more unsettling.
65. Two guards are seen exiting a house in a run down part of town. One fixes his gambeson as the both chuckle to themselves. A woman can be heard sobbing inside the house.
66. The townsfolk have suddenly been falling ill. Their skin blistering and oozing a black tar-like substance. Strange, rune-like markings have been found seared into the palms of each of the victims.
67. A group of four City Watch pass the party. One of them quietly, but sternly speaks to the players as they pass "Follow. Now". The watch have a task for the players that requires the utmost discretion.
68. The players may buy potions, herbs or elixirs from a merchant by the name of Isobeth. They will soon find out that all her wares are tainted with poison or magic. Nothing fatal, or even remotely so, but unbearably addictive. They must find a way to rid the addiction before it takes over.
69. Whilst at the docks at night the players spot what appear to be children being carried onto a waiting barge by the City Guard.
70. A noticeboard missive states that bodies have gone missing from the catacombs. Aid is urgently required. The Watch Commander should be spoken to for details.
71. The townsfolk are heavy with unease. They pass on stories of four unfortunate souls that have been found dead across the town in the past few days. All of them found huddled against building walls, hands raised in futile resistance, their eyes and mouths agape, frozen with fear. No clear sign of physical wounds can be seen on any of the victims.
72. The inn keep in the tavern asks the players for help. His last two shipments have not arrived and there has been talk of bandit raids on the road into town.
73. A Merchant by the name of Garot, well known and respected, has not been seen in the market for many days. A fellow trader, Edgar, a good friend of Garot's explains he was bringing a new shipment in from the east and should have returned a week ago.
74. Three guards are walking past a doorway, the makeshift shelter of a ragged-clothed beggar. One of the guards kicks the beggars coin cup, sending precious few pieces of copper and fewer still silver, splintering across the street. Laughing heartily to themselves as the beggar desperately fumbles to pick them up.
75. Before paying for an item, the merchant makes the proposition of a simple wager to one of the party. If the player wins they get the item for free, if they lose they have to pay double.

76. Upon entering the tavern the bar keep, back-turned and drying off goblets, turns his head slowly before bluntly telling the party to "Fuck right off. We don't serve blow-ins!"
77. A foul odour is emanating from the town well. Upon looking inside the players can vaguely see the water appears thick, viscous and dark olive in colour. Bubbles can be seen rising to the surface from time to time.
78. A piece of parchment falls from the belt of a passing local. It appears to be an old map showing passages running underneath the town. They can just about make out two locations, scrawled in weathered, faded ink. One is marked with an 'x' the other with a '1'.
79. Two guards prevent the party from passing through a town gate unless they pay the 'gate toll'. There is no official toll and the guards are simply greedy and corrupt.
80. Loud jeering and shouting can be heard from a nearby street. Upon investigating the players witness a crowd gathered to watch a most unsightly spectacle. Three priests are, ironically, bound to, as yet unlit, 'cleansing' pyres. The City Guard hurl numerous tomes at their feet as a member of the town council shouts all manner of heretical accusations at the priests.
81. As the party approach the town, a member of the Town Guard runs unsteadily towards them, lurching, shouting "Turn back. They're too many." Before falling dead to the ground.
82. Weapons have gone missing from the barracks. Clearly as new faces in the town, the Watch Commander approaches the party and asks for assistance in finding out where they've gone and who is responsible. The matter must be handled discreetly as it would be both embarrassing and dangerous if the news were to become public knowledge.
83. A merchant asks the players to track down a thief who has stolen an item of considerable value.
84. The party notices two hooded figures who appear to be stalking them.
85. The players round the corner of a dark alley late at night. Suddenly a swarm of rats bursts out of the darkness, squeaking and panicking as they scurry past in a feral flood.
86. At the docks at night one of the players notices dark figures, covertly disembarking a boat. The City Watch seem to be helping them slip into a secret underground passage.
87. Five bodies have been found in the space of as many days. Each has had different body parts removed, with surgical precision.
88. Help is requested to rid the sewers of an infestation of rats. The coin purse is substantial due to the putrid job that no one else wants to take on.
89. The party overhears two patrons at a nearby table discussing a plan. "I know the purse is big, but do' really think we can do this on ar own without ending up fucking corpses!?"
90. The players approach a street merchant who claims to have the most exquisite and elite weapons in all the free towns. Upon inspecting them, it appears he does...so why is he selling them so cheaply?
91. A merchant tells the party if they can intimidate, or better yet, eliminate a rival trader or his stock, he'll sell his wares to them at half price.
92. A merchant by the name of Osmer will sell useless wares to the players; inferior blades, placebos, forged trinkets and the like. Even the coin he gives as change will be fraudulent. The players will bump into him again, flanked by City Guard. He is a very wealthy and influential member of the aristocracy.

93. A small crowd is gathered in the street, standing over a dead body. The body is covered in weeping lesions. A few of the onlookers suddenly begin coughing. Is the body diseased? Is the pestilence spreading already?
94. Dark, shadowy figures have been seen sneaking in and out of the temple in the middle of the night. The Guard dismiss it as nothing more than the imagination and loose tongue of drunkards.
95. Whilst sitting in the tavern the door suddenly bursts open. A scrawny man, panting, stooped over and bleeding from the mouth, shouts desperately "Elp! Someone please 'elp! They took 'er. The bastards took 'er".
96. A trader is arguing furiously with two of the City Watch. After a few moments they raise their weapons and silence the merchant in no uncertain terms, before walking away indifferently. The merchant explains to the players that a shipment of his wares has not been delivered for the third day straight, yet the guards do nothing and could not care less. Will pay a healthy reward in either coin or items if they help.
97. The barkeep charges the female members of the party half price on everything. The other players are charged the full rate.
98. While sitting in a tavern, a figure dressed in leather armour and a dark cloak sits down stealthily, opposite one of the players. The player can feel a blade tip resting on their inner thigh. The figure whispers coldly "Coin. Table. Now".
99. The town square is bustling with activity. Market stalls are stocked with all manner of wares and the merchants bawl and yell atop each other trying to entice the punters. The party notice three children slinking in and out of the crowd, picking the pockets of the unsuspecting public.
100. A hooded priest approaches the party, silently leaving a rolled parchment in the hand of one of the players before disappearing back into the shadowy streets. The note is a missive seeking aid and beckons the players to meet at the Shrine of Stoidi at sundown. The meeting is a rouse. Once inside the small temple the players find themselves surrounded by five figures in long black robes. The doors have been slammed shut and locked behind them.