

200 OTHER HIGH FANTASY *odd situations*



- Encounters -

METAL TURTLE GAMES

<u>In a crypt</u>	<u>3</u>
<u>In a wizard's lab</u>	<u>3</u>
<u>At a port</u>	<u>4</u>
<u>In a manor</u>	<u>5</u>
<u>In a hobbit hamlet</u>	<u>5</u>
<u>In an elven village</u>	<u>6</u>
<u>In a dwarven city</u>	<u>7</u>
<u>In an orcish camp</u>	<u>7</u>
<u>In a library</u>	<u>8</u>
<u>In unexplored lands</u>	<u>9</u>

[1] In a crypt

- 1 Pillaged tombs, where only dust and bones remain.
- 2 A vampire hunter making sure a recently buried body won't come back to life.
- 3 A coffin shaking and letting out worrying sounds and cries.
- 4 At night, whispers without a clear origin can be heard here.
- 5 A sarcophagus richly decorated. A half erased name can be seen.
- 6 Edgy teenagers having a party, drinking and laughing at death.
- 7 It contains a fake tomb, hiding the entrance to the real tomb.
- 8 Impressive stained glass depicts the life of the hero buried here.
- 9 An embalmer is doing his deed to preserve the body of young woman. A crushed man is sobbing in a corner.
- 10 Skeletons are having a party, dancing with sick moves.
- 11 It's used as a mansion for high class vampires, complete with a blood cellar.
- 12 Cut hands crawling from the ground and trying to grab ankles.
- 13 Piles of tombstones waiting to be put in their final location.
- 14 An altar dedicated to a forgotten god, under which its acolytes where buried alive.

- 15 A necromancer looking for bits and pieces to create a flesh golem.
- 16 Zombies are feasting on a body lying on an altar.
- 17 A green mist reduces visibility to a minimum.
- 18 A dress and undergarments are found on the ground but her owner is nowhere to be found.
- 19 A witch sitting at the center of a pentagram she drew with blood.
- 20 A psychopomp collecting souls from recently buried corpses.

[2] In a wizard's lab

- 1 An unfinished golem made of clay. It's missing a few limbs.
- 2 A crying fairy, trapped in a glass bottle closed with a cork.
- 3 Recent traces of explosion. Walls are covered in ashes and the ground in glass shards.
- 4 An impressive collection of herbs and other ingredients from all over the world.
- 5 Bubbling alambics and beakers full of colorful liquids.
- 6 A wizard taking care of his precious pipe weed plants.
- 7 Lots of cages containing failed or way too successful invocations.
- 8 The remains of a wizard who died doing his experiments.

9 The wizard is absent but his clumsy aide tries their best to replace him.

10 A wizard tattooing another with magical ink to enhance his magic.

11 A wizard is hiding behind a wooden screen while his friends throw polyhedral dies at him.

12 The room is covered in fashionable dresses and hats.

13 A mage is reciting an incantation in front of a red glowing book.

14 This place is actually used as a wand and staff workshop.

15 The room is hardly navigable because of the white beard filling it from the ground to the ceiling.

16 Open books are floating above the ground, flipping their pages.

17 Icons of devils and black magic tomes are covering the place.

18 A wizard is applying an ointment on the back of a young lady.

19 Because of a failed transmutation spell, the lab is now inhabited by a goat wearing a pointy hat.

20 A smelly ooze is coming from under the bathroom door.

[3] At a port

1 A pirate ship is escorted by the marine to be repurposed.

2 A long forgotten city reappears just in front of the port.

3 Merchant ships disembarking exotic goods and strange animals.

4 Authorities doing a random check for smuggled goods.

5 The ship of the governor has been stolen by a band of pirates.

6 A duel is taking place between a guard and a drunk man.

7 This port has been made to accomodate airships rather than regular ships.

8 Sailors must be really careful to navigate between the reefs.

9 Fishermen recently came back with a miraculous catch. They praise the gods since this day.

10 At night, fishmen come out the water to impregnate women.

11 This port is partly hidden in a tightly protected cavern.

12 Bones of a giant shark are hanged in front of the sea, as a reminder.

13 The starting line for a regatta can be seen from the docks.

14 No ships here but only tamed giant sea turtles.

15 Recently, lots of dead fishes have been washing up on the shores.

16 For days, port authorities haven't received news from the lighthouse workers.

17 The port is protected by a marine fort armed with cannons.

- 18 To access or leave the port, a
giant door has to be opened by
the port authorities.
- 19 Ships need to pass under a large
bridge with luxurious shops.
- 20 The fish market has been
canceled because of a storm.

[4] In a manor

- 1 A masked ball is taking place,
with forest animals as its theme.
- 2 The owner of the place has
rented dryads and nymphs from a
local zoo for his enjoyment.
- 3 There is party going on but one
of the guests is an assassin.
- 4 A tournament of free fighting is
organized in the basement.
- 5 The larder is full of skinned
human bodies hung by their feet.
- 6 A really old butler slowly follows
any guest with a drinks tray.
- 7 The owner really likes hunting,
as shown by the many trophies
hooked on the walls.
- 8 There's a secret room where
someone built a shrine to their
crush with stolen items.
- 9 In the entrance hall, a miniature
of the manor is displayed.
- 10 A fabulous collection of art is
kept safe with cutting edge traps.
- 11 The place has been trashed and is
now a den for thugs and lowlives.

- 12 A political figure is visiting,
trying to fund their campaign.
- 13 This is actually where the parents
of a PC are living.
- 14 Maids are zombies to cut on
monthly expenses.
- 15 Some of the rooms are said to be
haunted by their previous owner.
- 16 The manor is empty since its
owner has gone bankrupt.
- 17 The lord is having his portrait
painted as if he was riding into
battle on a mighty steed.
- 18 Thieves are throwing valuable
items through a window.
- 19 Slaves are kept in a tiny room in
really inhuman conditions.
- 20 Roots are going to take over the
place, unless someone cuts them.

[5] In a hobbit hamlet

- 1 A hobbit is running away from a
swarm of bees he disturbed trying
to eat their honey.
- 2 The yearly contest of the biggest
crepe is in full swing.
- 3 Music can always be heard even
when everyone is asleep.
- 4 Bandits are forcing the
inhabitants to give their crops.
- 5 Most of the hamlet life happens
in underground tunnels.
- 6 It's the birthplace of a famous

hero, attracting lots of tourists.

7 Villagers are ready to charge the enemy on their combat sheeps.

8 No sound can be heard since everybody is napping.

9 A drunk hobbit mumbles about a promised land full of food.

10 Two friends are having a smoke rings contest over a beer or two.

11 Young hobbits running away from an elder shouting at them.

12 The local bakery is renowned in the country for its croissants.

13 Hobbits pretending to be humans with the help of piggybacking, long coats and fake mustaches.

14 People are enjoying a dog mounted race around the hamlet.

15 A couple is ashamed of their human sized baby and hides them in their garden's hut.

16 Children and adults alike are mesmerized by a magic show.

17 The hamlet is being decorated for an upcoming food festival.

18 It is attacked by orcs. Thatched roofs are burning everywhere.

19 People are uncomfortably nice and generous. They actually are fattening visitors to eat them.

20 A really obese hobbit is rolling down the hills, destroying houses on their way.

[6] In an elven village

1 The village has a big waterfall flowing in its center.

2 It is entirely built in the trees and houses are connected by bridges.

3 White ivory towers rise to the sky without visible entrances.

4 Elves of this village have never seen members of other races.

5 Wild animals roam freely in the streets, as if they're living here.

6 People seem to be in a trance of sorts, after eating a strange plant.

7 Young elves are being taught about the magic origin of life.

8 This village is strategically positioned to prevent other races to declare war to each other.

9 It is renowned for being the birthplace of a famous smith.

10 The inhabitants have lived here for thousands of years.

11 As soon as strangers arrive, they are given colorful flower crowns.

12 The tiara worn by the princess is worth more than a kingdom.

13 A petrified dragon reminds everyone of this tragic past war.

14 A strong telepathic link binds all of these elves to their matriarch.

15 This village is built at the roots of the World Tree to protect it.

- 16 A secret word has to be said to find the village, hidden by magic.
- 17 A garrison consisting only of the best elven archers is parked here.
- 18 A new king has been crowned and a feast is going to be held.
- 19 People are worshipping their gods in an unhealthy way.
- 20 Trees are dying as if something corrupted the soil or water.

[7] In a dwarven city

- 1 Dwarves here are really angry since someone shaved them all.
- 2 The recent discovery of a large mithril vein has sparked jealousy.
- 3 The only bridge leading to the city has collapsed, isolating it.
- 4 An impressive statue of an old dwarf warrior welcomes visitors.
- 5 The overflowing treasure room in the palace is almost inviolable.
- 6 A kind of electricity, called glyph energy, powers city lights.
- 7 Fungi are present in every aspects of the dwarves' life.
- 8 Orcs are besieging the city, trying to starve its inhabitants.
- 9 Strangers are not welcome inside unless they offer a good trade.
- 10 The lower levels of the city are abandoned and possibly haunted.
- 11 Streets are crowded with drunk

dwarves, insultings passerbys.

- 12 A group of archeologists are about to reopen the doors of this abandoned city.
- 13 Guards can be seen on every corner, always looking grumpy.
- 14 A blacksmith lives alone here. The sound of his hammer is resonating in the corridors.
- 15 A dwarf is doing a mime spectacle for a few coins.

- Most of the dwarves of the city are female but strangers don't seem to notice.
- 16 People are lining up in front of a new tavern to get a free beer.
- 17 A hammer throwing competition is being held on a plaza.
- 18 A goblin invasion is being repelled by kilt wearing dwarves.
- 19 Dwarves are fighting over the ownership of a magic hammer.
- 20

[8] In an orcish camp

- 1 Several human prisoners are kept in cages to be tortured or eaten.
- 2 A strong odor of feces makes it hard to breath.
- 3 Orcs are packed, fearfully listening to their warchief.
- 4 A red skinned orc imposes its dominance to others by combat.
- 5 A crate carried by clumsy orcs

falls down and explodes, killing them.

6 The outpost has been set up as a giant trap for adventurers.

7 A half-orc is getting beaten up because of their differences.

8 An orc has been backstabbed by one of his underlings.

9 Flags around the camp can be seen from afar and inform about the terrible clan living here.

10 An orc wearing skulls on his belt seems to be the leader here.

11 A dark wizard is hiring mercenaries for his evil deeds.

12 Orcs living in this camp share facial traits with swines.

13 An impressive war machine on wheels is being built.

14 A renegade orc is being tortured and made an example of.

15 A lookout will alert the camp unless PCs can bribe him.

16 Orcs are trying out several outfits found in the suitcase of a lady.

17 A young orc will fake innocence to better attack the PCs.

18 An orc is being exiled for its passion for culinary experiments.

19 The forest which was cut down to build the camp was very precious to elves.

20 An oversized orc is kept chained

to avoid it eating others.

[9] In a library

1 Mouses fleeing with an important book.

2 A shelf will fall if PCs are not careful where they step.

3 A small man living in a house made of stacked books.

4 Inquisitors are confiscating forbidden books to burn them.

5 Only the librarian understands the classification used.

6 Scribes are busy copying religious texts and gravures.

7 The pages of some books are poisoned.

8 The place is oppressive: white, immaculate and every sound is reverberated dozens of times.

9 Some books have fused as a book golem of sorts.

10 A fire has destroyed a good chunk of the building not so long ago.

11 The place is filled with stairs, making the place a real maze.

12 The content of some books spilled out of them, attacking the PCs.

13 Books are written with invisible ink which must be revealed.

14 The place has been fully automated by gears and steam.

- 15 The only way out is by finding and reading the right book.
- 16 The library has been frozen in time to avoid its destruction.
- 17 A noisy party of adventurers is looking after an important tome.
- 18 A pale guy asking the librarian to borrow the "Necronomicon".
- 19 A gigantic books stands at the top of the library. It is said to contain all of the answers.
- 20 A cooking book with addicting recipes using rare ingredients.

[10] In unexplored lands

- 1 Numerous dinosaurs are roaming in lush meadows.
- 2 A strange metallic ship from outer space has crashed here.
- 3 The remains of a whale, which seems to have fallen from the sky.
- 4 A pyramid built eons ago, sheltering eggs of an alien race.
- 5 The last survivor of an advanced civilization from a lost continent.
- 6 Ruins of a marvelous city, almost not altered by time.
- 7 Rusty remains of giant fighting robots from another time.
- 8 The land is covered in pink fluorescent grass and orange bushes and trees.

- 9 Gravity is lower here, permitting people to jump higher.
- 10 This is the place where souls go for eternity after people die.
- 11 The end of world, consisting of a gigantic wall. The known world is actually in a zoo enclosure.
- 12 A sea where no wood floats but scattered with lots of islands.
- 13 Dead lands where no plant or animal live or survive.
- 14 Air is hardly breathable so, to live here, people built a spacesuit.
- 15 Mutation rate is really high because of radioactive wastes.
- 16 World is not fully drawn, some places are still in black and white.
- 17 A gigantic swarm of devouring creatures covers the horizon.
- 18 A thick jungle containing giants animals like mosquitoes, snakes, spiders or gorillas.
- 19 Tripods are roaming the lands, shooting rays at moving things.
- 20 Gods live here, the same way as humans but at another level of conscience.