



TO START A WAR

01

False Flag, Heist

An aristocrat has built an army. Now he needs the PCs' help to start a war so the town will hire them.

GETTING THE PCS INVOLVED

- Lanur, an aristocrat, offers a handsome reward for a religious artifact of a desert snake-people.
- The party is in desperate need of advanced healing. A sage, tells of a healing device in a snake-people's village nearby—a rumor spread by Lanur.

ENCOUNTER IDEAS

- The snake village has two huge lookout towers. And the snake-people have excellent senses.
- Some brush (thanks to the village's oasis) may provide cover, but a predator lurks there!
- Combat with the snake-people guards show they are restrained—attempting to capture the party. And whenever possible, they try to parley.
- The snake-people will allow escorted visitors to touch the artifact and possibly be healed by it.
- If the party is still set to steal the artifact, it turns out to be bulkier than expected—like an obelisk.

FOLLOW UP IDEAS

- Without a means to pay the army, the unemployed soldiers have nothing to do...
- What god blessed the obelisk? Does the healing have any strings attached?



THE NEST OF CLAWS

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Rescue, Stealth, Lair, Deadline

A daft scholar hired a local drow guide to take him to a monster nest. The scholar was caught. If she doesn't save him, she will be blamed for his death.

GETTING THE PCS INVOLVED

- A cold aristocrat hires them to go rescue his son.
- Renholter, the guide, tries to recruit them to save the scholar before his father finds out he's missing.

ENCOUNTER IDEAS

- The drow will only meet in darkness, she refuses to be subjected to the spectrum of visible light.
- Must go now, no time to prepare; when the eggs hatch, the captive scholar will be there for the newborns to eat (with parents supervising).
- Scavengers have look-out perches all around the nest, warning the bigger monster of intruders.
- One of the monster parents stays with the nest while the other hunts; the hunter may return.
- Eggs hatch in the middle of the action.

FOLLOW UP IDEAS

- If the scholar survives, he learns nothing. He wants to hire adventurers for a new expedition.
- If the scholar dies, his grieving father will take steps to punish those who failed his son.
- Care to sell an egg quick before it hatches?
- Surviving parents will take revenge on the town.



Storm, Shelter, Persuasion

Days after a caravan leaves, a reliable local predicts a lethal surprise sandstorm. The caravan will die if exposed when the storm blows out of nowhere.

GETTING THE PCS INVOLVED

- A dragonborn has a screaming nightmare, predicting a storm. It wakes the PCs sleeping nearby.
- The party hears of the prediction, and grow worried—they know someone on the caravan.

ENCOUNTER IDEAS

- Locals charge more for mounts, sleds, or equipment. They believe the storm will wreck rentals.
- Underground predators are frantically cresting and burrowing away, sensing the coming storm.
- Cackling harpies in leather armor are gathering, eager to ride the wild updrafts and high winds.
- A mount or vehicle collapses, forcing a redistribution of the load and adding delay.
- The leader of the caravan must be persuaded to seek cover; there is no sign of a storm.
- Hostile desert creatures are already sheltering in the nearest caves. They don't want to share.

FOLLOW UP IDEAS

- Buried by sand, they must find another exit from the cave where they seek shelter.
- The storm signals the arrival of a mighty outsider.



Artist, Demon, Knights

A squad of holy knights is dispatched to kill a demon-touched artist named Emnidatch so he can't free a demon buried under a desert obelisk.

GETTING THE PCS INVOLVED

- The party spots the knights attacking Emnidatch's home, drive them off, and rescue Emnidatch.
- They receive mysterious visions from the demon. The visions lead them to a distant sand dune where Emnidatch is erecting a bizarre sculpture.

ENCOUNTER IDEAS

- The knights rally the townsfolk against Emnidatch. The party must intervene.
- The adventurers must track down a knowledge spirit in the desert and interrogate it about the demon and the knights.
- The PCs learn the demon has been protecting the settlement so people can use it as a base to find and free it, but will unleash a reign of terror if released. When Emnidatch finds the obelisk, the PCs must stop him from releasing the fiend.
- The knights attempt to raze the settlement to stop Emnidatch. The PCs must oppose them.

FOLLOW UP IDEAS

- If the demon's spirit remains, it seduces another.
- A new evil fills the vacuum if the fiend is gone.



THE LOST CARAVAN

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Blackmail, Caravan Guard, Thief

A survivor from a destroyed caravan threatens that unless Gelisanthias, a veteran caravan guard, turns over the contents of his vault, he'll tell everyone that Gelisanthias left his caravan to die.

GETTING THE PCS INVOLVED

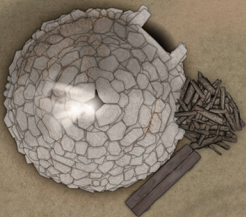
- Gelisanthias approaches the PCs in a tavern and offers money to deal with a 'pest'.
- The PCs see graffiti messages threatening to reveal a 'horrendous crime' Gelisanthias has committed. They track him down and ask what's up.

ENCOUNTER IDEAS

- The survivor hires actors to pretend that they too were abandoned by Gelisanthias. The PCs must disprove their stories or compel them to stop.
- The survivor summons a ghost from the caravan who haunts Gelisanthias, ignoring his pleas that the caravan didn't heed his advice and he fled only when doomed. Placate or banish the ghost.
- The survivor demands the money to compensate the families of the dead caravan members, but Gelisanthias refuses, insisting the disaster was not his fault. The PCs must defend one vs. the other.

FOLLOW UP IDEAS

- A 2nd caravan plans to take the same path. The PCs must get this caravan to listen to Gelisanthias.



Curse, Rescue, Debt

A local's daughter defaulted on a debt to a lender allied with demons, and is punished with a curse.

GETTING THE PCS INVOLVED

- The woman's father pleads for help against Ms. Mokori, a ruthless investor who cursed his girl.
- The party is briefly attacked by a werewolf that quickly flees, disoriented in the grip of hunger.

ENCOUNTER IDEAS

- Some herd animals are messily slaughtered. Signs point to a werewolf. The locals are grim.
- A popular local is packing to leave, and people are upset because he is useful and respected.
- Either the characters or some other investigator realizes the man's daughter is the werewolf; capture them before they escape! The mob is riled.
- The father pleads to let his girl go, and explains she got a loan to start a business with her husband, who was killed. All the money was lost. Ms. Mokori's curse for defaulting was to make her a werewolf (and Mokori won't undo it). Releasing deadbeats from curses is bad for business.
- Mokori may relent if someone does her a service.

FOLLOW UP IDEAS

- Mokori pacts with PCs for services, with a blood signature; break the deal and face a curse.