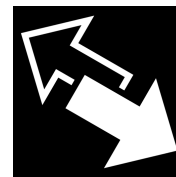


One Page

A Random Table for Fantasy Gaming
Number Seven : Instant Plot Hooks
More **One Page** tables



1	Everyone knows it's a frame job , but it's a well-done frame job. The only fix is to kill the eyewitness . It's a tough job, but someone has to do it.	11	A sailing vessel ran aground during a storm. There's valuable treasure aboard, but the ship is unstable and could slip into the sea at any moment.
2	The party finds a ruined building in the wilderness. As they check the place out, someone accidentally unleashes a dangerous creature . The monster flees before the party can deal with it. Time for a hunt!	12	A local official hires the party to deliver supplies to a nearby outpost . They find the place deserted , and there's no sign of a struggle. The trail leads into unfriendly territory .
3	Trade negotiations were going well, until one of the delegates turned up with their throat slit . Now everyone is a suspect , including one or more party members.	13	The party hears that one of their friends faces a deadly threat . Unfortunately she left on an extended trip a few days ago. Can they catch up to her in time?
4	A friend has been captured by a hostile force . The party must carry out a rescue before it's too late. Another group is also trying to rescue the victim. The group that succeeds will be rewarded with wealth and friendship, the other group, not so much.	14	While traveling the party finds a dead rider along the road, apparently slain by beasts. He carries a satchel marked with a well-known government seal. A secret cabal within the government would rather the contents not reach their intended destination.
5	The cave appears but once a year, on midsummer's eve. It's rumored to be full of treasure , but those that enter must get out before the sun rises and the cave vanishes.	15	The party is tasked with escorting a local felon to a nearby prison . The trip is uneventful, but when they arrive they find the place is being held by a hostile force .
6	There's always another side to the story. The party stumbles into the middle of a lynching , and the victim begs for their assistance .	16	Hired to escort a child by a shady fellow, the party soon finds themselves accused of kidnapping the kid they were hired to protect.
7	Two armed camps are fighting for control of a mountain pass . The party needs to get their client through the gap without incident. Added bonus: the client is a double-agent , working both sides of the conflict.	17	The party finds a one-word note pinned to their door with a bloody dagger . Shortly thereafter church officials ask them to investigate the death of a parishioner , who was stabbed to death the previous night.
8	Protect a local business leader on a short journey. Clues and rumors point to a party rival as a threat , but without knowing why, the client's safety can't be assured.	18	An enemy is in danger and doesn't realize it. The party's hostile relationship is well-known in certain circles, and they'll likely take the blame should the enemy be harmed.
9	A local crime boss has to go, but he has powerful allies in the government. The party is hired in secret to deal with the problem, but the target has been tipped off by an insider.	19	A government official hires the party to escort a prisoner to / from a nearby location. The catch: the prisoner doesn't know he's a prisoner , and the party must keep the secret.
10	A patron is sponsoring a friendly competition , and one or more party members are invited to participate. Things get ugly when someone sabotages the proceedings. A competitor is seriously injured / slain . Who's next?	20	Past action haunts the party. Someone knows a juicy secret about the group, and, through intermediaries, is threatening to go public unless she's compensated . It's not about money; it's about an unpleasant task .