1. Angel and demon

Late at night a strange smiling person knock into the room where the party rests. He explains that he is an angel and can prove it, and he needs help from the party. He and his foe devil need to fight each other in a duel, but whatever they tried didn’t work, so it’s up to the party to create set of rules of a duel, so they can decide who will live and who will die. Angel is trying his best to improve people lives, but everything goes wrong and its always getting worse, devil on another hand tries to make peoples’ lives worse, so they could improve their lives with hard work, and it usually works. But sometimes of course it’s getting even worse.

1. Not so simple granny

Local person asks party to go to the theatre with his granny, who will try her best to escape and go to local opium bar.

1. Not so simple pupil

Same here, but pupil will try to go to local university because he thinks that school is too easy. His parent thinks that his child is just lazy and tries to miss the school.

1. Drunk person in the tavern telling party that local librarian is secretly a lich.

He is a lich indeed, but he is friendly and will not try to harm anybody. He hides his identity, so he can live a couple of 100 years peacefully.

1. A wizard/scholar shows the party some maps detailing the locations of lightning strikes in the city in the past few years/months/days. There is a strangely perfect circle of lightning strikes around a small, inconspicuous area. An orphan is attempting to learn magic, and the spell he's attempting is much too powerful for him.
2. A small child asks you to help their father who has been injured in an alley, but when you arrive, nothing is there. The child sits crying and hugging nothing but air.

His father tried to help another child, who was actually a wraith, which feeds with life energy of living creatures luring them to local haunted house on the edge of the city as little kid, who lost his parents. Locals will tell that this is a trick to lure party, so the should decide whom to trust

1. A young child approaches the party and asks that they find his missing siblings. Their last known location was the decrepit chapel where the city outskirts meets the forest.