

RPG ADVENTURE IDEAS

The player characters (PCs) are sleeping in a small town inn when they are awakened from their sleep and asked to help retrieve an item that has just been stolen by bandits from the town's chapel. A chase down the river on rafts ensues. Catch the bandits on the river, or pursue them to their hideout.

The PCs are all prisoners who are promised release from prison to complete a mission. An old logging town had been abandoned years back, but a local town wants to redevelop it. A group of prospectors recently went missing and they want you to investigate. Catch - your all chained together. (Zombies or Ghosts would likely await the party).

An old blacksmith is rumored to have gone insane is believed to have the key to a new weapon that could defeat an immanent threat. The players must delve into the depths to find the smith and convince him to help.

A group of relatively well-behaved goblins complain to the PCs about savage attacks from bugbears. The bugbears are getting dangerously close to civilized peoples and their savagery is astounding. The PCs must find a way to eliminate this threat. This could involve protecting the goblins, or using them.

A local elven ranger has become a werewolf and must be put down or cured. He has become a threat to the region used to protect from such creatures.

A town's government and guards have become corrupt beyond the hope of redemption. A group of concerned citizens reaches out to the PCs to help them overthrow the establishment.

One of the PCs has a family member who has gone missing. The party must travel to the last known location. It could be a kidnapping, a murder, or simply an act of youthful rebellion.

In her research a local cleric has learned of the existence of a relic of great importance to her deity. She tasks the PCs with trying to find it. Possible twist – the object is actually a terribly powerful and could prove very destructive.

A group of Dwarven merchants hires the PCs to protect them from a group of orcs that have been robbing local caravans. The catch - the orcs are acting on behalf of a bigger bad (perhaps a troll or two, a drow mage who has them under his control, or a dragon using them to increase his hoard).

A recent home in which the PCs have taken up residence is found to be haunted. They must remove the curse by doing what the ghosts ask - right their wrongs.

A cult has been rumored to have sprung up near a small town. A small child disappears from the town and the townsfolk suspect the cult is at fault. They hire the PCs to look into it by visiting the cave complex where the cult is suspected to be staying.