

## Complete Doc Aquatic Random Adventure Table

### Elegan/tg/entlemen's extension

1. Thieves break into houses, steal nothing, refuse to leave.
2. Thieves break into houses, redecorate poorly.
3. Threat of orcs.
4. Threat of shooty and choppy orks from distant future.
5. Threat of distinguished and articulate orks from Victorian era.
6. Virgin succubus cursed to never get laid desperately seeks assistance, slowly goes apeshit crazy.
7. Map discovered on back of portrait of hideous man. Turns out portrait is map of Hideousmanface Mountain; map is portrait of guardian Map Golem.
8. Rain of frogs plague town. Man discovers frogs to be competent dance troupe. Man conquers national performance circuit.
9. Local baker seeks perfect ingredients for ultimate cake, secretly constructs powerful Cake Golem.
10. Philosophical zombies ponder meaning of love, pester passersby.
11. Noble wedding interrupted by aggressive eel salesmen.
12. Attacked by snakes in wilderness environment.
13. Attacked by snakes in urban enviroment.
14. Attacked by urban enviroment; allies found in form of friendly snakes.
15. Sorcerer, for shits and giggles, trains ethereal filchers to interrupt people during sex.
16. Party helps marauding demon warrior realize childhood dream of becoming stageshow dancer.
17. During daily tour, prestigious magic academy looted by goblins disguised as ugly children.
18. Ancient lich seeks new thrills by competing in mixed martial arts tournament.
19. Advancements in magically powered musical instruments climaxes with crew of grunge rock pirate bards clashing with clan of heavy metal viking bards; town threatened by collateral damage from killer solos. Crafty punk rock gypsies armed with enchanted accordians seek to capitalize on ensuing mayhem; all are united in effort to stick it to uptight paladins trying to bring them down. Powerful vibes attract glam rock demons and dirty hippies.
20. Dungeons give chase.
21. Bees get organized.
22. Party endlessly pursued by screaming fans, accompanied by catchy 60s rock.
23. Innacurate historical re-enactment attracts ire of necromancer history buff.
24. Passive aggressive druids extoll virtures of peace, love, substance abuse.
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26. Captain Hampton attempts to use violence to stop the Halfling Pirates of Willygoat, who, although they are wee men, have big swords.
27. Dwarves threatened by serial barber.
28. Half-ogre lint merchant and half-drow nobleman's hot jailbait daughter harbour forbidden love.

29. Effeminate prince mistaken for princess and dragon who has kidnapped him harbour forbidden love.
30. Earth elemental and gelatinous cube harbour forbidden love.
31. Awakened animated door develops delusion of being world-class gourmet and tirelessly hunts for keys to sample and critique.
32. Trio of skeletons discover their bones are pitch-perfect xylophones, start traveling percussion band, overcome prejudice, learn valuable life lessons, get laid.
33. Ancient lich seeks new thrills by competing in biathlon; disqualified for using machine gun.
34. Clinically insane duke hires party to kill invisible bugbears that turn out to be invisible hobgoblins with bad haircuts.
35. Desert-dwelling cactus dryads pine for romance with travellers, endlessly complain about how their spiny bodies prevent intimacy, get kidnapped by group of masochistic yuan-ti in ironic twist.
36. Tornados plan uprising.
37. Volcanos plot revenge.
38. Meteors get their shit together.
39. Fire, Water, Wind and Earth Elementals use lifedrainning magic ring in attempt to create Heart Elemental and complete ancient summoning ritual.
40. Kobolds blow it all up.
41. Obnoxious scouts run around hitting people with bats.
42. Elderly grave digger has chance meeting with Grim Reaper; heated weapon debate escalates to destructive duel.
43. Gentlemanly british marksman hunts party for sport using only sheer grit, determination, and steam-powered railgun.
44. Sinister duststorms herald hobo revolution.
45. Party stalked by assassin rumoured to dual-weild katars, in actuality dual-weilds keytars.
46. High priest is secretly complex musical animatronic.
47. Desert warlord sends party to blue dragon's lair to retrieve the keys to his camel.
48. Mass pandemonium ensues when travelling troll barbarians pitch their tent in slightly inconvenient spot.
49. Reformed illithid working as hair stylist falls under suspicion.
50. Threat of mechanical war machines powered by steam.
51. Threat of mechanical war machines powered by clockworks.
52. Threat of mechanical war machines powered by love.
53. Miraculous self-replenishing canned food ration "Salient Blue" challenges ethics when discovered to be made of trolls.
54. Twin beholders come to town and make everyone feel self-conscious.
55. Ancient lich seeks new thrills seek recruiting for rock band, records hit single "Hopeless Necromantic".
56. Sinister cult believes key to peace and happiness is painting everything blue.
57. Bored Thor throws killer pool party in Valhalla.
58. Bored Eris throws killer rave on Mount Olympus.

59. Bored Buddha launches aerial raids.
60. Threat of communists.
61. 61. Disgruntled rebel fighters attempt to crash airship into king.
62. Ambitious rebel fighters attempt to crash moon into king.
63. Philosophical rebel fighters attempt to crash king into himself.
64. Undead army ravages countryside with well-choreographed dance numbers.
65. Evil tyrant outlaws eyebrows.
66. Large, upscale inn terrorized by wildly dancing yet stoic man.
67. Gnome enforces guarantee.
68. Fiend hunter paladin declares he must kill all the tieflings; later discovers, no, he is the tieflings.
69. Ancient lich seeks new thrills by becoming ramp-jumping daredevil, succeeds in jumping bulette over 27 ill-tempered kythons.
70. Threat of goblins with guns.
71. Threat of goblins with artillery.
72. Threat of hobgoblins with artillery that launches goblins - who have guns.
73. Eccentric dictator outlaws all weaponry; decrees international issues will be resolved by giving each other high-fives. All world problems are solved.
74. Impregnable floating fortress seiged by orcs with hang gliders.
75. Rogue ties bundles of Rods of Wonder together to create Wonder Shotguns.
76. Powerful sorcerer born with single large fang believes himself to be reincarnation of legendary demon king, begins war to end the earth; turns out the rest of his teeth are just kind of small.
77. Powerful barbarian who's moustache grows to look like clock hands believes himself to be the one true clock, endeavors to smash every other timepiece in the world in order to become the Highlander.
78. Powerful cleric who continuously manifests stigmata-like supernatural wounds believes himself to be second coming of a god, incites holy crusade; turns out he's just a clumsy fucker.
79. Empire seiged by macho, sideburned elves; kingdoms fall one after another, as no one believes they exist.
80. Gibbering moulder aspires to become famous scat singer.
81. Master thieves break into museum and steal priceless portrait.
82. Master thieves break into castle and steal crown jewels.
83. Master thieves break into showbusiness and steal our hearts.
84. Ancient lich seeks new thrills by challenging party to race around the world.
85. Face-scalded mad man goes on serial axe-gnawing spree.
86. Barbarian hordes burn down capital city.
87. Barbarian hordes burn down the ocean. 88. Barbarian hordes burn down the sun.
88. Spunky teenagers travel through time to stop cosmic porcupine-looking thing from annihilating planet; become their own grandparents.
89. Gentlemanly cleric sends party on suicide trip to retrieve rare plant, makes world's strongest medicine.
90. Gentlemanly cleric sends party on suicide trip to retrieve rare plant, makes world's gnarliest blunt.
91. Gentlemanly cleric sends party on suicide trip to retrieve rare plant, makes world's tastiest tea; enters berserker rage when one party member adds milk.

92. Nation becomes infested by sandworms who are attracted to things with no rhythm; entire continent becomes perpetual dance number.
93. Fledgling lich captures our hearts with story of ambition, hot blackguards, and flying zombie sharks.
94. Fire-breathing, hammer-throwing tarrasque kidnaps princess; local sewer worker heroically pursues.
95. Party endlessly pursues dastardly villain who wields a bronzed hammerhead shark and bleeds shotgun shells.
96. Halfing monk just starts punching people in the crotch, all the fucking time.
97. Notorious mummy sorcerer defeats paladin nemesis by dousing self in lamp oil, igniting, and tackling him into a black hole. Everyone else in universe realizes that this is the most awesome thing that will ever happen, and falls into deep depression.
98. Paladin achieves ultimate power by replacing stick up his ass with immovable rod.
99. A lonely ogress finds true love and causes calamity.
100. The world gets flipped, turned upsidedown, and the party becomes royalty of the kingdom Bellar.
101. In an attempt to overcome boredom, a powerful lich invents video games. Uses their power to enslave world.
102. Warforged are outraged and organize a band of rebels to free their people from the lich's power matrix.
103. A long lost childhood friend is in need of assistance, it seems as though their village has recently come under siege by a band of marauders. However, in the six years since you've last seen then they'd developed a most troubling case of vampirism.
104. Words everywhere begin to slip off of the pages they're printed on and come to life.
105. A gunman dressed as Saint Nicolas holds up the tavern at the beginning of the campaign and refuses to let anyone leave alive until everyone has demonstrated proper Christmas spirit.
106. A band of roving toddlers invades the town square. Their cute knows no bounds.
107. A band of raving toddlers invades the town square. Their funk knows no bounds.
108. A town nearby is plunged into permanent darkness. Like, no light at all, pure black, in a sphere around the town.
109. Jimmy Hoffa's grave is discovered. It is empty.
110. No one can die. Anywhere.
111. The High Preist needs to get his groove back.
112. Half a dozen seedlike objects are found in the core of a meteorite at the base of a small crater. When planted, they grow more meteorites.
113. Every Elvis Presley impersonator is actually a clone of the King himself.
114. The Dinosaurs are back, with a vengeance.
115. Captain T. Jones of The Vengeance is back with his crew of carnivorous pirates.
116. Everyone gains King Midas like powers, gold dicks everywhere.
117. A group of secretive chefs have started hoarding massive amounts of herbs and spices. What little they say to the public involves cutlery and "the great seasoning".
118. A giant Troll lost his baloon.
119. There is a village where everyone wears masks all of the time. Removing a person's mask reveals a wig and an empty set of clothes, which promptly fall limp.

120. The party is approached by a gnome wearing a gimp costume. He says that he has a special surprise for you, and that you just need to bend over for a second.
121. Ice cream trucks invade in the height of a vanilla shortage.
122. Rogue artificial intelligences threaten the nations of the world with the true meaning of life.
123. Everything is suddenly mundane. All of it.
124. The world's butterflies gain a craving for blood.
125. Mosquitoes, on the other hand, begin to prefer petrol.
126. An argument between neighboring Dwarven cultures turns into a full-blown food fight.
127. Sentient, hostile soap attacks. The world has never been so clean.
128. Gang war between gnome and dwarf greasers results in forbidden love.
129. Mysterious well-dressed man appears to say monologues before and after ironic twists of fate involving the supernatural occur.
130. An ever-expanding laundry golem spawned by local wizard's dickery terrorizes countryside. Affected villages left without fabric or dignity.
131. Fortress full of eccentric Dwarves unleashes massive horde of cats.
132. Drow steals bike.
133. Reclusive tyrant utters the word "rosebud" just before dying. Party is hired to find out why.
134. A World War 2 era German Tank force consisting of 3 Tigers appear.
135. A tree falls in a forest with no one around to hear it. The discussion that happened afterwards created a rift in the time space continuum from which demons pour out.
136. A mischievous wizard replaces all doorknobs with runes of exploding.
137. Two portly dwarven bards are confronted by a demon, who demands that they play the best song in the world.
138. Early forensics detects a trace amount of blood on all books. It is eventually found that a jackass wizard decided to give books "Periods" at the ends of sentences.
139. The party has woken up in a dungeon filled with sleeping pitbulls, and is slathered in BBQ sauce.
140. The party has woken up in a dungeon filled with sleeping pitbulls, and their testicles are covered in BBQ sauce.
141. Feared Lich revealed to be just a skinny guy that doesn't bathe.
142. Necromancers hold a bake sale in the town market without a permit.
143. Necromancers hold bake sale fundraiser. Bakers' Guild disapproves.
144. Crazy King decides to achieve the peasant railgun.
145. King offers reward to keep his embarrassing daughter away royal palace.
146. King declares war by keeping his embarrassing daughter in other king's royal palace.
147. Rampaging Tarrasque only wants to be loved.
148. Necromancers hold vast self-serving barbeque. Villagers unnerved but no longer hungry.
149. Necromancer holds vast self-service barbeque. Butcher guild outraged.
150. Undead hordes Ravage the countryside in search of livestock and crops, turns out ancient necromancer just wanted to have the biggest barbecue ever.
151. Mages guild scandalized when all magic revealed to be an artful series of smoke and mirrors.
152. Marauding orc horde stages peaceful protest.
153. All baby powder replaced with itching powder. No parent has gotten sleep in days, riots

commencing.

154. A duke's family is cursed for unknown reasons, everything they touch turns to bees.
155. A duke's family is cursed for unknown reasons, everything they touch turns to spiders.
156. Party discovers that everything is already made of spiders.
157. Necromancers guild has other guilds outraged, none of the involved parties will speak on the matter.
158. Local sheik contracts venereal illness, then one of his livestock is found with the same disease.
159. Town heralds everywhere spontaneously combust upon trying to spread news.
160. Bears suddenly stop sleeping in caves, instead preferring to mass in herds and invade undefended libraries. Wizards, clerics, and bards have no idea why, or how to stop it.
161. Party falls atop a Giant's genitals, and your pelvis region lands on the Giant's mouth.
162. A serial killer is on the loose in the largest city of the land, leaving victims shredded by dagger stabs and prying out their eyes. The only clues are the many black feathers left at each crime scene.
163. A serial killer is on the loose in the largest city of the land, leaving victims covered in claw marks with pecked out eyes. The only clues left behind are the many chicken feathers left at each crime scene.
164. Threat of bears.
165. Threat of unusually caring bears.
166. Bears get organized.
167. Bears get organized and begin using sticks and stones in fights. Bards rush to spread the news and update their lore.
168. Threat of unusally caring bears in an urban environment. Bards stumped by failures in lore.
169. Rumors spread that bears have infiltrated the kingdom, Lord Bearington issues a statement that they are false.
170. All Bears mysteriously gain character levels and heightened intelligence. They form a republic in the mountains and are supposedly preparing for war.
171. Bears organize a bake sale fundraiser. Baker's guild disproves
172. Self-conscious king orders everyone who goes outside to wear blindfolds. Insurance companies make millions.
173. The party must escort an aging cleric into the lair of an ancient and evil lich so that the cleric can complete is long standing quest of sexually molesting 100 undead creatures in the name of his god.
174. King orders all ugly people off the street. Capital becomes immediate tourist destination.
175. Ugly people get organized.
176. Zombie presses charges against necromancer over allegations of non-consensual raising.
177. Conjurers at the mage's guild have been binding summoned creatures to playing cards in some kind of underground duelling matches.
178. A clairvoyant gnome escaped from the king's dungeon. Reports say to be on the lookout for a small medium at large.
179. Power of Love just falls short, Power of Rock too strong.
180. Power of steam invented, quickly becoming the bane of peeping toms everywhere.
181. Disaster strikes at druids' giant vegetable growing competition. Sabotage suspected.
182. Man introduces elves to the concept of "pierced ears," inadvertently setting the stage for Elvish civil war.
183. Elves introduces concept of "pierced bears," inadvertently setting the stage for bear revolution.

184. Local drunk cracks open a bear. Riots ensue.
185. Local bear cracks open a beer. Queue the largest party known to the entire kingdom.
186. Mage with sphere of annihilation make refuse disposal company. Competitors soon appear.
187. Nobody remembers the wizard's birthday, refuses to leave tower.
188. Geomancers hold bowling tournament with truly immovable rods on the nearby mountain range.
189. Serial thriller threatens nation with plague of undead.
190. New craze sweeps wizard nation and cripples economy. All wizards begin studying necromancy in order to learn how to properly dance the Thriller.
191. After a ten thousand year cycle the planet is about to cross paths with a truly immovable rod again.
192. Political satirist losing out on work as the ruling class becomes increasingly absurd beyond parody.
193. A massive secret ritual in the forgotten holds of some great cavern causes all the elves in the kingdom to shrink down to two feet tall. All gnomes and halflings reportedly, "washing their hair" at the time, and claim no involvement.
194. Disgruntled lich stands in doorway of city hall with his arms crossed. Says nothing, never moves. No one knows what he's mad about.
195. Gladiator challenges mores of upper-class society by pursuing romance with royal heir. Party contracted to break the pair up.
196. City's elderly stormed the nearby lich's castle and hold him hostage to obtain immortality.
197. Pacifist gnoll sues adventuring party for trauma and emotional damage following unprovoked assault.
198. Mentally-damaged gladiator persistently claims to be "Spartacus," leads revolt against kingdom.
199. A slave named Spartacus leads slave revolt. Doppelgangers assume his identity.
200. Gladiator asks party to assist in revolt against empire, despite gladiatorial combat having been outlawed more than two hundred years ago.
201. Many pets and livestock become intelligent and capable of speech over night. A distressing amount of single men and woman hurriedly slaughter said speaking animals.
202. Disgruntled cleric nails ninety-nine theses to cathedral door. All ninety-nine simply read "All smiting and no prayer makes Jack a dull boy."
203. Small child refuses to stop painting he local horses.
204. Ancient Lich runs for office, floods voting stations with reanimated voters.
205. Crazy wizard creates sharks that can use wands of disintegration
206. Rats close down restaurant for having a massive human infestation.
207. A group of pessimistic seers predict only the worst possible outcome of every situation.
208. Thousand year old succubus seducing every man in the town actually a fourteen year old girl.
209. Match peddler actually selling minuscule Wands of Fireball.
210. Crippled thief sends party to steal the world's greatest work of art from the vault of ancient lich.
211. Ancient lich sends party to steal his phylactery from the vault of master thief.
212. Half-dead zombie sues necromancer over incomplete reanimation.
213. Wizard attempts to decisively one-up his neighbor's christmas decorations by teleporting the sun directly above his house.
214. Ancient dwarven calculating engine finally finished processing ancient query; response of "Forty-two" baffles all.

215. The party accidentally unleash a bizarre magic field that cause all spell effects to be misspelled or interpreted differently.
216. Ancient lich thief steals party from king's throne room, forces them to cripple him so that thieving in a challenge again.
217. A council of wizards make a flying castle which immediately becomes the largest party the kingdom has ever seen. It has been raiding the kingdom for party liquor and floozies for months. The king wants you to help him crash the party since he wasn't invited, but wasn't clear if he meant that literally or not.
218. Necromancer sues corpse over failure to honor reanimation contract; corpse declines to comment.
219. The stars are once again aligned; ancient horrors rise from the briny deep, host world's best clam-bake.
220. Help a lich that was once a bear achieve his dream of going into outer space.
221. An ancient evil awakens to turn out the sun so it can go back to sleep.
222. Demonic children spawn from kingdom's cabbage patches.
223. Party asked to conduct local Lord's warhorse to greatest smith in the land for shoes; horse is actually Lord's eldest daughter under a shag rug.
224. Ancient evil awakens to find that the stars are out of order; party commissioned to fix the stars and fulfill ancient prophecy.
225. Ancient evil awakens, empty fridges and goes back to sleep.
226. Awakened ooze escapes wizard's tower, nearby town celebrates finding a gigantic amount of jello.
227. Awakened ooze escapes wizard's tower, complains excessively about the taste of everything it moves over.
228. Shadows come to life, forcing party to fight for their lives.
229. World's greatest thief steals small country.
230. World's greatest thief steals motivation. The world stagnates and civilization collapses.
231. Doppelganger assumes identity of greatest thief in world; thief steals doppelganger's identity and racks up the bills.
232. All the dragons in the continent go missing, Thieves Guild suspected.
233. All the Dragons in the continent go missing for a supposed month long event. The Thieves Guild gets word and it becomes a game of magpies.
234. Ancient Lich keeps his phylactery inside a gelatinous cube. Cube subsequently goes rogue; party hired to track it down.
235. Ancient Lich sends PCs on booze run to acquire the best wine in the world from a tarrasque's vineyard.
236. Convince the King to end his ban on Christmas by finding his Christmas spirit, which was stolen by a lich.
237. An ancient lich's phylactery is actually a bear; the party is hired to slay him, but it is actually the king's youngest daughter under a curse.
238. Minotaur's rampage through the fashion world with wild new designs.
239. Renowned psion loses his mind. Local population confused by the discovery.
240. Tarrasque gets served by bored mischievous dragon. The resultant funky breakdown danceoff has left scars across the land for miles.
241. Young prince discovers his left nostril has spontaneously become a portal to the Elemental Plane



of Water.

242. A mad king decides that in order to spice things up for a kingdom, he holds a Tarrasque & Dragon rodeo. All hell breaks loose.

243. Doppelgangers stealthily replace all members of government only to find out they forgot why they were doing so in the first place. Life continues unaffected.

244. Members of government replace doppelgangers. World is left confused.

245. Dungeons suddenly come to life and form roving bands, seducing large numbers of women with their looks, wits, and mad skillz.

246. Legendary orc monk arrives in town and teaches them the secret of making the perfect armpit fart. Insane jealousy from rival kingdom's citizens results in pillaging and impromptu armpit fart showdowns in the streets.

247. Insane lich swoops in and destroys both sides in fit of rage due to no longer being able to make armpit farts.

248. Wizards apprentice risks losing magic powers by indulging in flesh. Must secretly prevent apprentices from engaging in intimacy.

249. Shy orc falls in love with a gnome. Must help him overcome his shyness in order to win the love of his life.

250. Young boy moves to a new city where he is ridiculed and pestered by his peers. Seeks an old monk to teach him ancient techniques. Along the way discovers love, respect, and a cool horse.

251. Wizard's apprentice decides to fake sick so he can enjoy the nice day. Help him along with his necromancer friend and bard girlfriend avoid getting caught and have an awesome day.

252. Lecherous prince beds enemy kingdom's princess in fit of passion.

253. Naked, rudely-awaked prince slays enemy kingdom's prince in fit of passion.

254. Hungry prince orders soup and salad in fit of passion.

255. Traveling merchant goes to an eastern part of a city. While there gets involved in ancient lore based on the east. Must help rescue his friends fiance who has been kidnapped by a sorcerer for nefarious purposes.

256. Sun begins to experience illumination dysfunction, party must find legendary blue pills of the gods to restore light to the world.

257. Angry psions alter moon's orbit slightly, dramatically altering tides.

258. Angry tides alter small villages slightly, removing anyone under 4'.

259. Alchemist invents dwarf-resistant alcohol. Dwarf kingdom declares war on alchemist.

260. Dragon collects all the poker chips in the city for his horde, opens a casino.

261. Dragon's horde is discovered. It's full of slips of paper detailing purchased stock in certain mercenary groups.

262. Dragon's horde is discovered to be full of phylacteries. The dragon auctions them off to a crowd of angry liches.

263. Man introduces concept of "light beer" to dwarves, inadvertently setting the stage for dwarf-man war.

264. Princess kidnaps red dragon. King hiring all adventurers he can find to try to remove the pest from his castle. A special bonus is available if they manage to get rid of the dragon as well.

265. All spices and herbs lose their flavor. Chefs riot.

266. Man introduces concept of "stilts" to halflings, inadvertently sets the stage for massive class-action lawsuits.

267. Party receives a complete set of Malls and Muggers as a quest reward, gets distracted roleplaying characters in a mundane technological society.
268. Man introduces concept of "buggery" to gnomes, inadvertently sets the stage for gnome invasions under pretence of "lebensraum."
269. Powerful monk holding a vase and a baby desperately wants no trouble.
270. Ancient lich starts manipulating the news to fulfill dream of becoming world's best investigative journalist.
271. Evil wizard plans to destroy world, replace it with serialized mini-worlds.
272. Evil wizard plans to create new world on top of old world, making planar sandwich.
273. Good wizard plans to preserve world. Chaotic entities protest a lack of change.
274. Evil overlord enslaves children for tea parties.
275. Evil overlord enslaves maids to clean his dark fortress.
276. Evil overlord pays soldiers fairly. Royal guardsmen go on strike in protest.
277. Evil overlord plans to conquer nation, return it to previous king, check item off of bucket list.
278. The mightiest barbarian needs a sword he can lift without crushing.
279. The mightiest barbarian needs clothes that will stretch to conform his raging body.
280. The mightiest barbarian wants to meet a nice woman, take her out for dinner. Party enlisted to set up a nice evening. Intensive dungeoneering somehow ensues.
281. Party introduces concept of "overclocking" to warforged, inadvertently setting the stage for global warming.
282. Powerful enchanters deceive nation into not being able to see dwarven beards. Diplomacy breaks down.
283. Humans declare war on Elves for living too long.
284. Orcs declare war on Elves over fashion.
285. Gnomes declare war on Elves for hair dye.
286. Demons declare war on Elves for drawn pornography.
287. Angels declare war on Elves, Angels are Demons looking for drawn pornography.
288. Treants break bonds of slavery and declare war on Elves.
289. Merfolk declare war on Elves, neither can reach the other.
290. Abominations declare war on elves, to make pornography.
291. Elves declare war on Elfs over grammatical issues.
292. Elves declare war on Elves over too much war.
293. Elves die, all wars end for 10 years.
294. King of most powerful nation secretly a small yappy dog.
295. The first airship sporting event is held. The party must find a sponsor so they can participate or resign themselves to scrying the future results and placing bets accordingly.
296. Years after local nobles murder, their son returns. Coincidentally a rogue dressed as a bat with an awakened robin familiar begins to terrorize local criminals.
297. Scarecrows spring to life, militarize and invade tengu kingdom.
298. A mysterious ghost ship appears in the city's harbor.
299. Party introduces concept of "fermented meat juice" to dwarves, inadvertently setting the stage for societal collapse as dwarves focus on quaffing "bear" to the expense of all else.

300. Deranged painter starts to murder treants for not being happy enough. Teaches others how to paint the carnage.
301. Party introduces prince to princess, inadvertently setting the stage for hilarious romantic comedy as their parents secretly plot to keep them apart.
302. Party introduces the concept of "recreational drugs" to gnome population, inadvertently setting the stage for gnomish mastery of the illusionary arts.
303. Party introduces concept of "interracial elf sex" to human kingdom, inadvertently causing birth rates plummet.
304. Ancient stone head awakens, goes on a quest to find his lost body.
305. Ancient stone head awakens, causes chaos in its wake as it wanders the land planting apple seeds.
306. Giant stone body wanders the ruins of a lost kingdom, guarding an ancient temple with 11 similar entities. However, when the nights are cold and lightless, it seeks out adventurers to find its lost head.
307. Monk does 100 push-ups, 100 sit-ups, 100 squats, and runs 10 km every day for three years; becomes strong enough to defeat anyone with just one punch, but is no longer able to feel satisfied.
308. Chivalry is reanimated.
309. Disco is reanimated.
310. Michael Jackson is reanimated.
311. Crazy wizard invents "Wand of Wonder," which functions as a rod of wonder but made of glass.
312. Ancient dragon enlists party's help in securing an attractive female of every species for a harem, heavily stresses the word, "every."
313. Relics of an ancient god of death begin appearing in tavern stories throughout the land, driving parties to war over the mystical "head, foot, left ear, and eyes of Vance."
314. Elven race is resurrected, immediately declares war on everything.
315. Kenders try to make amends, return everything.
316. Kenders return more things than previously existed. Economies everywhere crumble.
317. Kenders return more things than previously existed. Physics laws are upset.
318. Group of psions develop world wide mindlink allowing all beings to connect to it and exchange ideas, information and images. Creators hailed at first, ideas and information exchanged world grows closer. Eventually divulges to people throwing insults at one another and share images of cats.
319. Dragon kidnaps princess, king hires party to rescue her.
320. Dragon kidnaps king, princess hires party to rescue him.
321. Princess kidnapped by king, dragon hires party to keep him company.
322. Mortician's guild and gravedigger's guild's go on strike. Reason sighted as overabundance of necromancers.
323. Insane emperor decrees that all interactions between individuals must be resolved by rolling of dice. inadvertently leads to particle physics being invented by wily rogue trying to beat the odds.
324. The party wakes up one morning to find that the whole world is no composed of ASCII text characters. Searching for the nearest settlement reveals a mountain fortress filled with vaguely psychotic dwarves who are all named Urist.
325. Woodchucks start chucking wood. No one knows how much wood they have chucked.

326. A young boy causes mayhem traveling the world by capturing small powerful creatures in magic balls of holding.
327. A red guard boy destroys a dungeon our adventures are in after their monkey touches a rare evil gem.
328. All of the world's women are turned into little girls. Party must make continuous checks against spontaneous combustion.
329. All of the world's men are turned into little girls. Party must make continuous check against spontaneous slutting.
330. All of the world's trees are turned into little girls. Druids enter golden age of prosperity.
331. Princess kidnaps bandits, demands thirty bear asses for their return.
332. The party has to compose a musical based on one of their previous adventures.
333. The half-sister of the beast makes an appearance, local wine reserves are depleted during her "unholy nether region" monologues.
334. Everything is turned into little girls. Party must find a way out of the newly created plane.
335. Necromancer lich kidnaps dragon princess in order to profit from insurance fraud in conjunction with doppelganger king; party is hired by screenwriter's guild for breaking union laws on overuse of cliches.
336. Dragon hires party to steal the royal jewels, but is not planning to pay up.
337. A dungeon hires a group of adventurers to track down and kill other adventurers who killed all his pet skeletons and stole his stuff.
338. Female dragon hires the party to steal prince's royal jewels
339. Group of friends celebrate wedding, haphazardly lose groom and must now find him.
340. A half elf gnome needs help coming up with the perfect cookie recipe
341. Bard inadvertently creates a new dance craze, king demands you put an end to it immediately.
342. Shark people are now running the streets and battling it out with turtle people. Help put an end to this bloody and senseless war.
343. Chronomancer's apprentice has been thrown back in time and has done damage to the time space continuum. Help him avoid causing any further damage and get him back to his time.
344. Powerful wizard clad in yellow sends out message daring adventurers to enter his magical realm
345. Tired of being mocked by his peers, burgeoning wizard needs help creating a new class of magic.
346. Ancient Demilich auditions for part of Yorrick in production of Hamlet, wreaks havoc when turned down.
347. Intelligent sword wishes to journey back to its stone.

348.Singing sword runs away to join the opera, ends up as act in travelling circus.

349.NPC Warforged asks party members if he has a soul, initiates quest to find the original creator of the Warforged in the afterlife to pose the question to him.

350.Romantic sword falls in love with adventurer who wields it. Awkward talks now inevitable.

351.local princess's nude drawings leak, turns out she was a bear

352.local princess's nude drawings leak, turns out she was a prince

353.local princess's nude drawings leak, turns out she isn't as hot as everyone thought, kingdom collapses

354.Crazy looking old man gives you a cigar. Paper turns out to be a page from an eldritch tome.

355.local princess's nude drawings leak, turns out she IS as hot as everyone thought, peasants rise up in revolt to have a chance at the princess

356.Local princess's nude drawings leak, turns out she's quite the artist.

357.dick wizard removes all clothes from all paintings for shits and giggles, nude drawings leak everywhere

358.Local princess's nude drawings leak, party hired to find more stasis spellbrushes to stop the paint spilling out everywhere.

359.Local parade celebrating the death of a crazed tyrant rudely interrupted by his unexpected resurrection. Proving himself to be resourceful, he fines everyone involved for not obtaining the proper permits and puts the local militia through rigorous training regimes to form proper armies. "Once more," he says, "this time, with feeling."

360.warforged start constructing humans, doing a pretty good job

361.master thief steals himself

362.Warforged suffers existential crisis and drinks acid in an attempt to take its own life. Local man mistakes it for armor in a drunken stupor, dons it, and passes out. Upon waking up, he can't get it off and finds himself being forced to be the hero his kingdom deserves by the still-living hollow warforged.

363.drawings of funny cats sweep the kingdom, people too distracted to work, chaos reigns

364.king seeks to spice up his palace, party is asked to sculpt life sized tarrasque statue

365.All dwarves in the world mysteriously disappear one night, as does anyone who mentions them after their disappearance

366.Bardic College class reunion results in seduction of entire female faculty and student body of rival Mage's College.

367.bardic college class reunion turns into a massive orgy

368. The party finds two groups of rival monks fighting, but one loses horribly. It turns out that Theodore Mann and his band of organized monks are trying to keep down the funky band of Soul Brothers and succeeding.

369. The women in town are going missing one by one. It turns out the culprit is a suave rich guy, and the women will attack if you try to make them leave.

370. The Juan Mann Army raids kingdoms. Hilarity ensues.

371. A man claiming to be the avatar of the God of partying is leaving a different location devastated every night. Someone has to stop his awesome rampage. All previous attempts have ended with the adventuring party hung over.

372. King seeks to spice up his love life, party is asked to help or else

373. Local princess's nude drawings leak, party tasked to find source of this extraplanar water.

374. Chivalry is reanimated

375. Fledgling fighter discovers Game Mechanics, refuses to tell anyone because it will never benefit him.

376. Remote tundra outpost is besieged by shapechanging entity, send out distress signal.

377. Remote tundra outpost manned entirely by shapechangers besieged by a solid-form entity, send out distress signal.

378. Remote tundra outpost manned entirely by men runs out of lube, sends out distress signal.

379. A well respected Knight is murdered and comes back to life possessing the skeleton of his own corpse. The party must help the Skeleton Knight find out who murdered him.

380. All the genitalia in the kingdom becomes sentient and gets organised. chaos ensues.

381. All the genitalia in the kingdom becomes sentient and gets unionised. chaos ensues.

382. All the genitalia in the kingdom becomes hyper-sentient and post-turing intelligent. utopia ensues.

383. The never ending war ends with status quo. No one knows what to do anymore, dangerous ideas arise.

384. Kobolds want to start socialist revolution, but they can't grow proper beards.

385. King revealed to be powerful telepath. Subjects surprisingly okay with this.

386. Subjects revealed to be powerful telepaths. King surprisingly okay with this.

387. Nation revealed to be psionic hivemind. Baker's guild declares war.

388. Sea witch usurps triton throne, ushers in age of unprecedented happiness and prosperity.

389. Princess pricks finger on spinning wheel. Seamstress' Guild banned, members hanged.

390. Evil witch attempts to seduce King in order to steal his Kingdom. King is secretly gay, however. Witch hires party to find a suitably fey prince to tempt him with.

391. Evil witch attempts to seduce King in order to steal kingdom. King is secretly a furry. Witch gives up in disgust.

392. Adorable little boy is secretly just an adorable little boy who is a very good actor and not really a polymorphed dragon/archmage/demon.

393. Angry villains arrange events to lead hundreds of do-gooders to a remote city and set them against each other to thin the hero population.

394. All of the above.