

ECHOES OF INFINITE ADVENTURE



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Adventure Seeds

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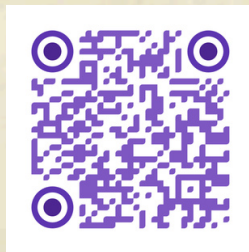
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Disclaimer: This work is inspired by the themes of fantasy and magic within role-playing games, and it is intended for use within such creative and imaginative settings. It is not meant to represent or replicate any specific or pre-existing works outside of this edition.

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INTRODUCTION TO ADVENTURE SEEDS: A DM'S TREASURE TROVE

Greetings, Dungeon Master!

As stewards of endless worlds and arbiters of thrilling narratives, we often find ourselves pressed for time or looking for just the right spark to ignite our campaigns. That's where this collection of adventure seeds comes in—a curated resource to arm you with imaginative quests across three powerful themes: **Forgotten Civilizations**, **Ancient Curses**, and **Inter-Planar Quests**. Whether you're building an epic campaign or need an instant plug-and-play scenario, these seeds are designed to provide depth, variety, and inspiration for your table.

WHY THESE THEMES?

Each of the themes is crafted to immerse your players in unique challenges while fueling your creativity as a storyteller. Let's explore what each theme offers and how to maximize their potential.

FORGOTTEN CIVILIZATIONS

Journey to lost cities, ancient temples, and crumbling ruins where the echoes of bygone eras still linger. This theme is perfect for campaigns focused on exploration, discovery, and unearthing secrets that could reshape the present. Whether your players are historians, treasure hunters, or reluctant wanderers, these seeds will plunge them into mysteries that demand intellect, courage, and cunning.

- **How to Get the Best Out of Forgotten Civilizations:** Lean into the details of the ancient world—forgotten languages, mysterious hieroglyphs, or ancient artifacts that whisper forgotten lore. Use these seeds to weave ongoing storylines of rediscovered glory or the perils of disturbing what should have been left buried.

ANCIENT CURSES

Few things are as enticing—and dangerous—as unraveling the magic of long-forgotten curses. This theme delivers quests teeming with intrigue, supernatural threats, and moral quandaries. From haunted artifacts to blighted lands, these seeds will test your players' resolve, compassion, and ability to navigate the unknown.

- **How to Get the Best Out of Ancient Curses:** Infuse your stories with layers of mystery and moral tension. Ancient curses often require sacrifice—of time, resources, or even personal safety. Use these seeds to explore the costs and consequences of breaking powerful magic, or let your players decide to live with the curse's implications.

INTER-PLANAR QUESTS

Tear down the walls of reality and explore the infinite! This theme plunges your players into the chaos of planar rifts, interdimensional markets, and astral phenomena. These seeds are perfect for adventurers looking to uncover the grand mysteries of existence while grappling with cosmic forces beyond their comprehension.

- **How to Get the Best Out of Inter-Planar Quests:** Highlight the surreal and the unexpected. Strange laws of physics, bizarre landscapes, and entities with motives beyond mortal understanding make this theme come alive. Encourage creative problem-solving and give your players moments to shine as they balance exploration with survival.

HOW THE ADVENTURE SEEDS ARE LAID OUT

Each seed has been meticulously structured to be both comprehensive and easy to use. Here's what you can expect:

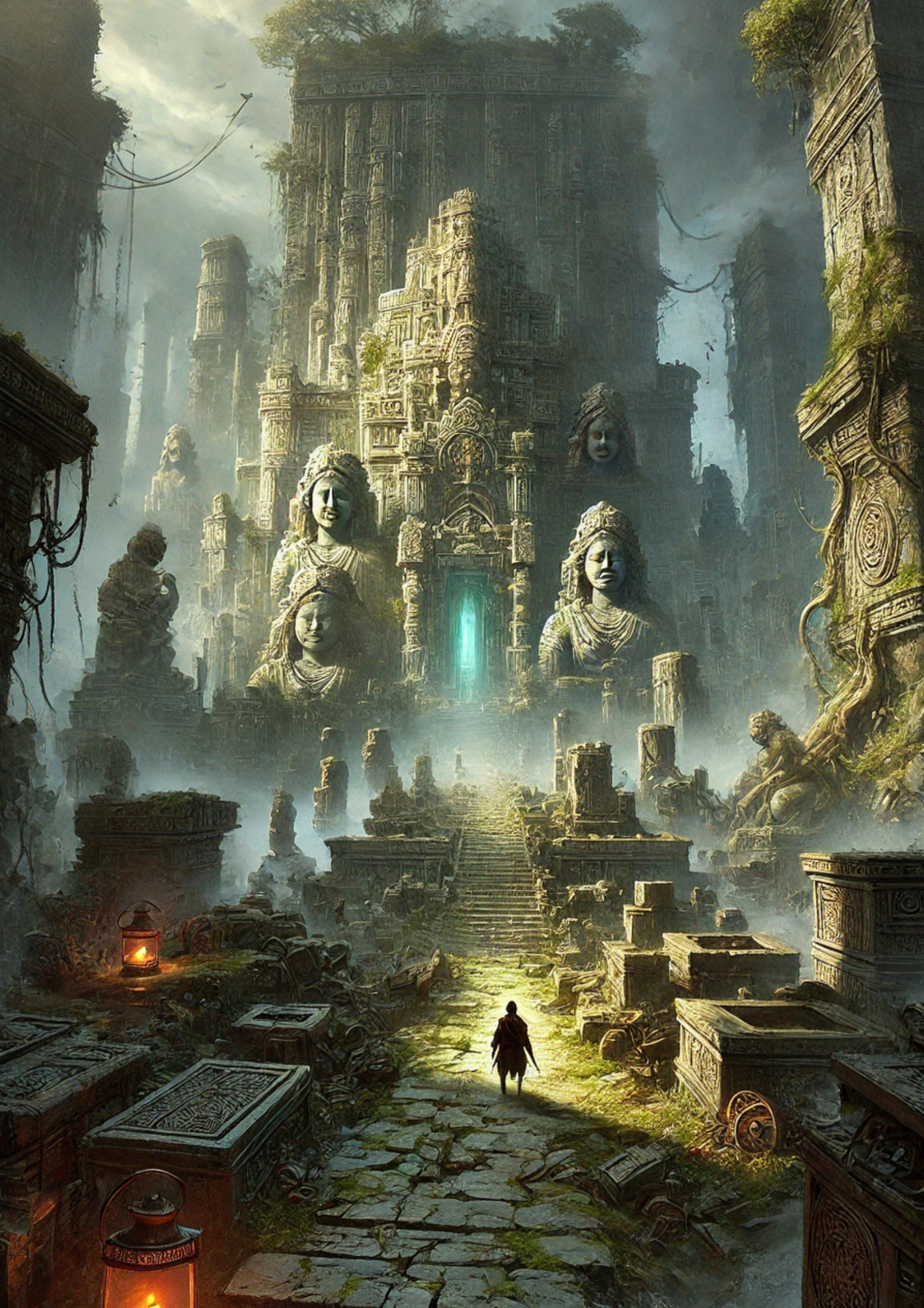
1. **Plot Hook:** A concise and compelling introduction to draw your players in.
2. **Key NPCs:** Memorable characters to guide, hinder, or complicate the story.
3. **Locations:** Immersive settings that define the adventure's tone and challenges.
4. **Encounters:** A mix of combat, exploration, and problem-solving to keep players engaged.
5. **Outcome Options:** Flexible endings that let the DM tailor the conclusion to their group's choices.
6. **D20 Random Events:** Tables brimming with unique events to add variety and unpredictability.
7. **DM Scratch Pad:** A space to jot down customizations, observations, and additional twists for your game.

YOUR WORLDS AWAIT

These seeds are more than simple prompts; they're keys to unlock unforgettable adventures. Use them as they are or adapt them to your needs, but most of all—make them your own. With three evocative themes and a wealth of scenarios at your fingertips, the only limit is your imagination.

Happy adventuring!

- Your Fellow DM



ADVENTURE SEED 1:

“THE SUNKEN CITY OF VALESTRA”

PLOT HOOK

Beneath the murky waters of a sprawling swamp lies the sunken city of Valestra, once a hub of magical innovation. Rumors speak of shimmering lights beneath the surface and whispers that the city’s grand mage left behind a powerful artifact. The adventurers must brave the dangers of the swamp, uncover the city’s secrets, and retrieve the artifact before others exploit its power.

KEY NPCs

1. **Nerissa Marshwalker** (Human, Neutral Good)
A local guide with knowledge of the swamp’s dangers, determined to protect her home from plunderers.
2. **Yrathyn the Echo** (Spectral Wizard, Neutral Evil)
The lingering ghost of Valestra’s grand mage, who jealously guards the city’s ruins.
3. **Baskar Mireclaw** (Lizardfolk, Chaotic Neutral)
A treasure hunter searching for the artifact, willing to ally or betray depending on the adventurers’ actions.

LOCATIONS

1. **The Quagmire Approach**
The treacherous path through the swamp, filled with unstable ground and predatory wildlife.
2. **The Sunken Spires**
The crumbled remains of Valestra’s towers, partially submerged and home to aquatic threats.
3. **The Vault of Reflection**
A submerged chamber where Yrathyn guards the artifact and the city’s magical secrets.

ENCOUNTERS

1. **Swamp Predators**
At the Quagmire Approach, the adventurers face **2 Giant Crocodiles** and hazards from unstable terrain.
2. **Spectral Defenders**
At the Sunken Spires, the adventurers contend with **2 Wraith Wisps** and magical traps hidden within the ruins.
3. **Battle with Yrathyn the Echo**
At the Vault of Reflection, the adventurers confront Yrathyn and his **2 Shadow Guardians**, who use necrotic magic and underwater combat to dominate the battlefield.

OUTCOME OPTIONS

1. **Retrieve the Artifact**
The adventurers claim the artifact, stabilizing the swamp but drawing attention from other factions.
2. **Negotiate with Yrathyn**
The adventurers strike a deal with Yrathyn, allowing his ghostly presence to remain in exchange for powerful magical knowledge.
3. **Destroy the Artifact**
The adventurers destroy the artifact, ensuring the swamp’s safety but leaving the ruins unguarded.

D20 RANDOM EVENTS: THE SUNKEN CITY OF VALESTRA

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A sudden sinkhole forces Dexterity saves (DC 15) to avoid being dragged under.
3-4	The adventurers uncover a relic with faint traces of enchantment.
5-6	A local warns of aquatic creatures stalking the area.
7-8	The adventurers find glyphs describing Valestra's fall.
9-10	A surge of energy amplifies enchantment-based spells temporarily.
11-12	A celestial guardian warns the adventurers of Yrathyn's growing power.
13-14	Evidence of a failed expedition is uncovered in the Sunken Spires.
15-16	A magical trap summons spectral defenders to confront the adventurers.
17-18	The adventurers find a shard glowing with necrotic energy.
19-20	A massive swamp creature emerges, protecting the ruins.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 2:



THE PYRAMID OF
ASHUR-TAL”

PLOT HOOK

Deep within an arid desert lies the pyramid of Ashur-Tal, a forgotten ruler who once wielded forbidden necromantic magic. Recent tremors have unearthed the structure, and nearby caravans report the restless dead wandering the dunes at night. The adventurers must enter the pyramid, navigate its undead guardians, and uncover Ashur-Tal’s secrets before his power rises again.

KEY NPCs

1. **Iram the Nomad** (Human, Neutral Good)
A desert guide familiar with the local legends, offering insight into the dangers of Ashur-Tal’s domain.
2. **Ashur-Tal, the Eternal Pharaoh** (Undead, Lawful Evil)
The ancient ruler of the pyramid, whose necromantic spirit lingers within.
3. **Harek Dustfang** (Tiefling, Chaotic Neutral)
A bandit leader scavenging the pyramid for artifacts, with questionable intentions toward the adventurers.

LOCATIONS

1. **The Shifting Sands**
The treacherous desert surrounding the pyramid, filled with sandstorms and wandering undead.
2. **The Deathless Halls**
A labyrinth of traps and undead guardians within the pyramid.
3. **The Throne of Shadows**
Ashur-Tal’s final resting place, where his necromantic power is concentrated.

ENCOUNTERS

1. **Sandstorm Ambush**
At the Shifting Sands, the adventurers face **2 Sand Wraiths** and hazards caused by blinding sandstorms.
2. **Undead Guardians**
In the Deathless Halls, the adventurers contend with **2 Mummy Guardians** and traps triggered by ancient wards.
3. **Battle with Ashur-Tal, the Eternal Pharaoh**
At the Throne of Shadows, the adventurers confront Ashur-Tal and his **2 Necrotic Wisps**, who use necromantic magic and area-of-effect spells.

OUTCOME OPTIONS

1. **Destroy Ashur-Tal’s Spirit**
The adventurers banish the pharaoh’s spirit, ending his undead reign and stabilizing the region.
2. **Strike a Bargain**
The adventurers negotiate with Ashur-Tal, gaining necromantic abilities in exchange for leaving his pyramid intact.
3. **Claim Ashur-Tal’s Power**
The adventurers harness the pharaoh’s magic, gaining immense abilities but risking corruption.

D20 RANDOM EVENTS: THE PYRAMID OF ASHUR-TAL

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A collapsing ceiling forces Dexterity saves (DC 15) to avoid injury.
3-4	The adventurers uncover a relic tied to Ashur-Tal's reign.
5-6	A frightened villager warns of undead patrols.
7-8	The adventurers find glyphs describing the fall of Ashur-Tal.
9-10	A surge of energy amplifies necromancy-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the pyramid's dangers.
13-14	Evidence of a failed expedition is uncovered in the Deathless Halls.
15-16	A magical trap summons skeletal defenders to confront the adventurers.
17-18	The adventurers find a relic glowing with necrotic energy.
19-20	A massive undead construct emerges, protecting the Throne of Shadows.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 3:



THE SKY TEMPLE OF
ILLYRIA”

PLOT HOOK

High atop a jagged peak rests the Sky Temple of Illyria, a floating sanctuary long abandoned after the fall of a forgotten civilization. Strange energy storms have begun emanating from the temple, disrupting nearby settlements. The adventurers must scale the mountain, explore the temple, and unravel the mystery of the ancient storms threatening the region.

KEY NPCs

1. **Lara Windwhisper** (Aarakocra, Neutral Good)
A winged guardian who believes the temple holds vital knowledge about her ancestors.
2. **The Tempest Sentinel** (Elemental Construct, Lawful Neutral)
An ancient guardian of the temple, enforcing the will of its creators.
3. **Vorrik Skythane** (Human, Chaotic Neutral)
A rogue wizard seeking to harness the temple’s storm magic for personal gain.

LOCATIONS

1. **The Jagged Climb**
A treacherous mountain path leading to the temple, plagued by lightning storms and shifting terrain.
2. **The Tempest Halls**
A network of floating chambers within the temple, guarded by elemental constructs.
3. **The Celestial Nexus**
The core of the temple, where the Tempest Sentinel guards a storm-infused relic.

ENCOUNTERS

1. **Storm Guardians**
At the Jagged Climb, the adventurers face **2 Lightning Elementals** and hazards caused by sudden storms.
2. **Aerial Defenders**
In the Tempest Halls, the adventurers contend with **2 Air Elementals** and traps tied to unstable floating platforms.
3. **Battle with the Tempest Sentinel**
At the Celestial Nexus, the adventurers confront the Tempest Sentinel and its **2 Radiant Wisps**, who use storm magic and defensive maneuvers.

OUTCOME OPTIONS

1. **Dispel the Storm Relic**
The adventurers deactivate the relic, ending the storms and stabilizing the region.
2. **Strike a Bargain**
The adventurers negotiate with the Sentinel, gaining storm-based abilities in exchange for leaving the relic intact.
3. **Claim the Relic’s Power**
The adventurers harness the relic’s energy, gaining control over storms but risking instability.

D20 RANDOM EVENTS: THE SKY TEMPLE OF ILLYRIA

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A collapsing platform forces Dexterity saves (DC 15) to avoid falling.
3-4	The adventurers uncover a shard tied to the temple's origin.
5-6	A frightened villager pleads for help avoiding the storms.
7-8	The adventurers find glyphs describing Illyria's fall.
9-10	A surge of energy amplifies evocation-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the temple's dangers.
13-14	Evidence of past expeditions is uncovered in the Tempest Halls.
15-16	A magical trap summons elemental defenders to confront the adventurers.
17-18	The adventurers find a relic glowing with storm energy.
19-20	A massive air elemental emerges, protecting the Celestial Nexus.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 4:



THE HIDDEN
SANCTUM OF KAL-
RETHA”

PLOT HOOK

Buried beneath an ancient jungle lies the sanctum of Kal-Retha, a reclusive sorceress who sought refuge during the collapse of her empire. Recent tremors have revealed part of the sanctum’s entrance, sparking the interest of nearby scholars and treasure hunters. The adventurers must venture into the dense jungle, uncover the sanctum’s secrets, and face the lingering magic left behind by Kal-Retha’s experiments.

KEY NPCs

1. **Dran Silverbranch** (Elf, Neutral Good)
A scholar of ancient civilizations seeking to preserve the sanctum’s knowledge.
2. **Kal-Retha, the Eternal Dreamer** (Spectral Sorceress, Neutral Evil)
The spirit of Kal-Retha, driven mad by centuries of isolation and experimentation.
3. **Vekros Darkvine** (Half-Orc, Chaotic Neutral)
A treasure hunter determined to claim the sanctum’s treasures, with little regard for consequences.

LOCATIONS

1. **The Overgrown Trail**
A dense jungle path filled with natural hazards and territorial wildlife.
2. **The Arcane Vestibule**
The entrance to the sanctum, warded by magical traps and animated guardians.
3. **The Dreamer’s Vault**
The inner sanctum, where Kal-Retha’s spirit guards a powerful artifact tied to her experiments.

ENCOUNTERS

1. **Jungle Ambush**
At the Overgrown Trail, the adventurers face **2 Giant Spiders** and hazards caused by tangled roots and dense foliage.
2. **Magical Guardians**
In the Arcane Vestibule, the adventurers contend with **2 Arcane Constructs** and traps triggered by lingering enchantments.
3. **Battle with Kal-Retha, the Eternal Dreamer**
At the Dreamer’s Vault, the adventurers confront Kal-Retha and her **2 Shadow Wisps**, who use illusion magic and necrotic spells.

OUTCOME OPTIONS

1. **Destroy the Artifact**
The adventurers shatter the artifact, dispelling the sanctum’s magic and releasing its trapped spirits.
2. **Strike a Bargain**
The adventurers negotiate with Kal-Retha, gaining arcane knowledge in exchange for leaving the artifact intact.
3. **Claim the Artifact’s Power**
The adventurers harness the artifact’s energy, gaining magical abilities but risking future corruption.

D20 RANDOM EVENTS: THE HIDDEN SANCTUM OF KAL-RETHA

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A collapsing tunnel forces Dexterity saves (DC 15) to avoid being trapped.
3-4	The adventurers uncover a relic tied to Kal-Retha's experiments.
5-6	A frightened local pleads for help avoiding jungle predators.
7-8	The adventurers find glyphs describing the fall of Kal-Retha's empire.
9-10	A surge of energy amplifies illusion-based spells temporarily.
11-12	A celestial guardian warns the adventurers of Kal-Retha's lingering madness.
13-14	Evidence of past expeditions is uncovered in the Arcane Vestibule.
15-16	A magical trap summons shadow creatures to confront the adventurers.
17-18	The adventurers find a relic glowing with arcane energy.
19-20	A massive jungle beast emerges, attracted by the sanctum's magic.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 5:

“THE OBSIDIAN RUINS”

PLOT HOOK

In a barren volcanic wasteland, blackened ruins of an ancient city emerge from the ash. The ruins shimmer with faint magical energy, drawing treasure hunters and scholars. Locals claim the ruins are cursed, as strange disappearances and fiery apparitions plague the area. The adventurers must uncover the truth behind the curse and explore the city's depths before the curse spreads.

KEY NPCs

1. **Velkara Flameborn** (Fire Genasi, Neutral Good)
A scholar seeking to study the ruins and uncover their fiery secrets.
2. **Ikaris the Scorched** (Fire Wraith, Neutral Evil)
A tormented spirit bound to the ruins, seeking vengeance on all who enter.
3. **Dramath Coalspire** (Dwarf, Chaotic Neutral)
A miner-turned-mercenary determined to claim the city's treasures, no matter the cost.

LOCATIONS

1. **The Ashen Expanse**
A treacherous landscape filled with lava flows and volcanic vents.
2. **The Searing Halls**
Collapsed buildings filled with fiery traps and spectral apparitions.
3. **The Ember Throne**
The heart of the ruins, where Ikaris guards a cursed relic.

ENCOUNTERS

1. **Volcanic Hazards**
At the Ashen Expanse, the adventurers face **2 Magma Mephits** and hazards from erupting vents.
2. **Fiery Defenders**
In the Searing Halls, the adventurers contend with **2 Fire Wraiths** and traps triggered by heat-sensitive runes.
3. **Battle with Ikaris the Scorched**
At the Ember Throne, the adventurers confront Ikaris and their **2 Flame Wisps**, who use fire magic and ranged attacks.

OUTCOME OPTIONS

1. **Break the Curse**
The adventurers destroy the cursed relic, dispelling the apparitions and stabilizing the area.
2. **Strike a Bargain**
The adventurers negotiate with Ikaris, gaining fiery abilities in exchange for preserving the ruins.
3. **Claim the Relic's Power**
The adventurers harness the relic's energy, gaining immense fire-based abilities but risking corruption.

D20 RANDOM EVENTS: THE OBSIDIAN RUINS

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A collapsing wall forces Dexterity saves (DC 15) to avoid injury.
3-4	The adventurers uncover a relic glowing with faint heat.
5-6	A frightened scavenger pleads for help escaping fiery apparitions.
7-8	The adventurers find glyphs describing the city's destruction.
9-10	A surge of energy amplifies evocation-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the ruins' dangers.
13-14	Evidence of a failed expedition is uncovered in the Searing Halls.
15-16	A magical trap summons fiery defenders to confront the adventurers.
17-18	The adventurers find a shard glowing with elemental energy.
19-20	A massive lava elemental emerges, protecting the Ember Throne.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 6:



THE TEMPLE OF
AURANOS”

PLOT HOOK

Hidden within an isolated mountain range, the Temple of Auranos is said to hold the secret to eternal youth. Recent avalanches have revealed its golden spires, and travelers claim to hear melodic whispers from the temple. The adventurers must venture into the treacherous mountains, uncover the temple’s mysteries, and decide whether to protect or destroy the power within.

KEY NPCs

1. **Tilia Brightsong** (Half-Elf, Neutral Good)
A bard lured by the temple’s whispers, hoping to uncover its fabled songs.
2. **Auranos, the Eternal Voice** (Celestial Entity, Lawful Neutral)
The guardian of the temple, bound to protect its secrets and ensure the balance of life.
3. **Jarik Flintcall** (Dwarf, Chaotic Evil)
A mercenary hired by a wealthy noble to seize the temple’s treasures.

LOCATIONS

1. **The Frostbitten Ascent**
A dangerous climb filled with icy hazards and howling winds.
2. **The Golden Sanctum**
The main temple chamber, guarded by celestial constructs and magical wards.
3. **The Eternal Choir**
A glowing altar where Auranos channels the temple’s power.

ENCOUNTERS

1. **Frost Elementals**
At the Frostbitten Ascent, the adventurers face **2 Ice Elementals** and hazards from falling ice and slippery terrain.
2. **Temple Defenders**
In the Golden Sanctum, the adventurers contend with **2 Celestial Guardians** and traps tied to divine light.
3. **Battle with Auranos, the Eternal Voice**
At the Eternal Choir, the adventurers confront Auranos and its **2 Radiant Wisps**, who use radiant magic and defensive tactics.

OUTCOME OPTIONS

1. **Destroy the Choir’s Power**
The adventurers shatter the altar, ending the temple’s whispers and restoring balance to the mountains.
2. **Strike a Bargain**
The adventurers negotiate with Auranos, gaining celestial knowledge in exchange for sparing the temple.
3. **Claim the Temple’s Power**
The adventurers harness the power of the altar, gaining immortality but risking divine retribution.

D20 RANDOM EVENTS: THE TEMPLE OF AURANOS

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A collapsing ice shelf forces Dexterity saves (DC 15) to avoid injury.
3-4	The adventurers uncover a shard tied to the temple's origin.
5-6	A frightened traveler pleads for help escaping the temple's guardians.
7-8	The adventurers find glyphs describing the purpose of the Eternal Choir.
9-10	A surge of energy amplifies enchantment-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the temple's power.
13-14	Evidence of a past celestial trial is uncovered in the Golden Sanctum.
15-16	A magical trap summons radiant defenders to confront the adventurers.
17-18	The adventurers find a relic glowing with celestial energy.
19-20	A massive ice elemental emerges, protecting the Eternal Choir.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 7:

“THE LOST LIBRARY OF KHARADON”

PLOT HOOK

Deep in a remote canyon lies the Lost Library of Kharadon, an ancient repository of forgotten knowledge. Locals speak of ghostly figures and living shadows guarding its halls, deterring anyone seeking its secrets. The adventurers must navigate the treacherous canyon, confront the spectral protectors, and uncover the knowledge hidden within.

KEY NPCs

1. **Elya Stonescribe** (Dwarf, Neutral Good)
A historian determined to preserve the library's knowledge before it's lost forever.
2. **Archivist Maltherion** (Ghostly Librarian, Lawful Neutral)
A spectral guardian who protects the library's secrets from unworthy intruders.
3. **Cren Blackwhisper** (Human, Chaotic Neutral)
A rogue mage seeking to exploit the library's knowledge for forbidden spells.

LOCATIONS

1. **The Whispering Canyon**
A treacherous passage filled with echoing winds and ancient wards.
2. **The Hall of Shadows**
The library's entrance, where magical defenses and shadowy guardians deter intruders.
3. **The Vault of Secrets**
The inner sanctum of the library, where Archivist Maltherion resides, guarding a legendary tome.

ENCOUNTERS

1. **Living Shadows**
At the Whispering Canyon, the adventurers face **2 Shadow Elementals** and hazards caused by collapsing rock formations.
2. **Spectral Guardians**
In the Hall of Shadows, the adventurers contend with **2 Phantom Scribes** and traps triggered by magical wards.
3. **Battle with Archivist Maltherion**
At the Vault of Secrets, the adventurers confront Maltherion and his **2 Spirit Wisps**, who use necrotic magic and disorienting illusions.

OUTCOME OPTIONS

1. **Claim the Knowledge**
The adventurers take the legendary tome, gaining immense knowledge but risking the wrath of Maltherion.
2. **Strike a Bargain**
The adventurers negotiate with Maltherion, gaining specific knowledge in exchange for leaving the library undisturbed.
3. **Seal the Library**
The adventurers collapse the library's entrance, ensuring its secrets remain hidden forever.

D20 RANDOM EVENTS: THE LOST LIBRARY OF KHARADON

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A collapsing ledge forces Dexterity saves (DC 15) to avoid injury.
3-4	The adventurers uncover a fragment of an ancient manuscript.
5-6	A frightened traveler pleads for help escaping the spectral guardians.
7-8	The adventurers find glyphs describing the library's fall.
9-10	A surge of energy amplifies divination-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the library's traps.
13-14	Evidence of a failed expedition is uncovered in the Hall of Shadows.
15-16	A magical trap summons shadow creatures to confront the adventurers.
17-18	The adventurers find a shard glowing with ancient magic.
19-20	A massive shadow elemental emerges, protecting the Vault of Secrets.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 8:

“THE RUINS OF VARANTHALIS”

PLOT HOOK

The sprawling ruins of Varanthalis, a once-great elven city, now lie overgrown with thorns and filled with haunting melodies. Travelers who venture near report hearing ethereal music that draws them deeper into the ruins, never to return. The adventurers must explore the ruins, face the enchanted dangers, and uncover the source of the haunting melodies.

KEY NPCs

1. **Selindra Moonshade** (Elf, Neutral Good)
An elven bard determined to uncover the city's history and the origins of the haunting music.
2. **Lyraen, the Eternal Chanter** (Spectral Bard, Neutral Evil)
A cursed elven bard bound to the ruins, her music luring intruders to their doom.
3. **Garren Duskwatch** (Human, Chaotic Neutral)
A rogue treasure hunter convinced the ruins hold untold riches.

LOCATIONS

1. **The Thorned Approach**
An overgrown forest path filled with twisting brambles and enchanted traps.
2. **The Enchanted Plaza**
The ruins' main courtyard, where haunting melodies create illusions and lure intruders.
3. **The Hall of Echoes**
A grand hall where Lyraen resides, her spectral form conducting the eternal music.

ENCOUNTERS

1. **Enchanted Beasts**
At the Thorned Approach, the adventurers face **2 Fey Wolves** and hazards caused by animated brambles.
2. **Illusory Guardians**
In the Enchanted Plaza, the adventurers contend with **2 Shadow Illusions** and traps triggered by the haunting music.
3. **Battle with Lyraen, the Eternal Chanter**
At the Hall of Echoes, the adventurers confront Lyraen and her **2 Spectral Minstrels**, who use enchantment magic and debilitating auras.

OUTCOME OPTIONS

1. **Destroy the Cursed Lyre**
The adventurers shatter Lyraen's lyre, breaking the curse and freeing the ruins.
2. **Strike a Bargain**
The adventurers negotiate with Lyraen, gaining musical enchantments in exchange for sparing the lyre.
3. **Harness the Lyre's Power**
The adventurers take the cursed lyre, gaining immense enchantment abilities but risking corruption.

D20 RANDOM EVENTS: THE RUINS OF VARANTHALIS

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A collapsing archway forces Dexterity saves (DC 15) to avoid injury.
3-4	The adventurers uncover an ancient elven relic.
5-6	A frightened traveler pleads for help escaping illusions.
7-8	The adventurers find glyphs describing Varanthalis' fall.
9-10	A surge of energy amplifies enchantment-based spells temporarily.
11-12	A celestial guardian warns the adventurers of Lyraen's power.
13-14	Evidence of past expeditions is uncovered in the Enchanted Plaza.
15-16	A magical trap summons illusory creatures to confront the adventurers.
17-18	The adventurers find a shard glowing with fey magic.
19-20	A massive fey guardian emerges, protecting the Hall of Echoes.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 9:



THE SILENT SPIRE OF
ERETHAL”

PLOT HOOK

The Silent Spire of Erethal, a massive tower rising from a desolate plain, is rumored to have once been the seat of a powerful mage council. Now it stands as a quiet monolith, with no sound escaping its walls. Recent seismic activity has disturbed the area, causing faint lights to flicker at the tower’s peak. The adventurers must ascend the spire, uncover its secrets, and deal with the remnants of its magical power.

KEY NPCs

1. **Kara Windsigh** (Human, Neutral Good)
A historian who believes the spire holds forgotten spells that could save her dying village.
2. **Erethalian Echo** (Arcane Construct, Lawful Neutral)
A magical entity left behind to guard the spire’s forbidden knowledge.
3. **Thaldros Veilheart** (Elf, Chaotic Neutral)
A renegade mage seeking to claim the spire’s power for his own ambitions.

LOCATIONS

1. **The Desolate Plain**
The barren area surrounding the spire, filled with magical anomalies and unstable ground.
2. **The Soundless Halls**
The tower’s lower levels, where silence is absolute and magical wards guard the path.
3. **The Whispering Apex**
The top of the spire, where the Erethalian Echo protects the source of the spire’s ancient power.

ENCOUNTERS

1. **Magical Aberrations**
At the Desolate Plain, the adventurers face **2 Arcane Aberrations** and hazards caused by unstable magic fields.
2. **Silent Defenders**
In the Soundless Halls, the adventurers contend with **2 Arcane Guardians** and traps triggered by sound-based wards.
3. **Battle with the Erethalian Echo**
At the Whispering Apex, the adventurers confront the Erethalian Echo and its **2 Arcane Wisps**, who use force magic and silencing effects to dominate the battlefield.

OUTCOME OPTIONS

1. **Seal the Spire**
The adventurers disable the spire’s magic, stabilizing the region but losing its knowledge.
2. **Strike a Bargain**
The adventurers negotiate with the Erethalian Echo, gaining arcane secrets in exchange for leaving the spire intact.
3. **Harness the Spire’s Power**
The adventurers claim the spire’s magic, gaining immense knowledge but risking magical backlash.

D20 RANDOM EVENTS: THE SILENT SPIRE OF ERETHAL

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A magical surge forces Constitution saves (DC 15) to resist disorientation.
3-4	The adventurers uncover a fragment of a forbidden spell.
5-6	A frightened traveler pleads for help escaping magical anomalies.
7-8	The adventurers find glyphs describing the spire's construction.
9-10	A surge of energy amplifies abjuration-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the spire's dangers.
13-14	Evidence of past mage councils is uncovered in the Soundless Halls.
15-16	A magical trap summons arcane defenders to confront the adventurers.
17-18	The adventurers find a shard glowing with arcane power.
19-20	A massive arcane construct emerges, protecting the Whispering Apex.

DM's CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 10:

“THE FORGOTTEN CRYPT OF ZEHALIS”

PLOT HOOK

Hidden beneath a sprawling cemetery lies the crypt of Zehalis, a warlord whose power was so great that even death couldn't fully claim him. Unnatural shadows and whispers have begun to seep from the crypt, spreading fear among the locals. The adventurers must descend into the crypt, confront its spectral inhabitants, and ensure that Zehalis' dark influence doesn't rise again.

KEY NPCs

1. **Father Lorrان** (Human, Neutral Good)
A priest seeking to cleanse the crypt and protect the souls resting above it.
2. **Zehalis, the Undying Tyrant** (Spectral Warlord, Chaotic Evil)
The spirit of the warlord, bound to his crypt and still seeking dominion.
3. **Veyla Thornshade** (Tiefling, Chaotic Neutral)
A grave robber hoping to profit from the treasures buried with Zehalis.

LOCATIONS

1. **The Graveyard's Edge**
The cemetery's overgrown outskirts, where shadows seem to move of their own accord.
2. **The Silent Catacombs**
The crypt's winding tunnels, filled with undead guardians and lingering curses.
3. **The Tyrant's Chamber**
The final chamber, where Zehalis guards his cursed blade and the remnants of his power.

ENCOUNTERS

1. **Restless Spirits**
At the Graveyard's Edge, the adventurers face **2 Shadow Stalkers** and hazards caused by unstable ground.
2. **Undead Guardians**
In the Silent Catacombs, the adventurers contend with **2 Wight Defenders** and traps triggered by desecrated wards.
3. **Battle with Zehalis, the Undying Tyrant**
At the Tyrant's Chamber, the adventurers confront Zehalis and his **2 Spectral Shades**, who use necrotic magic and melee combat to dominate the battlefield.

OUTCOME OPTIONS

1. **Banish Zehalis**
The adventurers destroy Zehalis' spirit, ending his influence and purging the crypt.
2. **Strike a Bargain**
The adventurers negotiate with Zehalis, gaining dark power in exchange for their loyalty.
3. **Seal the Crypt**
The adventurers collapse the crypt, trapping Zehalis' spirit and his treasures forever.

D20 RANDOM EVENTS: THE FORGOTTEN CRYPT OF ZEHALIS

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A collapsing tunnel forces Dexterity saves (DC 15) to avoid injury.
3-4	The adventurers uncover a cursed relic.
5-6	A frightened villager pleads for help escaping the crypt's influence.
7-8	The adventurers find glyphs describing Zehalis' tyranny.
9-10	A surge of energy amplifies necromancy-based spells temporarily.
11-12	A celestial guardian warns the adventurers of Zehalis' power.
13-14	Evidence of past battles is uncovered in the Silent Catacombs.
15-16	A magical trap summons undead defenders to confront the adventurers.
17-18	The adventurers find a shard glowing with necrotic energy.
19-20	A massive undead construct emerges, protecting the Tyrant's Chamber.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.



ADVENTURE SEED 11:

“THE CURSED VILLAGE OF DREADSHADE”

PLOT HOOK

The village of

Dreadshade has been abandoned for decades, its fields barren and its buildings draped in an unnatural mist. Travelers whisper of a curse that causes those who enter the village to age rapidly, with some crumbling to dust within days. Recently, glowing lights have been seen in the village at night, and cries for help echo through the mist. The adventurers must uncover the source of the curse and decide its fate before more lives are lost.

KEY NPCs

1. **Elder Morathen** (Human, Neutral Good)
A former villager who narrowly escaped the curse's onset, desperate to restore his homeland.
2. **Aralen, the Withered Seer** (Cursed Spirit, Neutral Evil)
A spectral figure bound to the curse, seeking to extend its reach to the surrounding lands.
3. **Vilara Frostthorn** (Half-Elf, Chaotic Neutral)
A rogue scavenger searching for treasure in the village, offering dubious guidance to the adventurers.

LOCATIONS

1. **The Mist-Laden Fields**
The outskirts of the village, where the aging curse begins to take effect.
2. **The Hollow Square**
The village center, filled with spectral echoes and cursed artifacts.
3. **The Shrine of Shadows**
An ancient temple at the heart of the village, where Aralen maintains the curse's power.

ENCOUNTERS

1. **Cursed Apparitions**
At the Mist-Laden Fields, the adventurers face **2 Shadow Wisps** and hazards caused by the rapid aging effect.
2. **Haunting Specters**
In the Hollow Square, the adventurers contend with **2 Ghostly Guardians** and traps tied to cursed relics.
3. **Battle with Aralen, the Withered Seer**
At the Shrine of Shadows, the adventurers confront Aralen and her **2 Wraith Minions**, who use necrotic magic and debilitating auras.

OUTCOME OPTIONS

1. **Break the Curse**
The adventurers destroy the source of the curse, lifting the blight on Dreadshade but risking the wrath of the spirits bound to it.
2. **Strike a Bargain**
The adventurers negotiate with Aralen, gaining forbidden knowledge in exchange for extending the curse's reach.
3. **Claim the Curse's Power**
The adventurers harness the curse's energy, gaining powerful abilities but becoming partially bound to its effects.

D20 RANDOM EVENTS: THE CURSED VILLAGE OF DREADSHADE

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A sudden mist surge forces Constitution saves (DC 15) to resist rapid aging.
3-4	The adventurers uncover a cursed trinket with faint magical properties.
5-6	A frightened scavenger pleads for help escaping the mist.
7-8	The adventurers find glyphs describing the curse's origin.
9-10	A surge of energy amplifies necromancy-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the curse's dangers.
13-14	Evidence of a failed expedition is uncovered in the Hollow Square.
15-16	A magical trap summons spectral defenders to confront the adventurers.
17-18	The adventurers find a relic glowing with cursed energy.
19-20	A massive cursed construct emerges, protecting the Shrine of Shadows.

DM's CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 12:

“THE BLIGHTED GROVE”

PLOT HOOK

In the heart of a once-lush forest lies the Blighted Grove, where the trees are withered, and the ground oozes black ichor. Animals that venture into the grove emerge twisted and hostile, and hunters speak of voices calling them into the shadows. A nearby druid circle believes the grove is cursed by an ancient guardian spirit betrayed long ago. The adventurers must cleanse the grove, confront the spirit, and decide its fate.

KEY NPCs

1. **Eryndra Leafshade** (Elf, Neutral Good)
A druid desperately trying to restore the forest and appease the cursed spirit.
2. **Kaldaros, the Corrupted Sentinel** (Fey Spirit, Chaotic Evil)
The guardian spirit of the grove, now consumed by rage and corruption.
3. **Dren Blackthorn** (Human, Chaotic Neutral)
A rogue woodsman scavenging the grove for rare herbs, offering risky guidance.

LOCATIONS

1. **The Withered Path**
A decayed trail leading into the grove, filled with mutated plants and unnatural predators.
2. **The Rotting Heart**
The grove's core, where corrupted roots and ichor pools pulse with dark energy.
3. **The Sentinel's Glade**
A once-sacred clearing now twisted and shadowed, where Kaldaros resides.

ENCOUNTERS

1. **Corrupted Beasts**
At the Withered Path, the adventurers face **2 Blighted Wolves** and hazards caused by grasping vines and toxic spores.
2. **Ichor Defenders**
In the Rotting Heart, the adventurers contend with **2 Slime Elementals** and traps triggered by spreading pools of ichor.
3. **Battle with Kaldaros, the Corrupted Sentinel**
At the Sentinel's Glade, the adventurers confront Kaldaros and his **2 Rot Wisps**, who use necrotic magic and terrain control.

OUTCOME OPTIONS

1. **Cleanse the Grove**
The adventurers destroy the source of the corruption, restoring the forest but risking the ire of other fey spirits.
2. **Strike a Bargain**
The adventurers negotiate with Kaldaros, gaining fey blessings in exchange for allowing the corruption to persist.
3. **Harness the Corruption**
The adventurers harness the grove's corrupted energy, gaining power but spreading the blight to other regions.

D20 RANDOM EVENTS: THE BLIGHTED GROVE

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A grasping vine forces Dexterity saves (DC 15) to avoid entanglement.
3-4	The adventurers uncover a shard of wood imbued with fey magic.
5-6	A frightened animal, partially corrupted, pleads for help through magical means.
7-8	The adventurers find glyphs describing the grove's corruption.
9-10	A surge of energy amplifies druidic-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the grove's dangers.
13-14	Evidence of past sacrifices is uncovered in the Rotting Heart.
15-16	A magical trap summons corrupted plants to confront the adventurers.
17-18	The adventurers find a relic glowing with fey corruption.
19-20	A massive blighted treant emerges, protecting the Sentinel's Glade.

DM's CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 13:

“THE PLAGUE STONE”

PLOT HOOK

A mysterious obelisk has appeared overnight in the center of a bustling market square. Since its arrival, villagers have been falling ill with strange, incurable afflictions, and crops have withered in the fields. The adventurers must uncover the origins of the obelisk, confront its dark influence, and decide how to deal with its power before the plague consumes the entire region.

KEY NPCs

1. **Eira Windwhisper** (Human, Neutral Good)
A healer working tirelessly to save the afflicted, desperate for answers.
2. **The Malefic Watcher** (Cursed Entity, Neutral Evil)
A shadowy figure tied to the obelisk, spreading its curse and feeding off the suffering.
3. **Zarrek Blackveil** (Tiefling, Chaotic Neutral)
A traveling mage intrigued by the obelisk's power, offering cryptic guidance.

LOCATIONS

1. **The Tainted Square**
The market square where the obelisk resides, filled with ill villagers and dark energy.
2. **The Cursed Caves**
A network of tunnels beneath the village, where the obelisk's corruption extends.
3. **The Obelisk Core**
The heart of the obelisk, where the Malefic Watcher channels its plague magic.

ENCOUNTERS

1. **Plagueborn Creatures**
At the Tainted Square, the adventurers face **2 Diseased Rats** and hazards caused by spreading sickness.
2. **Shadow Guardians**
In the Cursed Caves, the adventurers contend with **2 Shadow Wisps** and traps triggered by dark energy.
3. **Battle with the Malefic Watcher**
At the Obelisk Core, the adventurers confront the Malefic Watcher and its **2 Plague Spirits**, who use necrotic magic and debilitating disease effects.

OUTCOME OPTIONS

1. **Destroy the Obelisk**
The adventurers shatter the obelisk, ending the plague but releasing its latent dark energy.
2. **Strike a Bargain**
The adventurers negotiate with the Malefic Watcher, gaining forbidden knowledge in exchange for preserving the obelisk.
3. **Harness the Plague's Power**
The adventurers claim the obelisk's magic, gaining disease-based abilities but risking its curse.

D20 RANDOM EVENTS: THE PLAGUE STONE

DM SCRATCH PAD

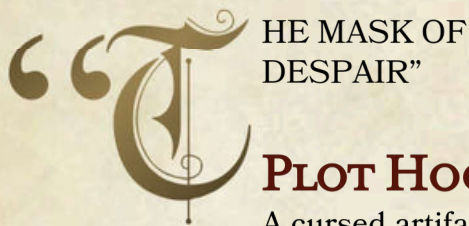
Roll (1d20)	Event Description
1-2	A wave of dark energy forces Constitution saves (DC 15) to resist sickness.
3-4	The adventurers uncover a relic tied to the obelisk's creation.
5-6	A frightened villager pleads for help escaping the obelisk's influence.
7-8	The adventurers find glyphs describing the obelisk's origins.
9-10	A surge of energy amplifies necromancy-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the obelisk's dangers.
13-14	Evidence of failed attempts to destroy the obelisk is uncovered in the Cursed Caves.
15-16	A magical trap summons spectral defenders to confront the adventurers.
17-18	The adventurers find a shard glowing with plague energy.
19-20	A massive plagueborn beast emerges, protecting the Obelisk Core.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 14:



PLOT HOOK

A cursed artifact known as the Mask of Despair has resurfaced, leaving a trail of madness in its wake. Those who wear the mask are consumed by overwhelming sorrow, spreading despair wherever they go. The adventurers must track down the artifact, confront its cursed wielder, and uncover the dark ritual that binds the mask's power.

KEY NPCs

1. **Lyric Greysong** (Half-Elf, Neutral Good)
A bard seeking to destroy the mask after losing her mentor to its curse.
2. **Morvath the Desolate** (Cursed Wielder, Neutral Evil)
The current bearer of the mask, whose despair manifests as dark energy and madness.
3. **Korrin Blackveil** (Human, Chaotic Neutral)
A relic hunter seeking to claim the mask for profit, despite its dangers.

LOCATIONS

1. **The Trail of Tears**
The path of destruction left by the mask's wielder, littered with afflicted survivors.
2. **The Wailing Sanctum**
An ancient ruin where the mask's power was first bound, now echoing with sorrowful cries.
3. **The Ritual Chamber**
A hidden chamber where the mask's curse is tied to a dark altar.

ENCOUNTERS

1. **Cursed Survivors**
At the Trail of Tears, the adventurers face **2 Despair Wisps** and hazards caused by lingering madness.
2. **Spirit Guardians**
In the Wailing Sanctum, the adventurers contend with **2 Spectral Wailers** and traps tied to the mask's sorrowful energy.
3. **Battle with Morvath the Desolate**
At the Ritual Chamber, the adventurers confront Morvath and his **2 Shadow Minions**, who use psychic magic and debilitating despair effects.

OUTCOME OPTIONS

1. **Destroy the Mask**
The adventurers shatter the mask, ending its curse but releasing its latent dark energy.
2. **Strike a Bargain**
The adventurers negotiate with Morvath, gaining psychic abilities in exchange for sparing the mask.
3. **Claim the Mask's Power**
The adventurers claim the mask, gaining powerful abilities but risking madness.

D20 RANDOM EVENTS: THE MASK OF DESPAIR

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A psychic surge forces Wisdom saves (DC 15) to resist despair.
3-4	The adventurers uncover a relic tied to the mask's history.
5-6	A frightened villager pleads for help resisting the mask's influence.
7-8	The adventurers find glyphs describing the mask's creation.
9-10	A surge of energy amplifies enchantment-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the mask's dangers.
13-14	Evidence of past bearers' madness is uncovered in the Wailing Sanctum.
15-16	A magical trap summons despairing spirits to confront the adventurers.
17-18	The adventurers find a shard glowing with psychic energy.
19-20	A massive spectral construct emerges, protecting the Ritual Chamber.

DM's CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 15:

“THE BLOODBOUND COVENANT”

PLOT HOOK

A crumbling fortress in the hills is said to hold a pact sealed in blood between a long-forgotten king and a fiendish entity. The pact, etched into stone tablets, has begun to glow with fiery runes, and the surrounding villages are plagued by unnatural storms and fiendish apparitions. The adventurers must breach the fortress, uncover the terms of the covenant, and decide the fate of its lingering power.

KEY NPCs

1. **Elara Stormsigh** (Human, Neutral Good)
A sorceress researching the storms, seeking to dispel the fiendish influence.
2. **Morrak the Bound** (Fiend, Lawful Evil)
The entity tied to the covenant, seeking freedom at any cost.
3. **Veyrin Duskhold** (Half-Elf, Chaotic Neutral)
A rogue mage drawn to the fortress by the promise of forbidden power.

LOCATIONS

1. **The Storm-Battered Pass**
The treacherous route to the fortress, lashed by lightning and howling winds.
2. **The Infernal Courtyard**
The fortress grounds, filled with fiendish traps and spectral echoes of past battles.
3. **The Pact Chamber**
A fiery cavern beneath the fortress where the Bloodbound Covenant's terms are etched in stone.

ENCOUNTERS

1. **Infernal Storms**
At the Storm-Battered Pass, the adventurers face **2 Storm Fiends** and hazards caused by lightning strikes and fierce winds.
2. **Fiendish Guardians**
In the Infernal Courtyard, the adventurers contend with **2 Hell Hounds** and traps triggered by infernal runes.
3. **Battle with Morrak the Bound**
At the Pact Chamber, the adventurers confront Morrak and his **2 Flame Wisps**, who use fire magic and binding spells to dominate the battlefield.

OUTCOME OPTIONS

1. **Destroy the Pact**
The adventurers break the stone tablets, severing Morrak's tie to the world but unleashing residual infernal energy.
2. **Strike a Bargain**
The adventurers negotiate with Morrak, gaining fiendish powers in exchange for altering the covenant.
3. **Claim the Covenant's Power**
The adventurers bind the pact to themselves, gaining immense infernal abilities but risking eternal damnation.

D20 RANDOM EVENTS: THE BLOODBOUND COVENANT

DM SCRATCH PAD

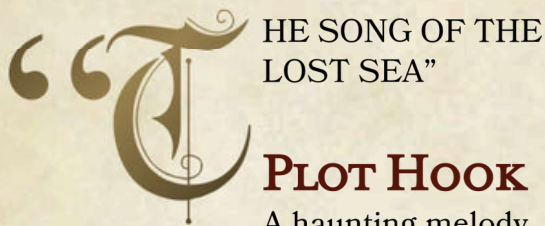
Roll (1d20)	Event Description
1-2	A fiery surge forces Dexterity saves (DC 15) to avoid flame bursts.
3-4	The adventurers uncover an infernal relic tied to the covenant.
5-6	A frightened villager pleads for help escaping fiendish apparitions.
7-8	The adventurers find glyphs describing the original terms of the covenant.
9-10	A surge of energy amplifies evocation-based spells temporarily.
11-12	A celestial guardian warns the adventurers of Morrak's influence.
13-14	Evidence of past infernal deals is uncovered in the Infernal Courtyard.
15-16	A magical trap summons fiendish defenders to confront the adventurers.
17-18	The adventurers find a shard glowing with infernal energy.
19-20	A massive infernal construct emerges, protecting the Pact Chamber.

DM's CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 16:



THE SONG OF THE
LOST SEA”

PLOT HOOK

A haunting melody echoes across the coastline near a fishing village, luring sailors to their doom. The villagers believe the song comes from a cursed shipwreck, where an ancient sea witch was betrayed and bound to the depths. The adventurers must venture into the perilous waters, confront the witch’s lingering spirit, and break the curse before the melody spreads further.

KEY NPCs

1. **Mara Tidewalker** (Human, Neutral Good)
A fisherwoman whose family has suffered from the song’s deadly allure.
2. **Naelyn, the Drowned Siren** (Spectral Witch, Chaotic Evil)
The spirit bound to the shipwreck, whose haunting melody drives sailors to their deaths.
3. **Ralos Driftblade** (Half-Orc, Chaotic Neutral)
A pirate-turned-guide who offers to help the adventurers for a share of any treasure.

LOCATIONS

1. **The Siren’s Shore**
The rocky coastline where the song is strongest, filled with treacherous waves and hostile sea creatures.
2. **The Sunken Deck**
The shattered remains of the shipwreck, haunted by spectral echoes and magical wards.
3. **The Abyssal Lair**
A cavern beneath the wreck where Naelyn resides, channeling her song through an ancient artifact.

ENCOUNTERS

1. **Tidal Predators**
At the Siren’s Shore, the adventurers face **2 Reef Sharks** and hazards caused by crashing waves and slippery rocks.
2. **Haunting Spirits**
In the Sunken Deck, the adventurers contend with **2 Spectral Sailors** and traps tied to the ship’s enchanted remains.
3. **Battle with Naelyn, the Drowned Siren**
At the Abyssal Lair, the adventurers confront Naelyn and her **2 Abyss Wisps**, who use enchantment magic and water-based attacks.

OUTCOME OPTIONS

1. **Shatter the Artifact**
The adventurers destroy the artifact, breaking the song’s power but risking further instability in the waters.
2. **Strike a Bargain**
The adventurers negotiate with Naelyn, gaining enchantment-based abilities in exchange for releasing her.
3. **Claim the Song’s Power**
The adventurers harness the artifact’s energy, gaining immense musical abilities but risking the song’s corruption.

D20 RANDOM EVENTS: THE SONG OF THE LOST SEA

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A crashing wave forces Strength saves (DC 15) to avoid being swept away.
3-4	The adventurers uncover a relic tied to the witch's betrayal.
5-6	A frightened sailor pleads for help escaping the song's influence.
7-8	The adventurers find glyphs describing the artifact's creation.
9-10	A surge of energy amplifies enchantment-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the artifact's danger.
13-14	Evidence of past wrecks is uncovered in the Sunken Deck.
15-16	A magical trap summons water elementals to confront the adventurers.
17-18	The adventurers find a shard glowing with aquatic magic.
19-20	A massive water elemental emerges, protecting the Abyssal Lair.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 17:



HE CURSE OF THE
EBON LANTERN”

PLOT HOOK

An ancient black lantern, said to light only in the presence of death, has resurfaced in a small village. Wherever it is carried, unnatural shadows linger, and villagers vanish without a trace. The adventurers must uncover the lantern’s origins, confront the darkness it brings, and decide how to end its haunting influence.

KEY NPCs

1. **Lorrin Dusks shade** (Halfling, Neutral Good)
A local farmer who has been tracking the lantern’s movements through the village.
2. **The Keeper of Shadows** (Spectral Entity, Lawful Evil)
A malevolent spirit bound to the lantern, consuming those it lures into the darkness.
3. **Fenrik Dusksinger** (Human, Chaotic Neutral)
A wandering bard fascinated by the lantern, seeking its secrets despite its danger.

LOCATIONS

1. **The Shadowed Glade**
A nearby forest clearing where the lantern’s trail was first discovered, now thick with unnatural mist.
2. **The Vanishing Hamlet**
A portion of the village where the lantern’s presence has caused buildings to collapse into darkness.
3. **The Keeper’s Domain**
A pocket dimension accessible only through the lantern’s light, where the Keeper of Shadows resides.

ENCOUNTERS

1. **Shadow Beasts**
At the Shadowed Glade, the adventurers face **2 Shadow Wolves** and hazards caused by dim light and spectral attacks.
2. **Vanished Souls**
In the Vanishing Hamlet, the adventurers contend with **2 Spectral Villagers** and traps triggered by ghostly wards.
3. **Battle with the Keeper of Shadows**
At the Keeper’s Domain, the adventurers confront the Keeper and its **2 Shadow Wisps**, who use darkness magic and stealth-based attacks.

OUTCOME OPTIONS

1. **Destroy the Lantern**
The adventurers shatter the lantern, banishing the Keeper but risking its power being unleashed elsewhere.
2. **Strike a Bargain**
The adventurers negotiate with the Keeper, gaining shadow-based abilities in exchange for keeping the lantern intact.
3. **Harness the Lantern’s Power**
The adventurers claim the lantern, gaining immense control over shadows but risking corruption.

D20 RANDOM EVENTS: THE CURSE OF THE EBON LANTERN

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A surge of darkness forces Wisdom saves (DC 15) to resist disorientation.
3-4	The adventurers uncover a relic tied to the lantern's creation.
5-6	A frightened villager pleads for help escaping the lantern's curse.
7-8	The adventurers find glyphs describing the lantern's original purpose.
9-10	A surge of energy amplifies illusion-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the lantern's dangers.
13-14	Evidence of past victims is uncovered in the Vanishing Hamlet.
15-16	A magical trap summons shadow creatures to confront the adventurers.
17-18	The adventurers find a shard glowing with shadow magic.
19-20	A massive shadow construct emerges, protecting the Keeper's Domain.

DM's CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 18:



HE CURSED
FOUNTAIN OF
FORGOTTEN
DREAMS”

PLOT HOOK

A beautiful fountain in the center of an abandoned city is said to grant visions of one's deepest desires, but the price is steep. Those who drink from it are consumed by obsession, with their minds twisted until they waste away. The adventurers must investigate the fountain, face the obsessions of those who succumbed, and determine whether the fountain's magic should be destroyed or saved.

KEY NPCs

1. **Variel Moorlight** (Elf, Neutral Good)
A scholar researching the fountain's history, determined to uncover its secrets.
2. **The Keeper of Longing** (Spectral Entity, Neutral Evil)
A wraith-like spirit bound to the fountain, feeding off the desires of those who approach.
3. **Darla Vex** (Human, Chaotic Neutral)
A treasure hunter obsessed with drinking from the fountain despite its danger.

LOCATIONS

1. **The Shattered Plaza**
The cracked streets surrounding the fountain, filled with remnants of lost souls and lingering magic.
2. **The Hall of Echoes**
A once-grand building where whispers of desires still haunt those who enter.
3. **The Fountain of Dreams**
The cursed fountain itself, surrounded by glowing glyphs and the Keeper of Longing's magic.

ENCOUNTERS

1. **Obsessed Souls**
At the Shattered Plaza, the adventurers face **2 Ghostly Seekers** and hazards caused by sudden magical surges.
2. **Illusory Guardians**
In the Hall of Echoes, the adventurers contend with **2 Illusionary Shades** and traps tied to the fountain's magic.
3. **Battle with the Keeper of Longing**
At the Fountain of Dreams, the adventurers confront the Keeper and its **2 Wisp Minions**, who use psychic attacks and illusion-based spells.

OUTCOME OPTIONS

1. **Destroy the Fountain**
The adventurers shatter the fountain, ending its curse but losing its knowledge forever.
2. **Strike a Bargain**
The adventurers negotiate with the Keeper, gaining powerful illusion-based abilities in exchange for sparing the fountain.
3. **Claim the Fountain's Power**
The adventurers harness the fountain's magic, gaining insight into their own desires but risking mental corruption.

D20 RANDOM EVENTS: THE CURSED FOUNTAIN OF FORGOTTEN DREAMS

DM SCRATCH PAD

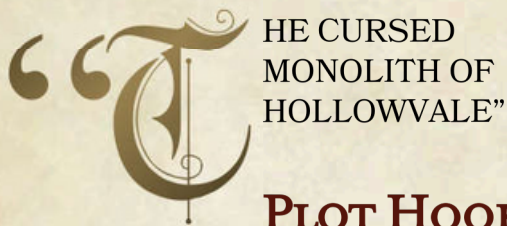
Roll (1d20)	Event Description
1-2	A sudden vision forces Wisdom saves (DC 15) to resist obsession.
3-4	The adventurers uncover a relic tied to the fountain's creation.
5-6	A frightened spirit pleads for help escaping the fountain's magic.
7-8	The adventurers find glyphs describing the fountain's purpose.
9-10	A surge of energy amplifies enchantment-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the fountain's power.
13-14	Evidence of past victims is uncovered in the Shattered Plaza.
15-16	A magical trap summons illusory defenders to confront the adventurers.
17-18	The adventurers find a shard glowing with psychic energy.
19-20	A massive illusionary construct emerges, protecting the Fountain of Dreams.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 19:



PLOT HOOK

In the mist-shrouded valley of Hollowvale stands a monolith carved with runes that glow faintly at dusk. The locals speak of a curse that twists the minds of those who approach, driving them into violent madness. The adventurers must brave the eerie valley, decipher the runes, and uncover the source of the curse before the monolith's influence spreads further.

KEY NPCs

1. **Erynn Shadecloak** (Human, Neutral Good)
A hermit who has studied the monolith from a distance and believes it is tied to ancient, forbidden magic.
2. **The Inscribed Horror** (Cursed Construct, Neutral Evil)
A rune-covered guardian bound to the monolith, driven by mindless rage to protect it.
3. **Gorak Stormfang** (Half-Orc, Chaotic Neutral)
A mercenary who seeks the monolith's power to enhance his combat prowess, no matter the risk.

LOCATIONS

1. **The Shrouded Path**
A winding trail through the mist, filled with disorienting illusions and haunting whispers.
2. **The Veiled Clearing**
A hidden glade where the monolith's glow is strongest, surrounded by strange, corrupted vegetation.
3. **The Monolith Core**
A cavern beneath the monolith, where ancient runes pulse with dark energy and the Inscribed Horror lurks.

ENCOUNTERS

1. **Mad Spirits**
At the Shrouded Path, the adventurers face **2 Maddened Specters** and hazards caused by disorienting illusions.
2. **Corrupted Creatures**
In the Veiled Clearing, the adventurers contend with **2 Blighted Stalkers** and traps triggered by corrupted vines.
3. **Battle with the Inscribed Horror**
At the Monolith Core, the adventurers confront the Inscribed Horror and its **2 Rune Wisps**, who use psychic attacks and mind-affecting spells.

OUTCOME OPTIONS

1. **Cleanse the Monolith**
The adventurers purify the monolith's magic, lifting the curse but risking the release of other dormant powers.
2. **Strike a Bargain**
The adventurers negotiate with the monolith's magic, gaining insight into forbidden knowledge in exchange for preserving its curse.
3. **Harness the Monolith's Power**
The adventurers claim the monolith's energy, gaining immense psychic abilities but risking their own sanity.

D20 RANDOM EVENTS: THE CURSED MONOLITH OF HOLLOWVALE

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A sudden pulse of psychic energy forces Intelligence saves (DC 15) to resist disorientation.
3-4	The adventurers uncover a shard etched with glowing runes.
5-6	A frightened traveler pleads for help escaping the monolith's influence.
7-8	The adventurers find glyphs describing the monolith's origin.
9-10	A surge of energy amplifies enchantment-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the monolith's dangers.
13-14	Evidence of past victims is uncovered in the Veiled Clearing.
15-16	A magical trap summons corrupted defenders to confront the adventurers.
17-18	The adventurers find a shard glowing with corrupted energy.
19-20	A massive rune-etched construct emerges, protecting the Monolith Core.

DM's CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 20:



THE WEeping FLAME
OF KALVARIS”

PLOT HOOK

A solitary lighthouse on a jagged cliff emits an eerie blue flame that weeps liquid fire. Once a beacon of hope, the lighthouse is now cursed, causing ships to crash against the rocks and filling nearby villages with an oppressive sorrow. The adventurers must ascend the lighthouse, confront its ghostly keeper, and decide whether to extinguish or restore the flame.

KEY NPCs

1. **Nereth Seasong** (Elf, Neutral Good)
A sailor who survived a shipwreck caused by the lighthouse, seeking justice for her fallen crew.
2. **Kalvaris, the Keeper of Flame** (Spectral Keeper, Neutral Evil)
A ghostly figure bound to the lighthouse, channeling its cursed magic.
3. **Torgan Reefcaller** (Dwarf, Chaotic Neutral)
A fisherman who believes the flame can be harnessed to control the seas, offering risky guidance.

LOCATIONS

1. **The Jagged Approach**
A perilous cliffside trail leading to the lighthouse, filled with treacherous winds and falling rocks.
2. **The Silent Chamber**
The lighthouse’s interior, where ghostly apparitions and magical traps bar the way to the flame.
3. **The Keeper’s Lantern Room**
The topmost chamber of the lighthouse, where Kalvaris guards the Weeping Flame.

ENCOUNTERS

1. **Wraithlike Guardians**
At the Jagged Approach, the adventurers face **2 Phantom Mariners** and hazards caused by falling rocks and gusting winds.
2. **Ghostly Defenders**
In the Silent Chamber, the adventurers contend with **2 Spectral Guardians** and traps triggered by magical wards.
3. **Battle with Kalvaris, the Keeper of Flame**
At the Keeper’s Lantern Room, the adventurers confront Kalvaris and his **2 Flame Wisps**, who use fire magic and spectral attacks.

OUTCOME OPTIONS

1. **Extinguish the Flame**
The adventurers snuff out the flame, ending the curse but leaving the seas unprotected.
2. **Strike a Bargain**
The adventurers negotiate with Kalvaris, gaining control over the flame in exchange for continuing its cursed existence.
3. **Restore the Flame’s Purpose**
The adventurers purify the flame, restoring it as a protective beacon but risking its stability.

D20 RANDOM EVENTS: THE WEeping FLAME OF KALVARIS

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A sudden flare of blue fire forces Dexterity saves (DC 15) to avoid burns.
3-4	The adventurers uncover a shard tied to the lighthouse's curse.
5-6	A frightened spirit pleads for help escaping the flame's influence.
7-8	The adventurers find glyphs describing the lighthouse's creation.
9-10	A surge of energy amplifies evocation-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the flame's dangers.
13-14	Evidence of past shipwrecks is uncovered at the Jagged Approach.
15-16	A magical trap summons ghostly defenders to confront the adventurers.
17-18	The adventurers find a relic glowing with cursed flame energy.
19-20	A massive spectral mariner emerges, protecting the Keeper's Lantern Room.

DM's CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.



ADVENTURE SEED 21:



THE PORTAL OF
SHIMMERING
WORLDS”

PLOT HOOK

An iridescent portal has appeared in the heart of a forest glade, pulsing with energy and distorting the nearby terrain. Locals whisper of strange creatures emerging from the portal and mysterious treasures lying beyond it. The adventurers must investigate the portal, contend with the interplanar beings it has unleashed, and determine whether to seal it or explore its dangerous potential.

KEY NPCs

1. **Lydia Starcall** (Elf, Neutral Good)
A wizard studying the portal, eager to learn its secrets and protect her homeland.
2. **Vaelix, the Riftkeeper** (Planar Construct, Lawful Neutral)
A sentient entity tasked with maintaining balance, who views the portal's presence as a violation.
3. **Drask Thornmire** (Half-Orc, Chaotic Neutral)
A mercenary lured by the promise of treasure and power, indifferent to the portal's dangers.

LOCATIONS

1. **The Twisted Glade**
The forest surrounding the portal, warped by its energy and filled with displaced creatures.
2. **The Rift's Edge**
The immediate area around the portal, where shimmering light and chaotic magic create dangerous traps.
3. **The Nexus Chamber**
A swirling expanse within the portal, where Vaelix guards a planar artifact tied to its creation.

ENCOUNTERS

1. **Displaced Beasts**
At the Twisted Glade, the adventurers face **2 Blink Hounds** and hazards caused by spatial distortions.
2. **Planar Guardians**
In the Rift's Edge, the adventurers contend with **2 Phase Wraiths** and traps triggered by surges of unstable energy.
3. **Battle with Vaelix, the Riftkeeper**
In the Nexus Chamber, the adventurers confront Vaelix and its **2 Energy Wisps**, who use force magic and displacement effects.

OUTCOME OPTIONS

1. **Seal the Portal**
The adventurers deactivate the portal, restoring balance to the area but losing access to the treasures within.
2. **Strike a Bargain**
The adventurers negotiate with Vaelix, gaining interplanar knowledge in exchange for aiding the Riftkeeper in restoring order.
3. **Explore the Portal**
The adventurers choose to leave the portal open, gaining access to new worlds but risking further instability.

D20 RANDOM EVENTS: THE PORTAL OF SHIMMERING WORLDS

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A surge of planar energy forces Intelligence saves (DC 15) to resist confusion.
3-4	The adventurers uncover a fragment of a planar relic.
5-6	A frightened animal, warped by planar magic, pleads for help through telepathy.
7-8	The adventurers find glyphs describing the portal's origin.
9-10	A surge of energy amplifies teleportation-based spells temporarily.
11-12	A celestial entity warns the adventurers of the portal's dangers.
13-14	Evidence of past planar travelers is uncovered in the Rift's Edge.
15-16	A magical trap summons planar creatures to confront the adventurers.
17-18	The adventurers find a shard glowing with interplanar energy.
19-20	A massive planar beast emerges, protecting the Nexus Chamber.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 22:



THE SKYBRIDGE TO
THE ETERNAL
REALM”

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PLOT HOOK

A magnificent bridge of light has appeared in the night sky, stretching into the clouds and pulsing with celestial energy. While some view it as a divine blessing, others claim it is a pathway to an alien realm seeking to impose its will. Strange beings have begun descending from the bridge, and the adventurers must decide whether to ascend the bridge to its source or seal it from below.

KEY NPCs

1. **Brother Lucan** (Human, Neutral Good)
A priest who believes the bridge is a divine gift and urges the adventurers to approach with reverence.
2. **Calythra the Eternal Judge** (Celestial Entity, Lawful Neutral)
A powerful being who oversees the bridge and its connection to her realm.
3. **Durkan Bladesong** (Dwarf, Chaotic Neutral)
A mercenary convinced the bridge leads to unimaginable riches, offering dubious assistance.

LOCATIONS

1. **The Radiant Threshold**
The base of the bridge, glowing with celestial light and guarded by otherworldly sentinels.
2. **The Path of Light**
The bridge itself, suspended in the sky and fraught with shifting magic and aerial hazards.
3. **The Celestial Spire**
The terminus of the bridge, where Calythra resides and guards the gate to her realm.

ENCOUNTERS

1. **Aerial Beasts**
At the Radiant Threshold, the adventurers face **2 Celestial Drakes** and hazards caused by beams of radiant light.
2. **Shifting Defenders**
On the Path of Light, the adventurers contend with **2 Skyward Sentinels** and traps triggered by unstable magic.
3. **Battle with Calythra, the Eternal Judge**
At the Celestial Spire, the adventurers confront Calythra and her **2 Radiant Wisps**, who use radiant magic and defensive tactics.

OUTCOME OPTIONS

1. **Seal the Bridge**
The adventurers dismantle the bridge's magic, severing the connection to the Eternal Realm.
2. **Strike a Bargain**
The adventurers negotiate with Calythra, gaining celestial powers in exchange for aiding her cause.
3. **Cross the Bridge**
The adventurers venture into the Eternal Realm, risking entanglement in celestial politics but gaining immense knowledge.

D20 RANDOM EVENTS: THE SKYBRIDGE TO THE ETERNAL REALM

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A burst of radiant light forces Constitution saves (DC 15) to resist blindness.
3-4	The adventurers uncover a shard of celestial glass imbued with magic.
5-6	A frightened traveler pleads for help escaping a celestial sentinel.
7-8	The adventurers find glyphs describing the bridge's construction.
9-10	A surge of energy amplifies divine-based spells temporarily.
11-12	A celestial entity warns the adventurers of the Eternal Realm's dangers.
13-14	Evidence of past travelers is uncovered on the Path of Light.
15-16	A magical trap summons celestial guardians to confront the adventurers.
17-18	The adventurers find a shard glowing with radiant energy.
19-20	A massive celestial construct emerges, protecting the Celestial Spire.

DM's CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 23:



THE FLOATING
MARKET OF
ETHERIALIS”

PLOT HOOK

A floating market appears once a decade at the confluence of powerful ley lines. Traders and beings from countless planes gather here to exchange goods, knowledge, and favors. However, whispers of a rift opening beneath the market suggest that not all visitors have peaceful intentions. The adventurers must navigate the chaos, uncover the source of the rift, and prevent a catastrophe before the market vanishes once more.

KEY NPCs

1. **Zeryn Cloudwhisper** (Air Genasi, Neutral Good)
A planar merchant who knows the market's layout and its dangers.
2. **The Riftborn Collector** (Planar Entity, Neutral Evil)
A powerful creature using the market's magic to gather artifacts and open the rift.
3. **Gorlan Quickfinger** (Halfling, Chaotic Neutral)
A thief looking to exploit the market's treasures, offering information in exchange for safety.

LOCATIONS

1. **The Ethereal Bazaar**
The bustling center of the market, filled with planar beings and exotic wares.
2. **The Hidden Vaults**
An underground storage area where the rift's energy is growing unstable.
3. **The Rift's Core**
A swirling vortex beneath the market, where the Riftborn Collector channels its power.

ENCOUNTERS

1. **Planar Pickpockets**
At the Ethereal Bazaar, the adventurers face **2 Riftborn Shadows** and hazards caused by chaotic magic.
2. **Elemental Defenders**
In the Hidden Vaults, the adventurers contend with **2 Planar Guardians** and traps triggered by unstable ley lines.
3. **Battle with the Riftborn Collector**
At the Rift's Core, the adventurers confront the Collector and its **2 Rift Wisps**, who use planar magic and energy-draining attacks.

OUTCOME OPTIONS

1. **Seal the Rift**
The adventurers stabilize the ley lines, closing the rift but risking the market's collapse.
2. **Strike a Bargain**
The adventurers negotiate with the Collector, gaining planar artifacts in exchange for allowing the rift to remain open.
3. **Harness the Rift's Energy**
The adventurers channel the rift's magic, gaining immense power but drawing the attention of planar entities.

D20 RANDOM EVENTS: THE FLOATING MARKET OF ETHERIALIS

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A planar surge forces Wisdom saves (DC 15) to resist confusion.
3-4	The adventurers uncover a fragment of a planar map.
5-6	A frightened merchant pleads for help escaping a planar thief.
7-8	The adventurers find glyphs describing the rift's purpose.
9-10	A surge of energy amplifies conjuration-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the rift's instability.
13-14	Evidence of past planar markets is uncovered in the Hidden Vaults.
15-16	A magical trap summons elemental creatures to confront the adventurers.
17-18	The adventurers find a shard glowing with planar energy.
19-20	A massive planar beast emerges, protecting the Rift's Core.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 24:

“**T**HE VOID-SCARRED
CITADEL”

PLOT HOOK

High atop a desolate mountain sits the Void-Scarred Citadel, a fortress said to guard a fragment of pure void energy. Recently, the citadel's dormant gates have swung open, and strange, otherworldly creatures have begun spilling into the surrounding lands. The adventurers must ascend the mountain, confront the void-touched horrors, and decide the fate of the fragment hidden within.

KEY NPCs

1. **Esmira Greystar** (Human, Neutral Good)
A scholar who believes the citadel's energy can be used for good if carefully controlled.
2. **Voidlord Nethraxx** (Planar Entity, Neutral Evil)
The being who has awakened within the citadel, seeking to expand its influence beyond the mountain.
3. **Ragor Blackhelm** (Dwarf, Chaotic Neutral)
A mercenary seeking to claim the void fragment, indifferent to its corrupting power.

LOCATIONS

1. **The Shadowed Ascent**
A perilous mountain trail filled with void-touched predators and gravitational anomalies.
2. **The Fragment Chamber**
A grand hall where the void fragment pulses with dark energy, protected by planar wards.
3. **The Voidlord's Throne**
The heart of the citadel, where Nethraxx commands its void forces and defends the fragment.

ENCOUNTERS

1. **Void-Touched Beasts**
At the Shadowed Ascent, the adventurers face **2 Void Wargs** and hazards caused by collapsing ledges.
2. **Planar Defenders**
In the Fragment Chamber, the adventurers contend with **2 Shadow Constructs** and traps triggered by the fragment's energy.
3. **Battle with Voidlord Nethraxx**
At the Voidlord's Throne, the adventurers confront Nethraxx and its **2 Void Wisps**, who use psychic magic and teleportation.

OUTCOME OPTIONS

1. **Destroy the Fragment**
The adventurers shatter the void fragment, dispersing its energy but risking planar instability.
2. **Strike a Bargain**
The adventurers negotiate with Nethraxx, gaining void-infused abilities in exchange for aiding its expansion.
3. **Claim the Fragment's Power**
The adventurers harness the fragment's energy, gaining immense abilities but risking corruption.

D20 RANDOM EVENTS: THE VOID-SCARRED CITADEL

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A pulse of void energy forces Constitution saves (DC 15) to resist disorientation.
3-4	The adventurers uncover a shard tied to the void fragment.
5-6	A frightened traveler pleads for help escaping void-touched creatures.
7-8	The adventurers find glyphs describing the fragment's origin.
9-10	A surge of energy amplifies illusion-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the fragment's danger.
13-14	Evidence of past visitors is uncovered in the Fragment Chamber.
15-16	A magical trap summons planar constructs to confront the adventurers.
17-18	The adventurers find a relic glowing with void energy.
19-20	A massive void beast emerges, protecting the Voidlord's Throne.

DM's CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 25:

“THE PRISMATIC GATEWAY”

PLOT HOOK

A strange gateway of shifting, prismatic light has appeared in the ruins of an ancient temple. The gate pulses with planar energy, and those who step through it emerge altered—or sometimes do not return at all. The adventurers must investigate the temple, uncover the origins of the gateway, and deal with the planar forces seeking to claim it.

KEY NPCs

1. **Kalindra Brightshade** (Tiefling, Neutral Good)
An arcane researcher who believes the gateway could lead to a utopian plane.
2. **Zerakth the Shifter** (Planar Entity, Neutral Evil)
A malevolent being that manipulates those who use the gateway for its own gain.
3. **Borvan Quickstride** (Halfling, Chaotic Neutral)
A planar explorer who has emerged from the gateway and claims it is a trap.

LOCATIONS

1. **The Crumbling Sanctuary**
The temple ruins surrounding the gateway, filled with ancient traps and planar anomalies.
2. **The Gateway's Threshold**
The immediate area around the gateway, pulsing with unstable planar energy.
3. **The Shifting Nexus**
A chaotic planar space beyond the gateway, where Zerakth resides and exerts its influence.

ENCOUNTERS

1. **Planar Beasts**
At the Crumbling Sanctuary, the adventurers face **2 Ether Hounds** and hazards caused by collapsing structures.
2. **Energy Guardians**
In the Gateway's Threshold, the adventurers contend with **2 Prismatic Constructs** and traps triggered by the gateway's energy.
3. **Battle with Zerakth the Shifter**
At the Shifting Nexus, the adventurers confront Zerakth and its **2 Planar Wisps**, who use energy-draining magic and teleportation.

OUTCOME OPTIONS

1. **Close the Gateway**
The adventurers seal the gateway, stabilizing the region but cutting off access to other planes.
2. **Strike a Bargain**
The adventurers negotiate with Zerakth, gaining planar magic in exchange for maintaining the gateway.
3. **Control the Gateway**
The adventurers claim the gateway's power, allowing controlled travel but risking its unpredictable effects.

D20 RANDOM EVENTS: THE PRISMATIC GATEWAY

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A pulse of planar light forces Wisdom saves (DC 15) to resist disorientation.
3-4	The adventurers uncover a fragment of a planar key.
5-6	A frightened traveler pleads for help escaping planar traps.
7-8	The adventurers find glyphs describing the gateway's creation.
9-10	A surge of energy amplifies transmutation-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the gateway's instability.
13-14	Evidence of past planar travelers is uncovered in the Gateway's Threshold.
15-16	A magical trap summons planar creatures to confront the adventurers.
17-18	The adventurers find a shard glowing with prismatic energy.
19-20	A massive planar construct emerges, protecting the Shifting Nexus.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 26:

“THE STORMFORGED BATTLEGROUND”

PLOT HOOK

In the heart of a raging storm lies a battlefield frozen in time, where planar warriors from across realms remain locked in eternal combat. Strange portals open sporadically, releasing warriors and relics into the Material Plane. The adventurers must enter the battleground, survive its chaos, and decide whether to restore its balance or claim its power.

KEY NPCs

1. **Lira Stormcaller** (Air Genasi, Neutral Good)
A tempest cleric seeking to calm the storm and end the eternal conflict.
2. **Raelik, the Stormwrought General** (Planar Warlord, Neutral Evil)
The leader of the planar forces, desperate to tip the balance in his favor.
3. **Jaskar Windhowl** (Human, Chaotic Neutral)
An opportunistic scavenger seeking to profit from the battleground's chaos.

LOCATIONS

1. **The Roaring Fields**
The outer edge of the battleground, filled with elemental hazards and debris from past battles.
2. **The Rift-Torn Plateau**
A central point where portals spew out warriors and artifacts, creating dangerous terrain.
3. **The Eternal Storm Nexus**
The eye of the storm, where Raelik channels its energy to sustain the battlefield.

ENCOUNTERS

1. **Planar Warriors**
At the Roaring Fields, the adventurers face **2 Elemental Knights** and hazards caused by lightning strikes.
2. **Portal Defenders**
At the Rift-Torn Plateau, the adventurers contend with **2 Rift Sentinels** and traps triggered by unstable portals.
3. **Battle with Raelik, the Stormwrought General**
At the Eternal Storm Nexus, the adventurers confront Raelik and his **2 Storm Wisps**, who use lightning magic and battlefield control.

OUTCOME OPTIONS

1. **End the Conflict**
The adventurers seal the portals, calming the storm but trapping the warriors eternally.
2. **Strike a Bargain**
The adventurers negotiate with Raelik, gaining storm-based abilities in exchange for aiding his conquest.
3. **Claim the Storm's Power**
The adventurers harness the storm's energy, gaining immense elemental power but risking planar instability.

D20 RANDOM EVENTS: THE STORMFORGED BATTLEGROUND

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A lightning surge forces Dexterity saves (DC 15) to avoid damage.
3-4	The adventurers uncover a relic infused with storm energy.
5-6	A frightened elemental pleads for help escaping the battlefield.
7-8	The adventurers find glyphs describing the battleground's creation.
9-10	A surge of energy amplifies evocation-based spells temporarily.
11-12	A celestial entity warns the adventurers of the storm's instability.
13-14	Evidence of past battles is uncovered at the Rift-Torn Plateau.
15-16	A magical trap summons elemental defenders to confront the adventurers.
17-18	The adventurers find a shard glowing with storm magic.
19-20	A massive elemental beast emerges, protecting the Eternal Storm Nexus.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 27:

“THE LABYRINTH OF SHIFTING STARS”

PLOT HOOK

High in the mountains, an ancient labyrinth of mirrored stone has begun to shift and glow with starlight. Those who enter speak of walking among constellations, but few return unchanged—or at all. The adventurers must navigate the labyrinth, contend with celestial guardians, and uncover the truth of its connection to the astral plane.

KEY NPCs

1. **Astrielle Lunara** (Elf, Neutral Good)
A stargazer who believes the labyrinth holds secrets that could reveal the future.
2. **The Astral Watcher** (Celestial Construct, Lawful Neutral)
A guardian of the labyrinth, testing those who enter to determine their worthiness.
3. **Jorvak the Wayward** (Dwarf, Chaotic Neutral)
A former explorer who escaped the labyrinth and now seeks vengeance for its trials.

LOCATIONS

1. **The Reflecting Path**
The mirrored entryway of the labyrinth, where constellations seem to move and distort the terrain.
2. **The Celestial Hall**
A grand chamber filled with floating stars and gravitational distortions.
3. **The Astral Core**
The heart of the labyrinth, where the Astral Watcher presides and channels planar energy.

ENCOUNTERS

1. **Astral Creatures**
At the Reflecting Path, the adventurers face **2 Star Wisps** and hazards caused by shifting reflections.
2. **Celestial Defenders**
In the Celestial Hall, the adventurers contend with **2 Constellation Constructs** and traps triggered by starlight.
3. **Battle with the Astral Watcher**
At the Astral Core, the adventurers confront the Astral Watcher and its **2 Light Wisps**, who use radiant magic and illusionary attacks.

OUTCOME OPTIONS

1. **Seal the Labyrinth**
The adventurers close the planar connection, ending its celestial influence but losing access to its secrets.
2. **Strike a Bargain**
The adventurers negotiate with the Astral Watcher, gaining celestial insights in exchange for leaving the labyrinth intact.
3. **Claim the Labyrinth's Power**
The adventurers harness the labyrinth's energy, gaining immense foresight but risking celestial entanglements.

D20 RANDOM EVENTS: THE LABYRINTH OF SHIFTING STARS

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A gravitational surge forces Strength saves (DC 15) to resist being pulled off balance.
3-4	The adventurers uncover a shard etched with celestial runes.
5-6	A frightened traveler pleads for help escaping the labyrinth.
7-8	The adventurers find glyphs describing the labyrinth's connection to the astral plane.
9-10	A surge of energy amplifies divination-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the labyrinth's dangers.
13-14	Evidence of past explorers is uncovered in the Reflecting Path.
15-16	A magical trap summons astral defenders to confront the adventurers.
17-18	The adventurers find a shard glowing with radiant energy.
19-20	A massive celestial construct emerges, protecting the Astral Core.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 28:



THE PRISON OF
FRACTURED
WORLDS”

PLOT HOOK

In the depths of a volcanic canyon lies a planar prison designed to contain powerful interplanar entities. However, the prison’s magic has begun to fracture, causing shards of different planes to seep into the Material Plane. The adventurers must delve into the prison, restore its seals, and contend with the dangerous beings seeking to escape.

KEY NPCs

1. **Kaelen Firebrand** (Tiefling, Neutral Good)
A sorcerer desperate to restore the seals and prevent planar chaos.
2. **Ishkar, the Riftbreaker** (Planar Warden, Lawful Neutral)
A construct bound to the prison’s magic, enforcing its laws with unyielding force.
3. **Zarok the Unchained** (Elemental Lord, Chaotic Evil)
A powerful being who seeks to destroy the prison and bring ruin to the Material Plane.

LOCATIONS

1. **The Canyon’s Maw**
The volcanic canyon leading to the prison, filled with shifting terrain and elemental hazards.
2. **The Shard Chambers**
Sections of the prison corrupted by leaking planar energy, each reflecting a different elemental plane.
3. **The Riftforge Core**
The prison’s central chamber, where the planar seals are maintained and Zarok plots his escape.

ENCOUNTERS

1. **Elemental Guardians**
At the Canyon’s Maw, the adventurers face **2 Lava Beasts** and hazards caused by collapsing terrain.
2. **Planar Beasts**
In the Shard Chambers, the adventurers contend with **2 Elemental Shades** and traps triggered by planar instability.
3. **Battle with Zarok the Unchained**
At the Riftforge Core, the adventurers confront Zarok and his **2 Rift Wisps**, who use elemental attacks and area control.

OUTCOME OPTIONS

1. **Restore the Seals**
The adventurers stabilize the planar rifts, containing Zarok but risking the prison’s future integrity.
2. **Strike a Bargain**
The adventurers negotiate with Zarok, gaining elemental powers in exchange for his partial freedom.
3. **Claim the Prison’s Power**
The adventurers harness the prison’s magic, gaining immense elemental control but risking a breach.

D20 RANDOM EVENTS: THE PRISON OF FRACTURED WORLDS

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A planar surge forces Constitution saves (DC 15) to resist instability.
3-4	The adventurers uncover a fragment of a planar seal.
5-6	A frightened elemental pleads for help escaping planar corruption.
7-8	The adventurers find glyphs describing the prison's creation.
9-10	A surge of energy amplifies conjuration-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the prison's dangers.
13-14	Evidence of past prisoners is uncovered in the Shard Chambers.
15-16	A magical trap summons elemental constructs to confront the adventurers.
17-18	The adventurers find a shard glowing with planar energy.
19-20	A massive elemental beast emerges, protecting the Riftforge Core.

DM's CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 29:

“THE ECHOING SPIRE”

PLOT HOOK

In the heart of a forgotten desert stands the Echoing Spire, a towering crystal formation resonating with strange sounds. Recently, these echoes have grown louder, disrupting the minds of those who wander too close. The adventurers must ascend the spire, contend with its planar guardians, and uncover the source of the otherworldly resonance.

KEY NPCs

1. **Miralynn Windchime** (Elf, Neutral Good)
A bard who believes the spire is a portal to a plane of perfect harmony and seeks to learn its song.
2. **The Resonant Sentinel** (Planar Construct, Lawful Neutral)
A guardian that channels the spire's energy to maintain its mysterious connection.
3. **Thakrim Stonefist** (Goliath, Chaotic Neutral)
A mercenary lured by the spire's rumored treasures, offering brute force for a share of the rewards.

LOCATIONS

1. **The Whispering Expanse**
The desert surrounding the spire, filled with shifting sands and disorienting echoes.
2. **The Crystal Caverns**
The lower sections of the spire, where crystalline structures amplify magical energies.
3. **The Resonance Core**
The top of the spire, where the Resonant Sentinel channels planar magic and defends its secrets.

ENCOUNTERS

1. **Desert Creatures**
At the Whispering Expanse, the adventurers face **2 Sand Wraiths** and hazards caused by sandstorms and disorienting echoes.
2. **Planar Guardians**
In the Crystal Caverns, the adventurers contend with **2 Echo Wisps** and traps triggered by vibrating crystals.
3. **Battle with the Resonant Sentinel**
At the Resonance Core, the adventurers confront the Resonant Sentinel and its **2 Shard Constructs**, who use sound-based magic and disruptive attacks.

OUTCOME OPTIONS

1. **Silence the Spire**
The adventurers dismantle the resonance, ending its disruptive echoes but severing its planar connection.
2. **Strike a Bargain**
The adventurers negotiate with the Resonant Sentinel, gaining harmonic abilities in exchange for maintaining the spire's presence.
3. **Harness the Resonance**
The adventurers claim the spire's power, gaining sonic magic but risking further disruption to the region.

D20 RANDOM EVENTS: THE ECHOING SPIRE

DM SCRATCH PAD

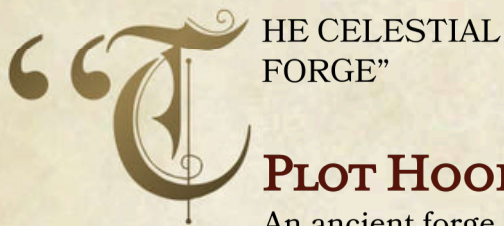
Roll (1d20)	Event Description
1-2	A surge of sound forces Constitution saves (DC 15) to resist deafness.
3-4	The adventurers uncover a shard infused with harmonic magic.
5-6	A frightened traveler pleads for help escaping the spire's influence.
7-8	The adventurers find glyphs describing the spire's connection to the planes.
9-10	A surge of energy amplifies enchantment-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the spire's dangers.
13-14	Evidence of past planar visitors is uncovered in the Crystal Caverns.
15-16	A magical trap summons echoing constructs to confront the adventurers.
17-18	The adventurers find a relic glowing with harmonic energy.
19-20	A massive crystalline beast emerges, protecting the Resonance Core.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.

ADVENTURE SEED 30:



THE CELESTIAL
FORGE”

PLOT HOOK

An ancient forge, glowing with radiant energy, has been discovered in the ruins of a dwarven citadel. The forge hums with planar magic, imbuing weapons with otherworldly power. However, the forge’s presence has drawn celestial and infernal forces vying for control. The adventurers must decide whether to claim the forge’s power, destroy it, or broker peace between the warring factions.

KEY NPCs

1. **Thrain Ironbelly** (Dwarf, Neutral Good)
A blacksmith who dreams of using the forge to create legendary weapons to protect his people.
2. **Seraphina Dawnblade** (Celestial Warrior, Lawful Good)
A radiant being seeking to safeguard the forge from corruption.
3. **Balrik the Infernal Smith** (Tiefling, Neutral Evil)
A forge master lured by the promise of power, eager to twist the forge to his own ends.

LOCATIONS

1. **The Shattered Gates**
The crumbling entrance to the citadel, guarded by celestial and infernal sentinels.
2. **The Hall of Embers**
The citadel’s main forge room, where planar energy radiates and traps abound.
3. **The Forge Core**
The heart of the forge, where celestial and infernal forces clash for dominance.

ENCOUNTERS

1. **Celestial and Infernal Guards**
At the Shattered Gates, the adventurers face **2 Radiant Sentinels** and **2 Infernal Knights**, forcing them to navigate the battle.
2. **Planar Traps**
In the Hall of Embers, the adventurers contend with **2 Ember Wisps** and traps triggered by intense heat and radiant light.
3. **Battle for the Forge**
At the Forge Core, the adventurers face both Seraphina and Balrik, choosing sides or confronting them together as they battle for control.

OUTCOME OPTIONS

1. **Destroy the Forge**
The adventurers dismantle the forge, ending its power but scattering its energy into the planes.
2. **Strike a Bargain**
The adventurers broker peace between Seraphina and Balrik, gaining blessings from both celestial and infernal forces.
3. **Claim the Forge’s Power**
The adventurers seize control of the forge, gaining unparalleled crafting abilities but risking the wrath of the planar factions.

D20 RANDOM EVENTS: THE CELESTIAL FORGE

DM SCRATCH PAD

Roll (1d20)	Event Description
1-2	A radiant flare forces Dexterity saves (DC 15) to avoid burns.
3-4	The adventurers uncover a fragment of celestial-infused ore.
5-6	A frightened dwarf pleads for help escaping the planar battle.
7-8	The adventurers find glyphs describing the forge's planar connection.
9-10	A surge of energy amplifies evocation-based spells temporarily.
11-12	A celestial guardian warns the adventurers of the forge's danger.
13-14	Evidence of past craftsmen is uncovered in the Hall of Embers.
15-16	A magical trap summons ember creatures to confront the adventurers.
17-18	The adventurers find a relic glowing with radiant energy.
19-20	A massive infernal construct emerges, protecting the Forge Core.

DM'S CUSTOM NOTES

Enhancements, Adjustments, and Observations

- Additional challenges or puzzles.
- NPC behavior or dialogue tweaks.
- Future hooks inspired by the adventure.