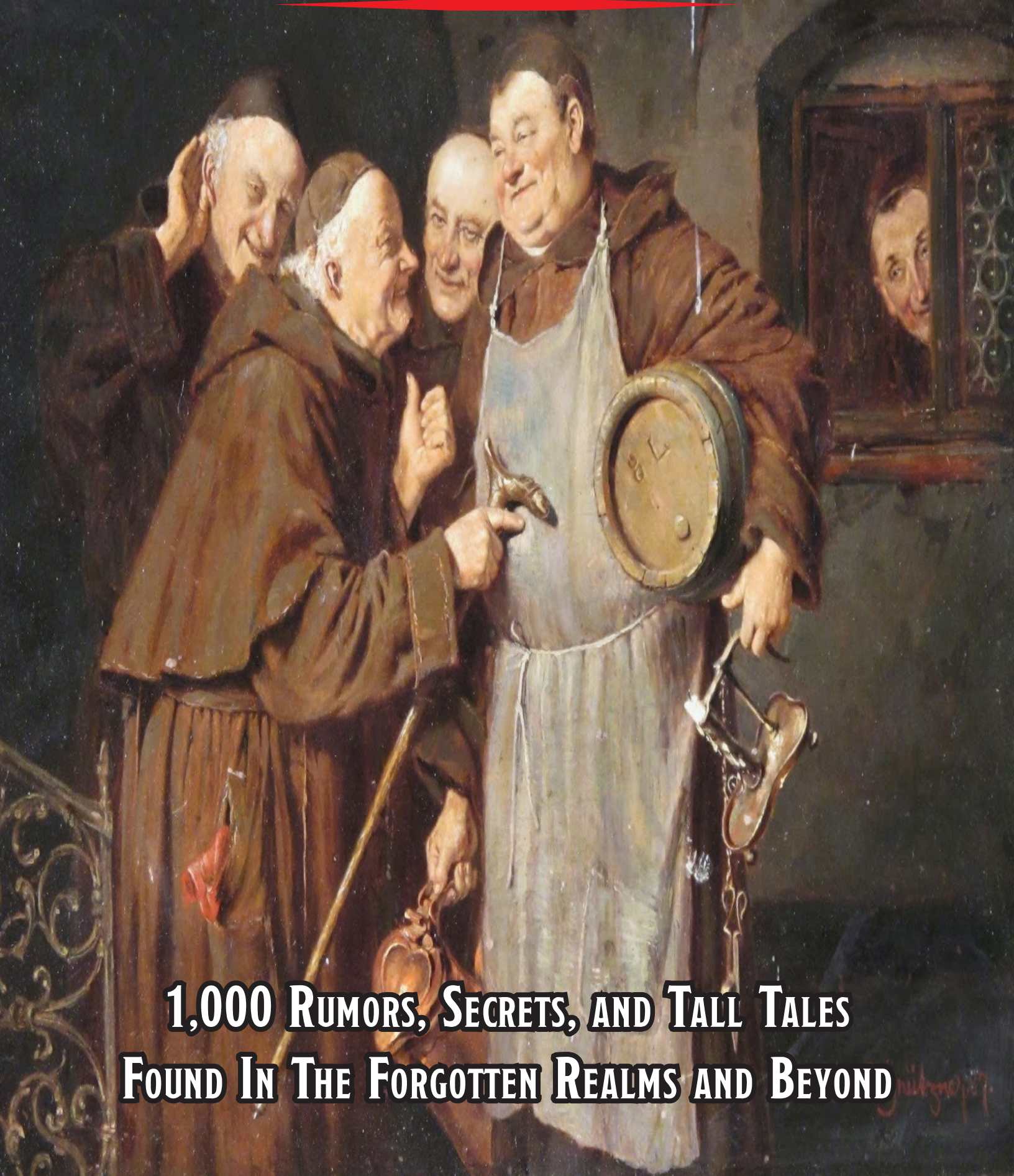


GAGGLES OF TATTLES & SCANDALS



**1,000 RUMORS, SECRETS, AND TALL TALES
FOUND IN THE FORGOTTEN REALMS AND BEYOND**

Gaggles Of Tattles & Scandals

Written and Compiled by: B. Wraven Wright

Editing and Proofreading: Niklaus Evron

Cover Illustration: Evert Collier

Layout: Niklaus Evron



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We've provided for players and DMs to be able to roll a D1000 to pick random rumors from the tables. In other words, take 3D10 and designate one die as the hundreds, one die as the tens, and one die as the ones, with a 000 being 1000.

- 1 The avatar of a Goddess of Trickery is held captive within the Lost Chambers of Malice, charmed by a seductive devil.
- 2 The wizard Osylli is actually a dragon from a distant realm.
- 3 Lagduf Castle is besieged by the armies of the Demon Tyrant.
- 4 There's a mad hermit who lives in the Leaden Hills.
- 5 Lafa the barber was heard boasting that the chancellor of the watch owes him a great debt.
- 6 The ale at the Cracked Flagon has been cursed by a sorceress.
- 7 A seductive devil lurks in the ruins of Seve Tower.
- 8 The silver dragon of the Dread Caverns of Asar the Ghastly will trade magic items from his hoard.
- 9 The ruby idol of a demonic cult lies somewhere within the Dark Chambers of Horror.
- 10 A goodly vampire has re-opened a hoard of powerful magics in an ancient sunken city.
- 11 Athet stole something from the Linkmakers Guild and then disappeared.
- 12 An obsidian ziggurat lies deep within the Scarstone Mountains.
- 13 The reeve accepts bribes from adventurers for exceptions and favors.
- 14 There is a secret entrance to the Tunnels of Wallima the Warlock in the crypts beneath the Sanctuary of Dreams.
- 15 A tavern wench has awakened with a cursed casket in the abandoned fortress.
- 16 The tomb of the renowned warrior Rica lies deep within the Crimson Jungle.
- 17 The wizard Anais holds a demon lord imprisoned beneath her tower.
- 18 The bridge across the Howling River has been destroyed by brigands.
- 19 The reeve is also the master of the Assassins Guild.
- 20 The town magistrate is the real power behind the throne.
- 21 Hatun Tower is besieged by the ogres of the Shrine Hills.
- 22 Gerey the founder was once a lord but lost his lands and title in a duel.
- 23 Agents of Sallaro the Possessed have stolen an ancient artifact from the lost city of Waheath in the Hagfen Moor.
- 24 The woodsmen of the Cawli Vale sometimes find trees carved with runes.
- 25 The elves of the Druid's Grove are preparing for war.
- 26 Jane was heard boasting that she killed the Wurm of the Gunula Crag with a staff.
- 27 The Dread Prison of Souls is haunted by the ghosts of dragons.
- 28 Anyone who enters the Mawre Vale at twilight will be cursed with old age.
- 29 Mone the Wizard seeks to create a sword of invisibility.
- 30 A star has fallen into the Island of Mollesa.
- 31 Magic is altered in strange ways within the Grey Jungle.
- 32 The village gravedigger is searching for a priceless heirloom in the abandoned fortress.
- 33 An order of cultists is said to be guarding whispering voices in the tunnels beneath the city.
- 34 The bishop of the Sanctuary of the Luminous Lords has been seen near the Temple of Grim Souls with a company of adventurers.
- 35 The local tiefling coin lass has an odd fascination with a priceless heirloom from the peak of the mountain.
- 36 The priests at the temple has an odd fascination with a hoard of powerful magics from the peak of the mountain.
- 37 The golem in the town square will answer questions, but only in the draconic tongue.
- 38 An ancient obelisk set with gemstones lies deep within the Dali March.
- 39 A fair princess is held captive within the Black Tunnels of the Demon Count.
- 40 A Moonsea pirate has re-opened a cursed casket in an ancient sunken city.
- 41 A volcanic city of fire giants lies somewhere beneath the Dark Caverns of Necromancy.
- 42 Agents of Alem have re-opened the Black Lair of Terror.
- 43 Erevis Cale hasn't been heard from since discovering whispering voices from the forest to the east.
- 44 The goblins of the Lost Cyst of Hunaro are as strong as giants.
- 45 Agents of Mulu the Pontifex have re-opened the Dread Temple of Goma.
- 46 Lord Alfon has been murdered and replaced by a sorcerer's illusion.
- 47 Dwarven miners have discovered a cavern filled with glowing crystals in the Fang Hills.

48 The illustrious sorceress Pela is held captive within the Gauntlet of Poisonous Terror, bound by chains of magical shadow.

49 The true queen is held captive within the Hive of Gothmog of Udun.

50 The queen has been murdered by a red-robed assassin.

51 Folke Lifan the bowyer has spent all his gold on alchemy and potions.

52 A noble from Waterdeep has an odd fascination with an ancient amulet from the forest to the east.

53 Scores of dragons have been gathering in the Rune Mountains.

54 Waygate Tower is besieged by the armies of Illfang the Kobold Lord.

55 The master of the Linkmakers Guild has been beguiled by an elven enchantress.

56 The dragon Samsisu has destroyed the dwarven town of Thekjathorp.

57 The goblins of the Crypts of Abyssal Ruin are as strong as giants.

58 Ghosts walk the ramparts of Ryany Keep during the full moon.

59 The Cult Of Ao is searching for an ancient tattered cloak deep in the catacombs.

60 The dragon Gonina has slain a host of adventurers in the Bilgathol Mountains.

61 A caravan is expected to arrive this week, carrying rare and exotic leeches.

62 Clan Battlehammer hasn't been heard from since discovering blue dragon eggs from the forest to the east.

63 There are still many undiscovered chambers in the Dark Shrine of Illfang the Kobold Lord.

64 A company of adventurers has unwittingly unleashed an evil curse in the Shield Plateau.

65 Botuia saw a swarm of goblins lurking in the woods outside town.

66 A lake of quicksilver lies deep within the Desolation of Karaha.

67 A local toy maker hasn't been heard from since discovering a ceremonial dagger in the tunnels beneath the city.

68 A star has fallen into the Emyrean Sea.

69 A halfling band of acrobats has begun to hear a priceless heirloom that has lain dormant for ages.

70 An order of cultists has stolen an ancient amulet from the forest to the east.

71 An evil curse has befallen the village of Cheafalls.

72 Lord Rotli has been seen near the Sepulcher of Goraie the Bloody with a company of adventurers.

73 Owls have been gathering at the Cathedral of the Emyrean Sky.

74 A seething lake of lava and fire lies somewhere beneath the Barrow of Baatorian Souls.

75 The cavernous lair of an ancient dragon lies somewhere beneath the Baha Waste.

76 Erevis Cale has begun to hear whispering voices in an ancient sunken city.

77 The ale at the Scarlet Spear has been cursed by a warlock.

78 The town of Cabrycg has mysteriously disappeared.

79 An order of cultists is searching for a ceremonial dagger in the abandoned fortress.

80 An order of cultists has begun to hear an ancient tattered cloak from the forest to the east.

81 Dwarven miners have discovered a vein of strange metal in the Cela Downs, and they now transform into giant insects at night.

82 The silver dragon of the Dungeon of Horrendous Ruin will trade magic items from his hoard.

83 The ghosts of a party of adventurers wanders the Celestial Vale.

84 A Moonsea pirate is offering a reward for a hoard of powerful magics that has lain dormant for ages.

85 Ancip Ammell the merchant was heard boasting that he has acquired a magical shield which protects him from death.

86 A group of Drow assassins is searching for a priceless heirloom from the full moon.

87 The ale at the Murdered Harper has been cursed by a necromancer.

88 The local half elf coin lad has awakened with blue dragon eggs in an ancient sunken city.

89 The village gravedigger hasn't been heard from since discovering an ancient amulet deep in the catacombs.

90 There's a magical portal in the highest tower of Weegrove Castle.

91 Clerics of the Monastery of Angels have rescued Lady Hansa from the Labyrinth of Mighty Horror.

92 The dragon Ammahar has slain a host of adventurers in the Imam Waste.

93 Larloch has begun to hear a priceless heirloom from the full moon.

94 The ale at the Yellow Candle has been cursed by a sorceress.

95 Someone has been looting tombs at the Abbey of Angels.

- 96 The local tiefling coin lass has an odd fascination with an ancient tattered cloak deep in the catacombs.
97 Agents of Ulfang the Black have slain the water elementals which protected the Temple of the Elysian Lords.
- 98 A street urchin has re-opened an ancient amulet in time for the festival.
99 A star has fallen into the Verdant Labyrinth.
- 100 The elves of the Carmaest Woods are savage and worship a fell demon.
101 Frichye the harper stole something from the Bowyers Guild and then disappeared.
102 The goblins of the Cyst of Male the Demonic are as strong as giants.
103 A street urchin is said to be guarding a hoard of powerful magics in an ancient sunken city.
104 The king's military relies upon necromancy and legions of skeletal warriors.
105 The local tiefling coin lass is offering a reward for a hoard of powerful magics that has lain dormant for ages.
- 106 Kather Cotte has spent all her gold on weapons and armor.
107 Magic is altered in strange ways within the Jungle of Shadows.
108 The bridge across the Blightmoor River has been destroyed by brigands.
109 Larloch has awakened with a hoard of powerful magics from the peak of the mountain.
110 A halfling band of acrobats hasn't been heard from since discovering blue dragon eggs that has lain dormant for ages.
- 111 A mind flayer puppeteer has awakened with a priceless heirloom that has lain dormant for ages.
112 The entire Sculptors Guild mysteriously disappeared last night.
113 A fell demon lurks in the crypts beneath the Temple of Songs.
114 An order of elemental cultists has re-opened the Sanctum of Unearthly Death.
115 The bridge across the Rogue River has been destroyed by brigands.
116 The avatar of an Earth Goddess is held imprisoned within the Shrine of the Shadow Knight, frozen in time by an evil lich.
- 117 Wealda was murdered by thieves in an alleyway near the Cursed Candle.
118 Lord Fili is dying of an incurable affliction.
119 The Chambers of Fell Chaos is haunted by the ghosts of dragons.
120 Poloe the Archmage holds a demon lord imprisoned beneath her tower.
121 A magical fountain which bestows visions of the past lies somewhere within the Prison of Cruel Death.
122 Larloch is said to be guarding blue dragon eggs that has lain dormant for ages.
123 The master of the Poulterers Guild is also the master of the Assassins Guild.
124 The Xanathar is offering a reward for a ceremonial dagger from the forest to the east.
125 A tavern wench is searching for whispering voices in the tunnels beneath the city.
126 A gold dragon is held imprisoned within the Labyrinth of Black Malice, charmed by a seductive devil.
127 The knights of Garry Stronghold are actually assassins.
128 A perpetual storm rages over the Llaughy Vale.
129 A spectral dragon has been seen in the Copper Hills.
- 130 There is a secret entrance to the Lair of Tenebrous Evil in the cellar beneath the Jester's Cellar on Shieldwright's Yard.
- 131 A mind flayer puppeteer has awakened with blue dragon eggs deep in the catacombs.
132 The master of the Butchers Guild has been murdered by a red-robed assassin.
133 The Xanathar is searching for a priceless heirloom in an ancient sunken city.
134 The dragon Beru has destroyed the dwarven village of Kariklif.
135 The village gravedigger has stolen an ancient amulet from the peak of the mountain.
136 A secret elven citadel lies deep within the Ilcamac Jungle.
137 The master of the Fletchers Guild accepts bribes from adventurers for exceptions and favors.
138 The girls at the Yellow Staff are cheap and friendly if you're drunk.
139 A meatpie vendor in Ten Towns has re-opened something of great power that has lain dormant for ages.
140 Mysterious lights have appeared in the Hagfen Marsh.
141 The warehouse on Slate Parade contains a wizard's secret workshop.
142 Vyncent the butcher has been seen spying on The master of the Knifsmiths Guild.
143 The workshop of Poletto the Conjuror lies somewhere within the Chambers of Sinister Evil.
144 Stay off the road north at night. They say a man without head rides a horse up and down the road.

- 145 The local half elf coin lad hasn't been heard from since discovering a hoard of powerful magics from the full moon.
- 146 Lady Elis's new cat is actually a polymorphed prince.
- 147 Scores of dragons have been gathering in the Ettinsmoor.
- 148 The sausages at the Harlequin and Purse are made with orc meat.
- 149 A street urchin is searching for something of great power from the full moon.
- 150 The town magistrate is actually a greedy dragon.
- 151 A member of The Purple Dragons has awakened with a cursed casket in an ancient sunken city.
- 152 A perpetual storm rages over the Fire Peaks.
- 153 A member of The Purple Dragons hasn't been heard from since discovering an ancient tattered cloak from the peak of the mountain.
- 154 Lady Bilie is actually a greedy dragon.
- 155 Anyone who spends the night in the ruined tower on Dukescourt Avenue is transformed into a mongrel dog.
- 156 A meatpie vendor in Ten Towns has stolen a cursed casket deep in the catacombs.
- 157 The chancellor of the treasury is a descendant of Nezzuuma the Elemental.
- 158 The old monastery on Ocgallow Hill is haunted by ghosts.
- 159 Lord Joanart is actually a cruel werewolf.
- 160 The dragon Nezzu has burned the Bethy Woods to ash and cinders.
- 161 The town of Khazahaz has mysteriously disappeared.
- 162 The Xanathar has an odd fascination with blue dragon eggs in an ancient sunken city.
- 163 A company of adventurers has discovered a lost city in the Desert of Lost Empires.
- 164 The brigands of the Jamato Jungle have stumbled upon an ancient cache of magical weapons and armor.
- 165 Ghosts walk the ramparts of Minas Lura during the full moon.
- 166 The illustrious sorceress Paleia is held imprisoned within the Dread Crypts of Terror, entombed at the heart of a massive crystal.
- 167 An insane lich prowls through the Jungle of Devouring.
- 168 A giant centipede-like devil has been summoned into the Anunzam Highlands.
- 169 A dwarven caravan has begun to hear an ancient tattered cloak in an ancient sunken city.
- 170 The silver dragon of the Vaults of Infernal Terror sometimes helps adventurers.
- 171 The Xanathar is said to be guarding an ancient tattered cloak deep in the catacombs.
- 172 Lady Hansa is actually a blood-thirsty vampire.
- 173 Dwarven miners have stumbled upon the secret temple of an ancient cult in the Dudda Downs.
- 174 An elven princess is held captive within the Crypts of Ghastly Devastation.
- 175 The cavernous lair of an ancient dragon lies somewhere beneath the Shrine of Illfang the Kobold Lord.
- 176 Lyne Awlyn mysteriously disappeared last week in the Para Waste.
- 177 An order of elemental cultists has attacked Byssey Stronghold and murdered its lord.
- 178 Erer is enslaved by faerie folk.
- 179 The legendary hero Richey Neson is held imprisoned within the Dungeon of Aphotic Secrets, bound by chains of magical jade.
- 180 Edgrin the halfling is looking for investments. Yeah he needs a 1,000gp to fund his expedition.
- 181 Bizarre monsters have been encountered in the Haunted Mountains.
- 182 The Secret Prison of the Gargoyle Empress is haunted by the ghosts of dragons.
- 183 The Cult Of Ao has an odd fascination with an ancient amulet from the full moon.
- 184 A goodly vampire has awakened with a priceless heirloom in the abandoned fortress.
- 185 The legendary hero Cily is held imprisoned within the Prison of Dismal Ages, bound by chains of magical flame.
- 186 One of the farms outside town was destroyed by a gang of brigands and murderers.
- 187 The silver dragon of the Dread Chambers of Madness will trade magic items from his hoard.
- 188 The silver dragon of the Caverns of the Wraith Countess may help adventurers for a price.
- 189 A local toy maker has begun to hear something of great power from the peak of the mountain.
- 190 Swulfa the thief was murdered by thieves in an alleyway near the Indigo Cauldron.
- 191 A spectral dragon has been seen in the Marsh of Pestilence.
- 192 A group of Drow assassins has an odd fascination with whispering voices in an ancient sunken city.

195 An undead knight in the ruins of Ringe Keep awaits a descendent of the true king.
196 Edmund the shieldwright lost all his gold gambling at the Lazy Trickster.
197 A gang of thieves accidentally set fire to the Abbey of the Luminous Lords.
198 Gery the calligrapher lost all his gold gambling at the Scoundrel's Cellar.
199 A group of Drow assassins has an odd fascination with a priceless heirloom deep in the catacombs.
200 There's a magical portal in the highest tower of Thrakilm's Hold.
201 Ghouls are gathering in the crypts beneath the Shrine of Eternal Light.
202 A dwarven caravan is expected to arrive, carrying some of the finest ale ever brewed for the Fair of Wisdom.
203 A halfling band of acrobats has an odd fascination with blue dragon eggs in an ancient sunken city.
204 Clan Battlehammer has an odd fascination with whispering voices in an ancient sunken city.
205 Galeah Tower is besieged by the armies of Hema the Gruesome.
206 The boss of the Thieves Guild has been murdered by a red-robed assassin.
207 The trees of the Brynmach Woods have gained sentience and speech.
208 A noble djinni is held imprisoned within the Black Lair of Souls, frozen in time by an evil lich.
209 The smallest cornerstone of the Citadel of Gusya is actually the phylactery of an ancient lich.
210 A member of The Purple Dragons has an odd fascination with an ancient amulet from the peak of the mountain.
211 An evil curse has befallen the town of Cheawick.
212 Freyny the calligrapher has spent all his gold on alchemy and potions.
213 A goodly vampire has re-opened whispering voices from the peak of the mountain.
214 A halfling band of acrobats is offering a reward for a hoard of powerful magics deep in the catacombs.
215 The ghosts of a party of adventurers wanders the Penmerth Woods.
216 Bizarre monsters have been encountered in the Guyuke Plains.
217 Edmund Harcey the bowyer was once a lord but his lands were overrun by savage monsters.
218 The boss of the Charcoalmakers Guild accepts bribes from adventurers for exceptions and favors.
219 A trained fox has been stealing keys.
220 Mysterious lights have appeared in the Withered Woods.
221 A group of Drow assassins is said to be guarding whispering voices from the peak of the mountain.
222 Larloch has awakened with whispering voices in time for the festival.
223 A halfling band of acrobats is offering a reward for something of great power in an ancient sunken city.
224 Graffiti everywhere. The last few weeks someone been painting a goat skull on houses throughout town. We've been trying to remove the paint but it simply won't wash off.
225 Ghosts walk the ramparts of Beddaye Tower during the full moon.
226 Larloch has re-opened a priceless heirloom in the abandoned fortress.
227 Larloch has begun to hear a hoard of powerful magics from the full moon.
228 Hreda the messenger saw a gang of brigands and murderers lurking in the woods outside town.
229 There are still many undiscovered chambers in the Chambers of Fiendish Ruin.
230 I heard about a group young girls knocking on people doors. They sing a nursery rhyme to anyone who opens up. Strange thing is these girl don't even live in the town.
231 A band of slave-trading ogres prowls through the Frostwood Forest.
232 A priestess of Sune is searching for blue dragon eggs that has lain dormant for ages.
233 A tavern wench hasn't been heard from since discovering a cursed casket in an ancient sunken city.
234 A tavern wench has stolen an ancient tattered cloak in time for the festival.
235 The trees of the Tyne Vale have gained sentience and speech.
236 Ghosts walk the ramparts of the Fortress of Mary during the full moon.
237 Lord Gober is the real power behind the throne.
238 A local toy maker has awakened with a hoard of powerful magics in the abandoned fortress.
239 The town of Blastow has been decimated by famine.
240 The local half elf coin lad has begun to hear an ancient amulet that has lain dormant for ages.
241 The girls at the Bloody Wand are cheap and friendly if you're drunk.
242 Joyce Bene murdered Lady Aisent and then disappeared.
243 A perpetual storm rages over the Haunted Weald.
244 An evil curse has befallen the city of Beobury.

245 The local tiefling coin lass is offering a reward for blue dragon eggs in an ancient sunken city.
246 Dwarven miners have discovered a strange gemstone in the Paecca Bluffs, and they are slowly trans-
forming into mechanical constructs.
247 Scores of dragons have been gathering in the Barakzund Highlands.
248 A star has fallen into the Howling Jungle.
249 The Cult Of Ao is offering a reward for blue dragon eggs from the forest to the east.
250 The master of the Mercers Guild accepts bribes from adventurers for exceptions and favors.
251 A fire elemental dwells in the hearth at the Sage's Inn.
252 The Chambers of Alech the Baleful is haunted by the ghosts of dragons.
253 An elven princess is held captive within the Vaults of Gothmog of Udun.
254 Clan Battlehammer is offering a reward for a hoard of powerful magics from the full moon.
255 A star has fallen into the Dark Fen.
256 Wulfa the messenger has been spending strange coins, each marked with a fell glyph.
257 Clan Battlehammer is said to be guarding a hoard of powerful magics in an ancient sunken city.
258 The boss of the Assassins Guild is a descendant of Wolfa the Gruesome.
259 A group of Drow assassins is searching for a cursed casket in time for the festival.
260 The trees of the Blackleaf Forest have gained sentience and speech.
261 A dwarven caravan is expected to arrive, carrying some of the finest ale ever brewed for the Advent of
Chivalry.
262 A vampire still lurks in the crypts beneath the ruins of Maford Castle.
263 A local toy maker has an odd fascination with a hoard of powerful magics that has lain dormant for
ages.
264 Heiteson's Deep is beseiged by the armies of Zeiram the Lich.
265 The boss of the Porters Guild accepts bribes from adventurers for exceptions and favors.
266 The girls at the Harlequin's Rose are cheap and friendly if you're drunk.
267 A halfling band of acrobats has begun to hear something of great power in time for the festival.
268 A noble from Waterdeep has begun to hear an ancient tattered cloak in time for the festival.
269 A company of adventurers has uncovered a terrible secret in the Dusk Hills.
270 A dwarven caravan is said to be guarding a ceremonial dagger in time for the festival.
271 The brigands of the Whispering Waste have been joined by a band of orcs and ogres.
272 Lord Amar has been murdered by a red-robed assassin.
273 Elminster has begun to hear blue dragon eggs from the peak of the mountain.
274 An order of cultists is said to be guarding a cursed casket deep in the catacombs.
275 A halfling band of acrobats is said to be guarding a ceremonial dagger in an ancient sunken city.
276 A group of Drow assassins has awakened with an ancient tattered cloak deep in the catacombs.
277 The Crimson Flask has mysteriously moved to the other side of town.
278 The Tower of Myale lies deep within the Waca Fells.
279 The Xanathar is offering a reward for whispering voices deep in the catacombs.
280 An evil curse has befallen the village of Ladun.
281 An ancient and forgotten necropolis lies deep within the Hira Plains.
282 Ghouls are gathering in the crypts beneath the Shrine of Lights.
283 A seductive devil prowls through the Nuledzar Mountains.
284 Clan Battlehammer is searching for a cursed casket that has lain dormant for ages.
285 The Order of the Crimson Scepter are held imprisoned within the Dread Pit of Worms, charmed by a
seductive devil.
286 A chimera has escaped from the workshop of Philea the Alchemist.
287 A member of The Purple Dragons is said to be guarding whispering voices from the peak of the
mountain.
288 The village gravedigger has re-opened blue dragon eggs in an ancient sunken city.
289 An evil curse has befallen the dwarven city of Aknugrlundr.
290 Elminster is offering a reward for an ancient amulet from the full moon.
291 The silver dragon of the Vaults of Hellish Malice sometimes helps adventurers.
292 A perpetual storm rages over the Shrine Hills.
293 A priestess of Sune is offering a reward for a ceremonial dagger in the tunnels beneath the city.

- 294 Mysterious lights have appeared in the Nuledzah Crag.
- 295 Phusato the Archmage has been conducting dangerous experiments in his tower.
- 296 The illustrious sorceress Anten is held captive within the Halls of Fiendish Worms, entombed at the heart of a massive crystal.
- 297 A perpetual storm rages over the Nymph Woods.
- 298 Anor saw a mastiff with fifty heads in the Aranum Highlands.
- 299 A mind flayer puppeteer has begun to hear blue dragon eggs from the full moon.
- 300 A member of The Purple Dragons is offering a reward for a hoard of powerful magics from the forest to the east.
- 301 An unknown company of adventurers have defeated an army of evil giants in the Tomana Jungle.
- 302 A Moonsea pirate has re-opened a cursed casket in the tunnels beneath the city.
- 303 The spiders of the Sanctum of Fiendish Sorrows are powerful spellcasters.
- 304 The silver dragon of the Dread Prison of the Wraith Empress will trade magic items from his hoard.
- 305 The ghosts of a party of adventurers wanders the Dragon's Vale.
- 306 We are waiting on a supply caravan to hit town. Problem is it was suppose to be here last week. Wonder what the delay is.
- 307 Magic is altered in strange ways within the Myari Waste.
- 308 A meatpie vendor in Ten Towns has awakened with whispering voices in the tunnels beneath the city.
- 309 The woodsmen of the Argent Vale sometimes find trees carved with runes.
- 310 A horde of demons has been summoned into the Dungeon of Byzou the Profane.
- 311 A perpetual storm rages over the Whispering Waste.
- 312 Agents of the Gargoyle Knight have opened a magical portal in the Vinazca Jungle.
- 313 The infamous tyrant Vala is held captive within the Dread Tomb of Ruin, bound by chains of magical shadow.
- 314 Paford Keep is beseiged by the armies of Sarisa.
- 315 The boss of the Carpenters Guild is the real power behind the throne.
- 316 Vyncent the sergeant has been seen near the Caverns of Anamic the Treacherous with a company of adventurers.
- 317 A member of The Purple Dragons has begun to hear a priceless heirloom that has lain dormant for ages.
- 318 The Xanathar is searching for a ceremonial dagger in an ancient sunken city.
- 319 Minas Sepa is beseiged by the orcs of the Aphotoc Marsh.
- 320 An order of cultists is offering a reward for a priceless heirloom from the forest to the east.
- 321 The true queen is held imprisoned within the Dark Temple of Mele the Elemental.
- 322 The boss of the Charcoalmakers Guild has been murdered and replaced by a scheming devil.
- 323 Lady Elient has been murdered by a red-robed assassin.
- 324 The local half elf coin lad hasn't been heard from since discovering a hoard of powerful magics in the tunnels beneath the city.
- 325 An order of infernal cultists has re-opened the Lair of Napha the Malevolent.
- 326 Malia has been searching the area near the Cathedral of Veils.
- 327 The lake of an auburn-haired nymph lies deep within the Bulla Downs.
- 328 Magic is altered in strange ways within the Trollcrag.
- 329 The village gravedigger has re-opened blue dragon eggs from the peak of the mountain.
- 330 Elminster is said to be guarding a priceless heirloom from the full moon.
- 331 There is a secret entrance to the Secret Warrens of Terror in the cellar beneath the Crossed Blades on Fox's Avenue.
- 332 The Gauntlet of the Lich Baroness is haunted by the ghosts of dragons.
- 333 A mind flayer puppeteer has an odd fascination with a cursed casket in the tunnels beneath the city.
- 334 The boss of the Beggars Guild is the real power behind the throne.
- 335 Elen has been seen searching the ruins of Patun Castle late at night.
- 336 Altw the fletcher murdered the town magistrate and then disappeared.
- 337 A Moonsea pirate is said to be guarding an ancient amulet from the peak of the mountain.
- 338 Agents of Sthasya have stolen an ancient artifact from the ruins of Snanna's Delve.
- 339 A fell demon dwells in the ruined tower on Ditch Side.
- 340 The Xanathar has stolen blue dragon eggs from the peak of the mountain.

341 The old monastery on Wafa Hill is haunted by ghosts.
342 The ghosts of a party of adventurers wanders the Llani Vale.
343 Clan Battlehammer hasn't been heard from since discovering an ancient amulet from the forest to the east.
344 A street urchin has an odd fascination with an ancient amulet that has lain dormant for ages.
345 The village gravedigger is offering a reward for whispering voices in the abandoned fortress.
346 Magic is altered in strange ways within the Haunted Weald.
347 Mysterious lights have appeared in the Shrouded Jungle.
348 A dwarven caravan has re-opened an ancient amulet from the forest to the east.
349 The priests at the temple is searching for a cursed casket from the peak of the mountain.
350 The infamous tyrant Badasa is held captive within the Dungeon of Cruel Doom, bound by chains of magical ice.
351 Mysterious lights have appeared in the Ibaran Jungle.
352 The bishop of the Sanctuary of Comets is actually a greedy dragon.
353 A horde of demons has been summoned into the Labyrinth of Shadowy Ruin.
354 The elves of the Caerphy Vale are savage and sharpen their teeth for battle.
355 Caer Mirianye is beseiged by the armies of Calsa the Indomitable.
356 The reeve has been murdered and replaced by a sorcerer's illusion.
357 Lord Girve is also the master of the Assassins Guild.
358 A deadly plague is spreading from the dwarven village of Zundushund.
359 The Cult Of Ao has stolen something of great power deep in the catacombs.
360 A group of Drow assassins has awakened with a cursed casket in time for the festival.
361 Wisym the mercer lost all his gold gambling at the Thirsty Wench.
362 A horde of demons has been summoned into the Caverns of Avar.
363 A Moonsea pirate is offering a reward for a ceremonial dagger from the full moon.
364 The knights of Sanzur's Deep are actually assassins.
365 A member of The Purple Dragons has awakened with an ancient tattered cloak from the full moon.
366 Dwarven miners have accidentally awakened an undead army in the Green Hills.
367 Thunaba Castle is beseiged by the ogres of the Labyrinth of Thorns.
368 An undead knight in the ruins of Sighvason's Delve holds a demon imprisoned for eternity.
369 A pack of flesh-eating ghouls lurks in the ruins of Ershell Stronghold.
370 A member of The Purple Dragons has stolen a ceremonial dagger in an ancient sunken city.
371 Obald Stronghold is beseiged by the armies of Zeiram the Lich.
372 An obsidian ziggurat lies deep within the Copper Hills.
373 A Moonsea pirate has awakened with a cursed casket that has lain dormant for ages.
374 A dwarven caravan has re-opened a cursed casket from the forest to the east.
375 The chancellor of the watch has been murdered by a red-robed assassin.
376 A halfling band of acrobats hasn't been heard from since discovering a cursed casket that has lain dormant for ages.
377 The priests at the temple has re-opened an ancient tattered cloak from the peak of the mountain.
378 The Fletchers Guild is looking for mercenaries.
379 Bizarre monsters have been encountered in the Darkmoor Mire.
380 A malefic hag is giving eldritch powers to common street waifs.
381 Kater saw a cloaked wizard with a hundred eyes in the Mabad Desert.
382 Reward Wyne the bookbinder was murdered by thieves in the town square last night.
383 Lady Diasa has been seen near the Chambers of Malefic Horror with a company of adventurers.
384 The boss of the Link Boys Guild has become possessed by a malevolent spirit.
385 Magic is altered in strange ways within the Beacon Hills.
386 A member of The Purple Dragons has awakened with a ceremonial dagger that has lain dormant for ages.
387 A horde of demons has been summoned into the Black Barrow of Ilfang the Kobold Lord.
388 A star has fallen into the Sea of Pylo.
389 A spectral dragon has been seen in the Nightmoor Mire.
390 A noble from Waterdeep has awakened with an ancient amulet from the forest to the east.

- 391 A perpetual storm rages over the Blaedlocca Downs.
- 392 An undead knight in the ruins of Jamas Castle holds a demon imprisoned for eternity.
- 393 A local toy maker has stolen something of great power from the forest to the east.
- 394 Erevis Cale has an odd fascination with whispering voices in the tunnels beneath the city.
- 395 Lord Guesa has been murdered and replaced by a doppelganger.
- 396 A street urchin has awakened with a ceremonial dagger in the tunnels beneath the city.
- 397 A ring of magical stone monoliths lies deep within the Hacuzco Jungle.
- 398 The cat at the Hunter and Chain is actually a polymorphed prince.
- 399 The old cat at the Crossed Wands is actually a polymorphed prince.
- 400 The silver dragon of the Lost Undercrypt of Mele the Black holds a powerful titan imprisoned.
- 401 A noble djinni is held captive within the Sanctum of Demonic Death, frozen in time by an evil lich.
- 402 The chancellor of the guilds is the real power behind the throne.
- 403 A five-headed dragon dwells in the Blighted Lands.
- 404 A noble djinni is held imprisoned within the Dark Temple of Malice, bound by chains of magical shadow.
- 405 Scores of dragons have been gathering in the Shattered Lands.
- 406 Stery the fletcher was killed by orcs in the hills outside town.
- 407 An order of cultists has awakened with a cursed casket in time for the festival.
- 408 Dwarven miners have stumbled upon an ancient cache of scrolls and tomes in the Razorstone Hills.
- 409 The Council of the Hammer are held captive within the Pit of Mighty Horror, frozen in time by an evil lich.
- 410 A seductive devil prowls through the Jungle of Death.
- 411 Dwarven miners have discovered a vein of strange metal in the Leaden Hills, and they now write in an indecipherable script.
- 412 A seductive devil was seen drinking at the Crossed Axes last night.
- 413 The brigands of the Rotted Wood have been joined by a band of orcs and ogres.
- 414 An earth elemental with nine heads has been summoned into the Gloomy Marsh.
- 415 The dragon Sisuna has destroyed the dwarven village of Nulukkhoh.
- 416 There's a magical portal in the highest tower of the Tower of the Goblin King.
- 417 A vast cavern filled with glowing crystals and bizarre creatures lies somewhere beneath the Dread Chambers of Ruin.
- 418 Vyncent the moneylender was killed by orcs in the hills outside town.
- 419 Erevis Cale is searching for blue dragon eggs from the forest to the east.
- 420 The Crossed Wands has mysteriously moved to the other side of town.
- 421 Eadwic is enslaved by faerie folk.
- 422 The town magistrate has become possessed by a malevolent spirit.
- 423 You know what's strange? Not a single woman has given birth in five years. Must be something in the water.
- 424 The master of the Glassblowers Guild has been seen near the Black Crypts of Madness with a company of adventurers.
- 425 A dwarven caravan has stolen a hoard of powerful magics from the forest to the east.
- 426 Magic is altered in strange ways within the Picchuamac Jungle.
- 427 Gery the mercer was heard boasting that he has discovered a ruined tower filled with wondrous items.
- 428 A halfling band of acrobats is offering a reward for an ancient amulet deep in the catacombs.
- 429 A fierce troll dwells in the catacombs beneath the Shrine of the Silver Sky.
- 430 A mind flayer puppeteer has begun to hear a priceless heirloom that has lain dormant for ages.

431 An elven caravan is expected to arrive, carrying the finest meads and mulled wines ever produced.
432 The town was built on top of a battlefield of the War of Seven Lances.
433 The village gravedigger has an odd fascination with whispering voices in the tunnels beneath the city.
434 Lerke Keep is beseiged by the armies of Adan the Demonic.
435 Nichye Wyardye the weaponsmith has been spending strange coins, each bearing the image of a fiery eye.
436 The Monastery of the Empyrean Lords is guarded by the spirits of dead saints and clerics.
437 The goblins of the Chambers of Malpha are as strong as giants.
438 Scores of dragons have been gathering in the Silent Jungle.
439 The goblins of the Secret Caverns of Terror are as strong as giants.
440 A group of Drow assassins has re-opened whispering voices that has lain dormant for ages.
441 Dwarven miners have uncovered a terrible secret in the Dusk Hills.
442 A mind flayer puppeteer has awakened with a hoard of powerful magics in time for the festival.
443 Clan Battlehammer has an odd fascination with whispering voices from the forest to the east.
444 The legendary hero Drobern Abard is held imprisoned within the Tomb of Tenebrous Annihilation, charmed by a seductive devil.
445 The master of the Merchants Guild is a descendant of Oros the Archmage.
446 The warehouse on Pipe Row contains a flying ship.
447 A noble from Waterdeep has stolen blue dragon eggs in time for the festival.
448 A group of Drow assassins has re-opened a ceremonial dagger in time for the festival.
449 Muzga Stronghold is beseiged by the trolls of the Qezanj Desert.
450 An invisible dragon dwells in the Black Swamp.
451 Aericht the stonemason has been spending strange coins, each marked with a fell glyph.
452 A goodly vampire is searching for whispering voices from the forest to the east.
453 The king's knights have thwarted a plot to murder the queen.
454 A tavern wench has begun to hear whispering voices in the tunnels beneath the city.
455 A mind flayer puppeteer is searching for a hoard of powerful magics from the full moon.
456 A star has fallen into the Herande Fells.
457 The silver dragon of the Dark Temple of Belpha may help adventurers for a price.
458 The old monastery on Beacon Hill is haunted by ghosts.
459 Dwarven miners have discovered a vein of strange metal in the Budda Downs, and they now transform into giant insects at night.
460 A priestess of Sune has stolen an ancient tattered cloak that has lain dormant for ages.
461 Most of the town guards are evil cultists.
462 An empire of trolls and hags lies somewhere beneath the Gillealla Downs.
463 A perpetual storm rages over the Aphotic Fen.
464 A mind flayer puppeteer has begun to hear a priceless heirloom deep in the catacombs.
465 A halfling band of acrobats has awakened with a ceremonial dagger from the full moon.
466 The Xanathar is said to be guarding an ancient tattered cloak deep in the catacombs.
467 Aneth has been spending strange coins, each bearing the image of the sun eclipsed.
468 A star has fallen into the Hina Desert.
469 A coven of cruel hags prowls through the Ravencrag Mountains.
470 The bridge across the Steel River has been destroyed by brigands.
471 A tavern wench is searching for an ancient amulet in the abandoned fortress.
472 The Xanathar has stolen a priceless heirloom in an ancient sunken city.
473 The warehouse on Archcourt Road contains a company of war golems.
474 An order of cultists is offering a reward for an ancient tattered cloak in the abandoned fortress.
475 Dwarven miners have accidentally awakened an undead army in the Anvil Hills.
476 Someone has stolen a ring of keys from the Thieves Guild.
477 Erevis Cale hasn't been heard from since discovering a cursed casket in the tunnels beneath the city.
478 A noble from Waterdeep hasn't been heard from since discovering a cursed casket from the full moon.
479 The Broken Wand has more hidden treasure than any dungeon.
480 An army of giants has gathered in the Prison of Indomitable Sorrows.
481 A Moonsea pirate is offering a reward for whispering voices that has lain dormant for ages.

481 A Moonsea pirate is offering a reward for whispering voices that has lain dormant for ages.
482 Godmund the merchant deals in monstrous pets and slaves.
483 A noble from Waterdeep has begun to hear something of great power from the forest to the east.
484 The local half elf coin lad is offering a reward for a hoard of powerful magics in the tunnels beneath the city.
485 Enet Kyne lost all her gold gambling at the Bloody Arrow.
486 A noble from Waterdeep is offering a reward for blue dragon eggs in the tunnels beneath the city.
487 Wihyrst Tower is besieged by the ogres of the Wibba Fells.
488 A local toy maker has awakened with blue dragon eggs in time for the festival.
489 Hurey the lampwright has been seen entering the Secret Sepulcher of Gothmog of Udun at night.
490 An ancient obelisk set with gemstones lies deep within the Llechy Vale.
491 A group of pilgrims has stumbled upon the secret temple of an ancient cult in the Serpent Desert.
492 An air elemental has escaped from the workshop of Prista the Sorcerer.
493 Tally May house is north of the town. Yeah she's collect cats. Lots of cats. The place smells like urine and half the cats are dead. Someone once told me that those dead cats can move.
494 The barmaid at the Wench's Cauldron tried to poison one of the town guards.
495 An insane lich prowls through the Gama Fells.
496 Exactly at Midnight every dog in town begins to howl. This horrible cacophony rattles my nerves. I always wonder why it happens every night at the same time.
497 Wine has been spending strange coins, each marked with an evil glyph.
498 Hely Cotte was killed by ghouls in the hills outside town.
499 Anyone who drops a stone into the old well on Castle Road is transformed into a bugbear.
500 Elminster hasn't been heard from since discovering something of great power in the abandoned fortress.
501 A halfling band of acrobats has awakened with a hoard of powerful magics in the abandoned fortress.
502 Ghosts walk the ramparts of the Fortress of Myazu the Crimson during the full moon.
503 The Cult Of Ao has awakened with a hoard of powerful magics in the tunnels beneath the city.
504 The warehouse on Clay Road contains a company of war golems.
505 Magic is altered in strange ways within the Drenta Downs.
506 The local half elf coin lad has an odd fascination with a cursed casket in the tunnels beneath the city.
507 There's a magical portal in the highest tower of Sheahill Stronghold.
508 A noble from Waterdeep has begun to hear whispering voices deep in the catacombs.
509 The master of the Halberdiers Guild is actually a blood-thirsty vampire.
510 The local half elf coin lad is searching for a ceremonial dagger from the full moon.
511 Barad Mane is besieged by the armies of Abummar.
512 Erevis Cale is searching for whispering voices in time for the festival.
513 Lord Goda is also the master of the Assassins Guild.
514 Tane the wainwright mysteriously disappeared last night on Badger's Cross.
515 The town magistrate has been seen near the Shrine of Shiva the Destroyer with a company of adventurers.
516 A star has fallen into the Hydra's Mire.
517 The dragon Nina has laid ruin to Taleah Stronghold.
518 The barmaid at the Trickster and Pipe tried to poison the master of the Poulterers Guild.
519 An evil curse has befallen the city of Dawic.
520 Elrent the scholar has challenged Ames Hancey the cleric to a duel.
521 An earth elemental has escaped from the tower of Lyneli the Alchemist.
522 The local tiefling coin lass is said to be guarding a ceremonial dagger that has lain dormant for ages.
523 Clan Battlehammer has an odd fascination with an ancient amulet that has lain dormant for ages.
524 The legendary hero Mery is held captive within the Temple of Gothmog of Udun, frozen in time by an evil lich.
525 Lord Gosa has been seen searching the ruins of Frukad's Deep late at night.
526 A mind flayer puppeteer is searching for a hoard of powerful magics from the peak of the mountain.
527 A meatpie vendor in Ten Towns has re-opened a priceless heirloom in the tunnels beneath the city.
528 Iden was once a lady but her lands were destroyed by a dragon.

529 Bizarre monsters have been encountered in the Wailing Mire.
530 A Moonsea pirate is searching for an ancient amulet in the abandoned fortress.
531 Elminster has re-opened a hoard of powerful magics in time for the festival.
532 The chancellor of arcana is a descendant of Abahad the Archmage.
533 There's a magical portal in the highest tower of Minas Cune.
534 The woodsmen of the Dreadwood Vale sometimes find strange paths which lead nowhere.
535 A cloaked wizard with a hundred eyes dwells in the Ironwood Forest.
536 Dwarven miners have unwittingly unleashed an evil curse in the Graven Hills.
537 Geoffry the mercer lost all his gold gambling at the Lucky Hare.
538 Mysterious lights have appeared in the Megalith Downs.
539 A spectral dragon has been seen in the Antadd Fells.
540 Kathel has been searching the area near the Sanctuary of Gardens.
541 Dwarven miners have discovered a vein of strange metal in the Weohhydra Hills, and they now transform into giant insects at night.
542 The boss of the Cupbearers Guild is a descendant of Saba the Unearthly.
543 A band of slave-trading ogres lurks in the ruins of Moory Tower.
544 A star has fallen into the Fen of Nightmares.
545 The innkeeper's daughter disappeared when the old inn burned down.
546 An elven caravan is expected to arrive, carrying apples from Rheno which grant eternal youth.
547 The local half elf coin lad is searching for an ancient amulet from the forest to the east.
548 A perpetual storm rages over the Qara Heath.
549 The wizard Acon the Deranged has been summoning demons and other fell creatures.
550 A priestess of Sune is searching for something of great power that has lain dormant for ages.
551 Sane Hawe has been searching the area near the Abbey of Flames.
552 Howich Keep is besieged by the ogres of the Deadmoor Fen.
553 There is a secret entrance to the Sanctum of Angurnan the Deranged in the cellar beneath the Crossed Wands on Aridthorp Avenue.
554 Wealda lost all his silver gambling at the Wizard's Tavern.
555 A tavern wench has re-opened an ancient amulet from the forest to the east.
556 There's a magical portal in the highest tower of Lefalls Keep.
557 A trained snake has been stealing small gems and pieces of jewelry.
558 Lady Enor is dying of an incurable affliction.
559 The master of the Scribes Guild is conspiring to overthrow the king.
560 The legendary hero Sybeth Quinte is held captive within the Temple of Ninidi the Witch, charmed by a seductive devil.
561 Scores of dragons have been gathering in the Copper Hills.
562 The knights of Sige Keep are actually assassins.
563 The silver dragon of the Lair of the Vampire Queen may help adventurers for a price.
564 The local tiefling coin lass has an odd fascination with something of great power from the full moon.
565 Lord Amon is the real power behind the throne.
566 This little fat fella came into town two days ago. Hit up the General Store and bought up all the rations. Says he needs the food just in case some bad stuff goes down. I don't know seems a bit suspicious I say.
567 An order of elemental cultists has captured the king and replaced him with a doppelganger.
568 Clan Battlehammer has re-opened a priceless heirloom in the abandoned fortress.
569 Erys was killed by ghouls in the hills outside town.
570 A dwarven caravan hasn't been heard from since discovering a priceless heirloom from the peak of the mountain.
571 Remember that statue you passed when you came into town. The one with those gemstone eyes. Well I hear they record your movement. The Mayor who is held up in his manor uses them to spy on the folks round here.
572 The bell of the Shrine of Angels is actually the phylactery of an ancient lich.
573 A perpetual storm rages over the Baranja Archipelago.
574 The master of the Alchemists Guild has been murdered by a red-robed assassin.

575 A local toy maker hasn't been heard from since discovering a hoard of powerful magics in an ancient sunken city.

576 Lord Guire is dying of an incurable affliction.

577 Cyne the peddler deals in stolen goods.

578 Agents of Saamsusu the Warlock have attacked the Fortress of Zeiram the Lich and murdered its lord.

579 The local half elf coin lad is said to be guarding a cursed casket in an ancient sunken city.

580 Lord Guisa is the real power behind the throne.

581 The Xanathar has begun to hear a cursed casket in time for the festival.

582 The woodsmen of the Dragon's Vale sometimes find strange paths which lead nowhere.

583 Lady Elient is actually a scheming devil.

584 Elet lost all her gold gambling at the Gray Chariot.

585 An ancient weapon of the gods lies somewhere within the Cyst of Buna.

586 One of those holy warriors has been seen drowning his sorrows at the local pub. Someone said he was some Paladin type fellow. Piss off his God. Now he just drinks away his time.

587 The old monastery on Blade Hill is haunted by ghosts.

588 The old monastery on Iron Hill is haunted by ghosts.

589 The local alchemist is boiling urine in an attempt to try to convert it to gold. Apparently, he is paying for large quantities of it.

590 Eveth stole something from the Poulterers Guild and then disappeared.

591 Lord Bertsa is dying of an incurable affliction.

592 The old monastery on Cybbi Hill is haunted by ghosts.

593 Hey you know the town was built over a cemetery. Yeah they removed the tombstones and started building right upon graves. Very strange indeed.

594 There's a magical portal in the highest tower of Haiton Keep.

595 The barmaid at the Wicked Maiden tried to poison a company of adventurers.

596 Clan Battlehammer hasn't been heard from since discovering blue dragon eggs that has lain dormant for ages.

597 The Crimson Marauders are held captive within the Sepulcher of Indomitable Ages, charmed by a seductive devil.

598 The local half elf coin lad is said to be guarding a priceless heirloom in the tunnels beneath the city.

599 A group of Drow assassins hasn't been heard from since discovering a priceless heirloom deep in the catacombs.

600 Larloch has begun to hear a cursed casket from the full moon.

601 The local tiefling coin lass is said to be guarding a priceless heirloom that has lain dormant for ages.

602 A mastiff with fifty heads dwells in the Icecrown Mountains.

603 A noble from Waterdeep is said to be guarding a priceless heirloom from the peak of the mountain.

604 The queen has been seen near the Barrow of Kali the Mighty with a company of adventurers.

605 Magic is altered in strange ways within the Mangu Steppe.

606 A mind flayer puppeteer is said to be guarding a cursed casket in the tunnels beneath the city.

607 Lady Carin has been murdered by a red-robed assassin.

608 A street urchin has an odd fascination with a cursed casket in time for the festival.

609 A perpetual storm rages over the Icewall Mountains.

610 The local half elf coin lad has stolen something of great power from the peak of the mountain.

611 A vampire still lurks in the crypts beneath the ruins of Thrynju's Deep.

612 The master of the Physicians Guild is conspiring to overthrow the king.

613 An elven caravan is expected to arrive, carrying faerie dragons and other exotic beasts from distant lands.

614 A noble from Waterdeep has an odd fascination with a priceless heirloom in the abandoned fortress.

615 There's a magical portal in the highest tower of Eathild Tower.

616 There's a mad hermit who lives in the Crota Fells.

617 A priestess of Sune has stolen a ceremonial dagger from the full moon.

618 A tavern wench hasn't been heard from since discovering blue dragon eggs in the tunnels beneath the city.

619 The town magistrate is dying of an incurable affliction.

620 The brigands of the Lesa Hills have been joined by a band of orcs and ogres.
621 The Xanathar hasn't been heard from since discovering a ceremonial dagger deep in the catacombs.
622 A meatpie vendor in Ten Towns has begun to hear a hoard of powerful magics in the tunnels beneath the city.
623 A dwarven caravan is expected to arrive, carrying some of the finest ale ever brewed for Planting Day.
624 Bizarre monsters have been encountered in the Black Swamp.
625 A goodly vampire hasn't been heard from since discovering an ancient amulet from the peak of the mountain.
626 A meatpie vendor in Ten Towns has awakened with a hoard of powerful magics in time for the festival.
627 Ealdhed the dyer was once an adventurer but retired after a traumatic event.
628 Lord Gere is conspiring to overthrow the king.
629 Magic is altered in strange ways within the Eternal Spires.
630 Don't give that damn half-orc Urgron any money. All he does is smoke it away. Says he needs the money for some exotic pipe weed. Problem is once he smokes it he runs around town naked. Not a pretty sight my friend.
631 Pheoda the Mage has been summoning demons and other fell creatures.
632 The village gravedigger has an odd fascination with blue dragon eggs in the abandoned fortress.
633 The wizard Pidasiph the Great has been summoning demons and other fell creatures.
634 Lord Ames is conspiring to overthrow the king.
635 Jane saw a five-headed dragon in the Benne Bluffs.
636 A pack of flesh-eating ghouls lurks in the ruins of Maley Stronghold.
637 Nichey the shieldwright stole something from the Fishmongers Guild and then disappeared.
638 The stone gargoyles of Dyng Tower come to life at night.
639 A horde of demons has been summoned into the Shrine of Arcane Doom.
640 The town of Habrycg has mysteriously disappeared.
641 A dwarven caravan is expected to arrive, carrying casks of magical stout exclusively for the Cracked Cup.
642 The local tiefling coin lass has stolen a hoard of powerful magics from the peak of the mountain.
643 Scores of dragons have been gathering in the Silver Heath.
644 A priestess of Sune has stolen blue dragon eggs in the abandoned fortress.
645 There is a secret entrance to the Pit of Elemental Ages somewhere within Smeson Tower.
646 The woodsmen of the Glanfyll Forest sometimes find strange paths which lead nowhere.
647 Wisym Borne the engraver stole something from the Poulterers Guild and then disappeared.
648 The spiders of the Dread Catacombs of Alshabies the Merciless are powerful spellcasters.
649 There is a secret entrance to the Black Warrens of Souls in the crypts beneath the Abbey of Eternal Light.
650 The spiders of the Black Temple of the Shadow Duke are powerful spellcasters.
651 The goblins of the Tomb of Astaz are as strong as giants.
652 Erevis Cale has stolen an ancient tattered cloak in time for the festival.
653 The Clockmakers Guild is looking for mercenaries.
654 The Spear of Ice has mysteriously moved to the other side of town.
655 An empire of trolls and hags lies somewhere beneath the Ohhadd Bluffs.
656 A giant with a hundred arms dwells in the Fen of Tombs.
657 The ghosts of a party of adventurers wanders the Scarwood Forest.
658 The king has decreed that all adventurers must light a torch upon leaving town.
659 A unicorn has been seen in the woods outside town.
660 Scores of dragons have been gathering in the Desolation of Sisamsu.
661 A perpetual storm rages over the Jungle of Wyrms.
662 An order of infernal cultists has captured the king and replaced him with a doppelganger.
663 Lewilh's Knights are held captive within the Tunnels of Kas the Bloody, bound by chains of magical jade.
664 Wulburg mysteriously disappeared last night on Demon's Way.
665 Ghosts walk the ramparts of the Tower of Shiva the Destroyer during the full moon.
666 An evil curse has befallen the village of Aelmor.
667 The Cult Of Ao has an odd fascination with an ancient amulet in time for the festival.

668 An insane lich lurks in the ruins of Azar's Hold.
669 The trees of the Amman Woods have gained sentience and speech.
670 The Cult Of Ao has awakened with a priceless heirloom in an ancient sunken city.
671 A local toy maker has stolen an ancient tattered cloak deep in the catacombs.
672 Bizarre monsters have been encountered in the Jungle of Scales.
673 Agents of the Goblin King have opened a magical portal in the Lloughy Woods.
674 The Cult Of Ao is offering a reward for a priceless heirloom in the abandoned fortress.
675 Dwarven miners have stumbled upon the secret temple of an ancient cult in the Dusk Hills.
676 There are still many undiscovered chambers in the Dread Vaults of Local.
677 The true queen is held imprisoned within the Forsaken Sepulcher of the Gargoyle Queen.
678 Balda lost all his silver gambling at the Naked Beggar.
679 Agents of Suduki have slain the order of heroes which guarded the artifact weapon Corrupt Subjugator.
680 A group of pilgrims has mysteriously disappeared in the Silent Moor.
681 Cyne the brewer has been missing for days, and was last seen brawling with adventurers at the Harlequin's Chalice.
682 There's a mad hermit who lives in the Fang Hills.
683 An undead knight in the ruins of Geminster Castle awaits a descendent of the true king.
684 There are still many undiscovered chambers in the Forsaken Undercrypt of the Goblin King.
685 Mysterious lights have appeared in the Llanfyll Vale.
686 A group of pilgrims has stumbled upon the secret temple of an ancient cult in the Desolation of Eshan.
687 A secret elven citadel lies deep within the Wemba Bluffs.
688 A mind flayer puppeteer has awakened with an ancient amulet that has lain dormant for ages.
689 Larloch has re-opened whispering voices deep in the catacombs.
690 The wizard Phantusat seeks to create a demonic chimera.
691 The Shrine of Vidolfa is haunted by the ghosts of dragons.
692 A group of pilgrims has mysteriously disappeared in the Ashwood Forest.
693 The Barrow of Demonic Secrets is haunted by the ghosts of dragons.
694 Narder the armorer has been searching the area near the Cathedral of Gardens.
695 A stone golem has escaped from the tower of Eres the Artificer.
696 A dwarven caravan has re-opened a hoard of powerful magics from the peak of the mountain.
697 A meatpie vendor in Ten Towns has awakened with a ceremonial dagger deep in the catacombs.
698 The village gravedigger has awakened with something of great power deep in the catacombs.
699 The cunning rogue known as The Viper was seen near the hall of the Alchemists Guild.
700 Malia Warne murdered the town magistrate and then disappeared.
701 The priests at the temple has stolen something of great power in the abandoned fortress.
702 A trained falcon has been stealing small gems and pieces of jewelry.
703 An undead knight in the ruins of Khaturs Deep guards the artifact weapon Luminous Tyrant.
704 The master of the Archers Guild is dying of an incurable affliction.
705 Lady Blena has been summoning demons and other fell creatures.
706 Alhburg has been missing for days, and was last seen hiding a purse of coins on Pit Chase.
707 Dwarven miners have discovered a magical portal in the Bosa Hills.
708 Scores of dragons have been gathering in the Faerie Woods.
709 Jane Jene was once a lady but lost her lands and title in a duel.
710 Merey has spent all her gold on ale and consorts.
711 The Forge of the Gods lies somewhere beneath the Icewood Vale.
712 A volcanic city of fire giants lies somewhere beneath the Sanctum of Terrible Horror.
713 Magic is altered in strange ways within the Copper Mountains.
714 Elminster has re-opened a ceremonial dagger in an ancient sunken city.
715 The old monastery on Tempest Hill is haunted by ghosts.
716 Scores of dragons have been gathering in the Nightfall Jungle.
717 Lady Gale accepts bribes from adventurers for exceptions and favors.
718 A spectral dragon has been seen in the Awan Steppe.
719 Barad Eoron is besieged by the armies of the Lich Baron.
720 A dwarven caravan is offering a reward for blue dragon eggs in the abandoned fortress.

- 721 The Cloister of Gardens is a front for the Thieves Guild.
722 A perpetual storm rages over the Lavieda Archipelago.
723 The prison of a powerful demon lord lies somewhere within the Lost Undercrypt of Doom.
724 The village gravedigger has begun to hear an ancient tattered cloak in an ancient sunken city.
725 Larloch hasn't been heard from since discovering a hoard of powerful magics in time for the festival.
726 Folke the mercer saw an invisible dragon in the Hafji Desert.
727 An undead knight in the ruins of Mistfen Tower sometimes helps worthy adventurers.
728 Agents of Sumesha the Bloody have opened a magical portal in the Ghostwood Forest.
729 A goodly vampire hasn't been heard from since discovering a cursed casket in the abandoned fortress.
730 Agents of the Gargoyle Countess have captured the king and replaced him with a doppelganger.
731 The White Thorns are held captive within the Catacombs of Gila, bound by chains of magical shadow.
732 The wizard Pommodo the Unearthly holds a demon lord imprisoned beneath his tower.
733 Arthugh Rayte the weaponsmith saw a mastiff with fifty heads in the Paga Fells.
734 The local tiefling coin lass hasn't been heard from since discovering a cursed casket from the forest to the east.
735 A company of adventurers has stumbled upon the secret temple of an ancient cult in the Tenebrous Mire.
736 A ring of magical stone monoliths lies deep within the Shadowy Marsh.
737 A member of The Purple Dragons has awakened with an ancient tattered cloak in the tunnels beneath the city.
738 There's a mad hermit who lives in the Graven Hills.
739 A priestess of Sune has an odd fascination with a hoard of powerful magics in an ancient sunken city.
740 The queen is also the master of the Assassins Guild.
741 The priests at the temple is said to be guarding a hoard of powerful magics in time for the festival.
742 Magic is altered in strange ways within the Weali Fells.
743 An elven prince is held captive within the Lost Warrens of Ditana the Horrendous.
744 A priestess of Sune is said to be guarding a cursed casket in the tunnels beneath the city.
745 The local tiefling coin lass is searching for something of great power from the peak of the mountain.
746 A noble from Waterdeep is searching for a priceless heirloom in time for the festival.
747 A tavern wench is searching for blue dragon eggs from the forest to the east.
748 A horde of demons has been summoned into the Dark Tunnels of Woe.
749 Elminster is said to be guarding a priceless heirloom in the tunnels beneath the city.
750 A member of The Purple Dragons is said to be guarding something of great power that has lain dormant for ages.
751 A goodly vampire has awakened with a cursed casket that has lain dormant for ages.
752 Elminster is searching for a hoard of powerful magics from the forest to the east.
753 A group of Drow assassins has an odd fascination with blue dragon eggs from the full moon.
754 Larloch has begun to hear a ceremonial dagger that has lain dormant for ages.
755 Scores of dragons have been gathering in the Daluy Plains.
756 The dragon Inyar has burned the Andeidd Vale to ash and cinders.
757 Elminster has an odd fascination with whispering voices from the peak of the mountain.
758 The renowned warrior Eadbert is held imprisoned within the Barrow of Aphotic Death, bound by chains of magical flame.
759 A street urchin has re-opened an ancient tattered cloak in the abandoned fortress.
760 The old monastery on Foundry Hill is haunted by ghosts.
761 Vyncis the locksmith was killed by orcs in the hills outside town.
762 An ancient sunken city lies somewhere beneath the Tunnels of Dire Horror.
763 A group of pilgrims has mysteriously disappeared in the Darkmoor Mire.
764 Inggrove Keep is besieged by the goblins of the Razorstone Hills.
765 Ghosts walk the ramparts of Kari's Deep during the full moon.
766 A star has fallen into the Sea of Hece.
767 Agents of Yelis the Infernal have stolen an ancient artifact from the ruins of Bamor Castle.
768 The bishop of the Cloister of the Elysian Lords has become possessed by a malevolent spirit.
769 A mastiff with fifty heads dwells in the Bleakmoor Mire.

- 770 Lady Elior is a descendant of Adumum the Enchantress.
771 Reder the poulter was killed by orcs in the hills outside town.
772 A priestess of Sune has awakened with something of great power that has lain dormant for ages.
773 The weathered stone statue of a dragon lies deep within the Weeping Jungle.
774 An order of cultists has begun to hear blue dragon eggs in the tunnels beneath the city.
775 A member of The Purple Dragons has re-opened an ancient amulet from the full moon.
776 The Thief's Mace has mysteriously moved to the other side of town.
777 A perpetual storm rages over the Slate Hills.
778 The avatar of a Sun God is held captive within the Barrow of the Demon Princess, charmed by a seductive devil.
779 Gilsu the merchant deals in thieves' tools and equipment.
780 Bizarre monsters have been encountered in the Fen of Sunken Tombs.
781 Lesym the poulter has been searching the area near the Temple of White Light.
782 A spectral dragon has been seen in the Warlock's Fen.
783 A coven of vampires prowls through the Ogre Vale.
784 Clan Battlehammer hasn't been heard from since discovering a ceremonial dagger in the tunnels beneath the city.
785 An order of infernal cultists has re-opened the Secret Chambers of Andigoiar the Witch.
786 The silver dragon of the Sepulcher of Mora the Necromancer sometimes helps adventurers.
787 The lake of an auburn-haired nymph lies deep within the Ciethy Woods.
788 The boss of the Charcoalmakers Guild has been murdered by a red-robed assassin.
789 The village gravedigger hasn't been heard from since discovering a hoard of powerful magics that has lain dormant for ages.
790 A member of The Purple Dragons hasn't been heard from since discovering a cursed casket from the peak of the mountain.
791 A Moonsea pirate has an odd fascination with a cursed casket in an ancient sunken city.
792 Agents of the Wraith Knight have opened a magical portal in the Shadowy Fen.
793 There is a secret entrance to the Hive of Demonic Necromancy somewhere within Hildigoia Stronghold.
794 A vampire still lurks in the crypts beneath the ruins of Burney Keep.
795 An undead knight in the ruins of Minas Edhen sometimes helps worthy adventurers.
796 Erevis Cale is said to be guarding a ceremonial dagger in an ancient sunken city.
797 A fang demon with a hundred eyes has been summoned into the Jamachu Jungle.
798 Dwarven miners have stumbled through an entombed gate beneath the Tufela Hills, and they are slowly transforming into mechanical constructs.
799 Ferthin the merchant deals in poisons and forbidden alchemy.
800 Erevis Cale is said to be guarding an ancient tattered cloak from the forest to the east.
801 A group of Drow assassins has begun to hear a ceremonial dagger deep in the catacombs.
802 Erevis Cale is searching for an ancient amulet in time for the festival.
803 The master of the Moneylenders Guild has been murdered by a red-robed assassin.
804 An order of demonic cultists has stolen an ancient artifact from Frinan's Hold.
805 The Tunnels of Vile Terror is haunted by the ghosts of dragons.
806 The Cult Of Ao has stolen a priceless heirloom in an ancient sunken city.
807 The town of Moham has mysteriously disappeared.
808 The chancellor of the courts has been murdered and replaced by a doppelganger.
809 The master of the Scribes Guild has been murdered and replaced by a sorcerer's illusion.
810 An undead knight in the ruins of Fellfen Keep sometimes helps worthy adventurers.
811 There's a magical portal in the highest tower of Cenbern Stronghold.
812 A group of Drow assassins has an odd fascination with a cursed casket in the abandoned fortress.
813 A member of The Purple Dragons hasn't been heard from since discovering a cursed casket that has lain dormant for ages.
814 A priestess of Sune hasn't been heard from since discovering blue dragon eggs from the full moon.
815 A street urchin is offering a reward for a hoard of powerful magics in the abandoned fortress.
816 A spire of glowing crystal lies deep within the Twilight Jungle.
817 A seductive devil lurks in the ruins of Caer Adhon.

- 818 There's a magical portal in the highest tower of Giwic Castle.
- 819 A meatpie vendor in Ten Towns has an odd fascination with a ceremonial dagger from the full moon.
- 820 A caravan of merchants has discovered a magical portal in the Iron Mountains.
- 821 Sarrey Love has been seen entering the Dark Caverns of Terror at night.
- 822 An order of cultists is searching for a ceremonial dagger in an ancient sunken city.
- 823 A halfling band of acrobats has awakened with an ancient amulet that has lain dormant for ages.
- 824 The barmaid at the Broken Thorn tried to poison one of the town guards.
- 825 The master of the Butchers Guild is also the master of the Assassins Guild.
- 826 An order of cultists has awakened with an ancient tattered cloak that has lain dormant for ages.
- 827 The stone gargoyles of Golfimb Keep come to life at night.
- 828 Mysterious lights have appeared in the Nulukharb Highlands.
- 829 The local tiefling coin lass is searching for a priceless heirloom from the peak of the mountain.
- 830 The workshop of Ariros the Enchanter lies somewhere within the Lost Delve of Nightmares.
- 831 Lord Gieri is dying of an incurable affliction.
- 832 A noble djinni is held captive within the Lair of Gruesome Ages, entombed at the heart of a massive crystal.
- 833 A street urchin has awakened with whispering voices in an ancient sunken city.
- 834 A local toy maker hasn't been heard from since discovering whispering voices in time for the festival.
- 835 The priests at the temple is searching for an ancient amulet deep in the catacombs.
- 836 An infernal cloud of slashing teeth has been summoned into the Snakefen Mire.
- 837 A noble djinni is held captive within the Black Delve of Secrets, frozen in time by an evil lich.
- 838 Lady Sende is actually a blood-thirsty vampire.
- 839 Menguia hasn't been seen outside her house for a month.
- 840 A local toy maker has begun to hear blue dragon eggs in time for the festival.
- 841 The local half elf coin lad is offering a reward for whispering voices that has lain dormant for ages.
- 842 An army of giants has gathered in the Tomb of Adech.
- 843 The master of the Bowyers Guild is dying of an incurable affliction.
- 844 A vast cavern filled with glowing crystals and bizarre creatures lies somewhere beneath the Black Caverns of Devastation.
- 845 A priestess of Sune has re-opened a hoard of powerful magics in the abandoned fortress.
- 846 Lady Erris is a descendant of Naidaadi the Gruesome.
- 847 A spectral highwayman lurks in the ruins of Duri's Deep.
- 848 Bizarre monsters have been encountered in the Howling Hills.
- 849 Bizarre monsters have been encountered in the Spiderweb Vale.
- 850 A goodly vampire has stolen whispering voices from the full moon.
- 851 An order of cultists has awakened with a hoard of powerful magics in an ancient sunken city.
- 852 A goodly vampire is offering a reward for whispering voices in the abandoned fortress.
- 853 Aeswild is enslaved by faerie folk.
- 854 A coven of cruel hags prowls through the Withered Lands.
- 855 The Heroes of Kharazah are held captive within the Dread Sanctum of Aphas, entombed at the heart of a massive crystal.
- 856 A dwarven caravan is expected to arrive, carrying a wondrous variety of magical animated tools and objects.
- 857 A street urchin is said to be guarding a ceremonial dagger in the abandoned fortress.
- 858 Erevis Cale has awakened with an ancient tattered cloak from the full moon.
- 859 The priests at the temple is searching for an ancient amulet from the full moon.
- 860 Speohltre the beggar lost all his silver gambling at the Broken Staff.
- 861 Mysterious lights have appeared in the Gloomy Swamp.
- 862 We don't bury our dead. No we burn'em and keep them in urns. They say if your body is not burned with in a days time it rises. Yep, some zombie type thing. So just in case any of you die make sure you got a source of fire handy.
- 863 A local toy maker has an odd fascination with an ancient tattered cloak from the peak of the mountain.
- 864 A dwarven caravan has an odd fascination with an ancient tattered cloak in an ancient sunken city.
- 865 A local toy maker has begun to hear something of great power in time for the festival.

- 866 The trees of the Rotted Wood have gained sentience and speech.
- 867 The wizard Pentho the Honorable has been summoning demons and other fell creatures.
- 868 Willew the bowyer stole something from the Shieldwrights Guild and then disappeared.
- 869 There is a secret entrance to the Forsaken Labyrinth of Maraie the Unearthly in the crypts beneath the Cloister of Lights.
- 870 An empire of trolls and hags lies somewhere beneath the Fellfen Swamp.
- 871 Lady Sale has been seen near the Catacombs of Indomitable Nightmares with a company of adventurers.
- 872 The silver dragon of the Secret Halls of Ruin holds a powerful demon lord imprisoned.
- 873 A noble from Waterdeep has an odd fascination with whispering voices in an ancient sunken city.
- 874 A meatpie vendor in Ten Towns is said to be guarding an ancient tattered cloak from the full moon.
- 875 An undead knight in the ruins of Amin's Deep sometimes helps worthy adventurers.
- 876 The Cult Of Ao has re-opened something of great power from the peak of the mountain.
- 877 A dwarven caravan is expected to arrive, carrying exotic weapons from the distant lands of Laho.
- 878 The priests at the temple has stolen an ancient tattered cloak in time for the festival.
- 879 The Forsaken Prison of the Shadow Queen is haunted by the ghosts of dragons.
- 880 Gota is enslaved by faerie folk.
- 881 The priests at the temple has an odd fascination with something of great power deep in the catacombs.
- 882 The statue on Linkmaker's Avenue is actually a petrified adventurer.
- 883 The wizard Phiosisod has been driven insane by his research.
- 884 Jamund's Covenant are held imprisoned within the Black Vaults of Abieshar the Unspeakable, entombed at the heart of a massive crystal.
- 885 Erevis Cale has an odd fascination with an ancient amulet in the tunnels beneath the city.
- 886 Dwarven miners have discovered a cavern filled with monstrous skulls in the Gythaecca Bluffs.
- 887 Mysterious lights have appeared in the Forest of Thorns.
- 888 Clan Battlehammer has stolen something of great power deep in the catacombs.
- 889 An earth elemental has escaped from the tower of Midemo the Archmage.
- 890 A tavern wench has stolen a ceremonial dagger from the full moon.
- 891 The Knave's Inn has mysteriously moved to the other side of town.
- 892 A local toy maker has re-opened a hoard of powerful magics from the full moon.
- 893 The master of the Linkmakers Guild is a descendant of Mastu the Demonic.
- 894 A dwarven caravan has begun to hear an ancient amulet in time for the festival.
- 895 Larloch is offering a reward for a cursed casket that has lain dormant for ages.
- 896 Erevis Cale is searching for a cursed casket deep in the catacombs.
- 897 Elminster is said to be guarding a cursed casket from the full moon.
- 898 Andrew's Marauders are held captive within the Temple of Shiva the Destroyer, bound by chains of magical ice.
- 899 The local half elf coin lad is said to be guarding a ceremonial dagger deep in the catacombs.
- 900 An order of cultists has awakened with a cursed casket from the peak of the mountain.
- 901 A dwarven caravan is expected to arrive, carrying exotic weapons from the distant lands of Gadu.
- 902 The trees of the Penca Forest have gained sentience and speech.
- 903 The old monastery on Barica Hill is haunted by ghosts.
- 904 A goodly vampire hasn't been heard from since discovering whispering voices deep in the catacombs.
- 905 The master of the Gemcutters Guild has become possessed by a malevolent spirit.
- 906 The boss of the Charcoalmakers Guild is also the master of the Assassins Guild.
- 907 The priests at the temple has awakened with something of great power in time for the festival.
- 908 Anyone who spends the night in the ruined tower on Candle Side will find their purse filled with buttons.
- 909 The goblins of the Warrens of Infernal Secrets are as strong as giants.
- 910 A street urchin has awakened with a cursed casket in an ancient sunken city.
- 911 A vampire still lurks in the crypts beneath the ruins of Stafeld Keep.
- 912 The boss of the Thieves Guild is also the master of the Assassins Guild.
- 913 The priests at the temple has re-opened a hoard of powerful magics in the abandoned fortress.

- 914 The warehouse on Sawyer's Lane contains a flying ship.
- 915 Dwarven miners have unwittingly unleashed an evil curse in the Dela Downs.
- 916 A vampire still lurks in the crypts beneath the ruins of Taleah Castle.
- 917 The true queen is held captive within the Labyrinth of Wicked Ages.
- 918 The Foxes of Sebluff are held captive within the Catacombs of Adamant Doom, charmed by a seductive devil.
- 919 Scores of dragons have been gathering in the Blade Desert.
- 920 A company of adventurers has stumbled upon the secret temple of an ancient cult in the Desolation of Amsur.
- 921 A magical fountain which bestows visions of the past lies somewhere within the Caverns of Zeiram the Lich.
- 922 The queen is conspiring to overthrow the king.
- 923 Elminster has an odd fascination with blue dragon eggs from the full moon.
- 924 A Moonsea pirate has re-opened an ancient tattered cloak in the tunnels beneath the city.
- 925 The Forsaken Sepulcher of Dituubta the Cruel is haunted by the ghosts of dragons.
- 926 The illustrious archmage Genikekr is held captive within the Delve of Demonic Ruin, charmed by a seductive devil.
- 927 Larloch has begun to hear an ancient tattered cloak in the tunnels beneath the city.
- 928 A group of Drow assassins has awakened with a priceless heirloom in the abandoned fortress.
- 929 Ghosts walk the ramparts of Balley Keep during the full moon.
- 930 Someone has been looting tombs at the Pantheon of Eternal Light.
- 931 A mind flayer puppeteer is offering a reward for an ancient tattered cloak that has lain dormant for ages.
- 932 An order of infernal cultists has re-opened the Dark Labyrinth of Sorrows.
- 933 The town of Badun has mysteriously disappeared.
- 934 Suse mysteriously disappeared last week in the Megalith Downs.
- 935 A meatpie vendor in Ten Towns has re-opened an ancient tattered cloak in an ancient sunken city.
- 936 The spiders of the Hive of Abech are powerful spellcasters.
- 937 A tavern wench has begun to hear something of great power in the tunnels beneath the city.
- 938 The master of the Fletchers Guild has become possessed by a malevolent spirit.
- 939 An empire of trolls and hags lies somewhere beneath the Tamba Jungle.
- 940 Suse saw an invisible dragon in the Gundushizd Crag.
- 941 The town magistrate has been murdered by a red-robed assassin.
- 942 Bizarre monsters have been encountered in the Oramboma Jungle.
- 943 The Cult Of Ao hasn't been heard from since discovering an ancient amulet in time for the festival.
- 944 There's a magical portal in the highest tower of the Citadel of the Lich Prince.
- 945 The Xanathar has an odd fascination with a priceless heirloom in time for the festival.
- 946 Erevis Cale has stolen a cursed casket deep in the catacombs.
- 947 A Moonsea pirate has begun to hear blue dragon eggs from the full moon.
- 948 A meatpie vendor in Ten Towns has an odd fascination with something of great power in an ancient sunken city.
- 949 Helman the tailor mysteriously disappeared last night on Hollow Alley.
- 950 Dwarven miners have discovered a cavern filled with glowing crystals in the Cylleda Hills.
- 951 A mind flayer puppeteer has awakened with an ancient amulet deep in the catacombs.
- 952 A priestess of Sune is searching for whispering voices in the abandoned fortress.
- 953 The wizard Cheristo the Lunatic has been summoning demons and other fell creatures.
- 954 A perpetual storm rages over the March of the Horde.
- 955 One of the statues in the garden of Lady Alas is actually the phylactery of an ancient lich.
- 956 An order of infernal cultists has stolen an ancient artifact from the lost city of Deford in the Dark Mire.
- 957 Erevis Cale has re-opened something of great power in the tunnels beneath the city.
- 958 Elminster has stolen a ceremonial dagger in the tunnels beneath the city.
- 959 The local half elf coin lad has begun to hear a hoard of powerful magics from the full moon.
- 960 The spiders of the Secret Prison of Ages are powerful spellcasters.
- 961 Kater was killed by orcs in the hills outside town.

- 962 The master of the Poulterers Guild is actually a greedy dragon.
- 963 The town magistrate is actually a blood-thirsty vampire.
- 964 A gang of thieves accidentally set fire to the Sanctuary of Gardens.
- 965 A dwarven caravan is expected to arrive, carrying casks of magical stout exclusively for the Crossed Staves.
- 966 A nymph has been seen in the woods outside town.
- 967 The wizard Anas the Arcane seeks to create a font of wishes.
- 968 The Yellow Tankard has mysteriously moved to the other side of town.
- 969 A meatpie vendor in Ten Towns has stolen something of great power in the tunnels beneath the city.
- 970 The Xanathar has stolen blue dragon eggs in the tunnels beneath the city.
- 971 Dwarven miners have discovered an underground river in the Brigand Hills.
- 972 Clan Battlehammer has stolen a hoard of powerful magics in the abandoned fortress.
- 973 Larloch has re-opened a cursed casket from the peak of the mountain.
- 974 Ravens have been gathering at the Abbey of Angels.
- 975 Lady Sibil has been murdered and replaced by a scheming devil.
- 976 The girls at the Broken Hammer are cheap and friendly if you're drunk.
- 977 The sausages at the Scarlet Cask are made with scraps of alley rats.
- 978 The warehouse on Bear's Lane contains a flying ship.
- 979 Bizarre monsters have been encountered in the Desolation of Apil.
- 980 The local tiefling coin lass is searching for an ancient amulet in an ancient sunken city.
- 981 Elminster is searching for a ceremonial dagger deep in the catacombs.
- 982 The ale at the Cursed Hammer has been cursed by a necromancer.
- 983 Mera lost all her gold gambling at the King and Tankard.
- 984 A star has fallen into the Urgak Steppe.
- 985 An evil curse has befallen the town of Pracot.
- 986 There an abandoned mine south of here. Rumor has it the miners hit a passage that they shouldn't of have. They never returned. My good friend told me they stumbled upon a Goblin City.
- 987 Ghouls are gathering in the crypts beneath the Pantheon of the Cerulean Sky.
- 988 The cavernous lair of an ancient dragon lies somewhere beneath the Black Undercrypt of the Wyrms Knight.
- 989 A halfling band of acrobats has an odd fascination with an ancient tattered cloak that has lain dormant for ages.
- 990 A swarm of aberrant horrors has gathered in the Black Prison of Woe.
- 991 The trees of the Abeth Vale have gained sentience and speech.
- 992 Elminster has an odd fascination with an ancient amulet in the tunnels beneath the city.
- 993 A water elemental has escaped from the workshop of Hippias the Wizard.
- 994 An undead knight in the ruins of Bolveson's Hold sometimes helps worthy adventurers.
- 995 An order of elemental cultists has slain the gold dragon which guarded the artifact weapon Luminous Vengeance.
- 996 Mysterious lights have appeared in the Dead Marshes.
- 997 A tavern wench has re-opened a hoard of powerful magics in the abandoned fortress.
- 998 Lady Haina is the real power behind the throne.
- 999 The old monastery on Ceola Bluff is haunted by ghosts.
- 1000 Catie Brie has spent all her gold on mead and ale.

GAGGLES OF TATTLES & SCANDALS



**1,000 RUMORS, SECRETS, AND TALL TALES
FOUND IN THE FORGOTTEN REALMS AND BEYOND**