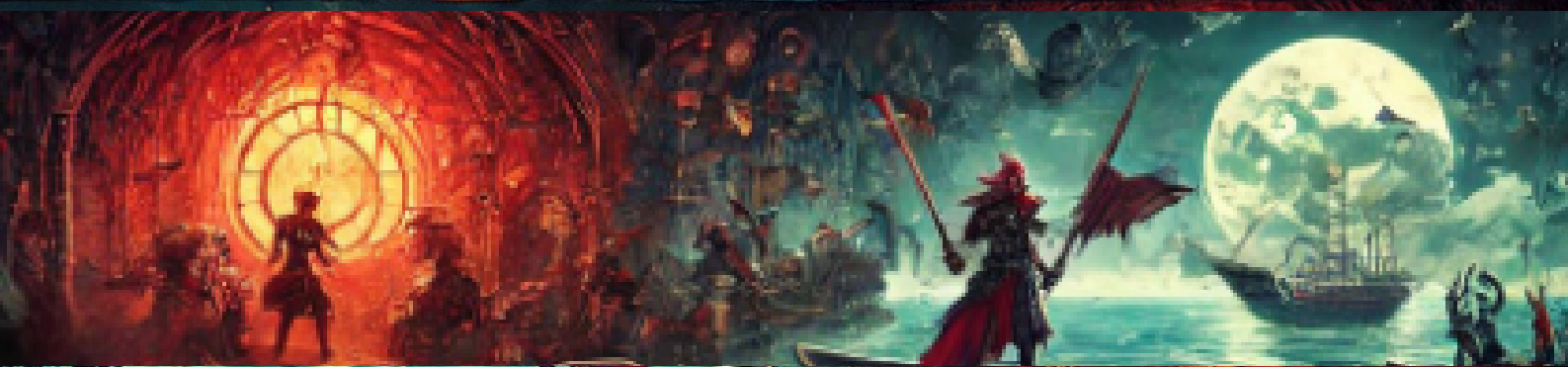




100
Adventure Seeds



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Adventure Seeds
Edition 2024

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First Edition, November 2024.

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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**[Discover more game-changing tools for busy DMs—
click here to level up your campaigns!](#)**

PREFACE

FOR THE DUNGEON MASTER WHO DESERVES TO PLAY

As Dungeon Masters, our goal is to be immersed in the game, shaping thrilling moments and unforgettable stories—not buried in hours of preparation. This **Adventure Seed Pack** is designed to put you in the heart of the action, offering ready-to-go ideas that will surprise, delight, and—let’s be honest—terrify your players.

Whether you need a quick hook for an impromptu session or a starting point for a larger campaign, these seeds will spark your creativity and keep your players on their toes.

A HEARTFELT THANKS

The people who truly made this possible are the incredible **Kickstarter backers**. Their support has brought this project to life, and I cannot thank them enough. My aim for them, in every case, is to overdeliver.

A special thanks to **Zach** and **Noah**, who worked tirelessly to test these seeds with their own groups. Their insights and feedback have helped refine and improve this product, ensuring it’s the best it can be.

WANT MORE LIKE THIS?

If you’re hungry for even more adventures, tools, and inspiration to enrich your campaigns, be sure to **check out our library in the link below**. There’s always something new to make your games more exciting and your prep time shorter.

From one DM to another—let’s get back to the game and make some memories your players will never forget.

James



[Discover more game-changing tools for busy DMs—
click here to level up your campaigns!](#)

INTRODUCTION TO ADVENTURE SEEDS

WELCOME, DUNGEON MASTERS!

Running a campaign is no small feat, and we all know how much time it can take to prepare the perfect session. That's why we created this collection of **Adventure Seeds**—to help you spend less time planning and more time playing. These seeds are crafted to inspire you, providing rich ideas and hooks that can seamlessly integrate into your game. Whether you're looking for a quick side quest or a springboard for a larger story, these seeds are designed to spark creativity and enhance your sessions.

ORGANIZED FOR YOUR CONVENIENCE

To make navigating this collection as easy as possible, we've grouped the seeds into distinct **locations**: bustling cities, untamed wilderness, mysterious dungeons, coastal realms, and haunted lands. This organization ensures that you can quickly find the perfect seed to fit the tone and setting of your game. No more flipping through pages or struggling to adapt ideas on the fly—just grab what you need and keep the story rolling.

DESIGNED WITH YOU IN MIND

Every seed follows the same structure for consistency and ease of use. You'll find the **Plot Hook**, a **Key NPC**, their **Backstory**, their **Motivation**, and a clear **Goal**. This uniformity means you'll always know where to find the information you need, even during the most chaotic moments of your campaign.

TOOLS TO HELP YOU STAY ORGANIZED

Each seed includes a handy **notes table** for quick jotting down of vital items, NPCs, or developments you want to track. For more extensive planning, we've left room at the bottom of each page, so you can expand and adapt the seeds as you see fit. The seeds are a foundation—where you take them is entirely up to you.

SAVE TIME, ELEVATE YOUR GAME

The goal here is simple: to save you time and bring an edge to your storytelling. These seeds let you focus on what matters most—crafting memorable moments and keeping your players immersed. With this collection, you'll have inspiration at your fingertips whenever you need it.

From one DM to another, I hope these seeds ignite your creativity and enhance your campaigns. Here's to more time in the game and less time on the game. Let the adventure begin!



INTRODUCTION TO THE BUSTLING CITY ADVENTURE SEEDS

WELCOME TO THE BUSTLING CITY!

Cities are vibrant hubs of activity, teeming with opportunity, intrigue, and danger. As a Dungeon Master, they provide a unique canvas for adventure but can also be one of the most challenging settings to run. The sheer density of NPCs, plots, and player-driven exploration can make a city feel overwhelming to manage. That's where this collection of **Bustling City Adventure Seeds** comes in.

These seeds are designed to inspire and streamline your urban storytelling. Whether your players are delving into back-alley mysteries, navigating the politics of high society, or uncovering hidden dangers beneath the city streets, these seeds will help you quickly set the stage for memorable encounters.

WHY CITIES ARE UNIQUE

Unlike wilderness or dungeon settings, cities are alive in a way that constantly demands your attention. Players may split up, pursue their own goals, or interact with dozens of NPCs in a single session. A good city adventure requires flexibility, spontaneity, and depth—qualities these seeds are crafted to support.

Each seed offers a self-contained idea, ready to be dropped into your campaign. From petty criminals to powerful guild leaders, these hooks give you the tools to engage your players in meaningful ways while reducing the prep time needed to keep your city adventures flowing.

TIPS FOR RUNNING CITY ADVENTURES

1. **Leverage the Chaos:** Cities are chaotic by nature. Let players interact with the seed however they choose—whether they solve the problem directly, exploit it, or make it worse!
2. **Think Layers:** Use seeds to hint at deeper plots within the city. A simple task, like retrieving stolen goods, could lead to uncovering a thieves' guild or a corrupt noble.
3. **Emphasize Time Pressure:** Cities often have fast-moving events. Seeds with tight deadlines or multiple competing interests can add urgency and excitement.
4. **Mix the Ordinary with the Extraordinary:** Not every city encounter needs to involve grand plots. Use seeds to create moments of levity or small-scale human stories that make the city feel alive.

MAKE IT YOUR OWN

Every city is different, and these seeds are a foundation for you to build on. Add local flavor, adapt NPCs to fit your world, and expand plot hooks as needed. The flexibility of these seeds ensures they can fit into any urban setting, whether it's a sprawling metropolis or a smaller, bustling trade town.

Let the bustling streets, shadowy alleys, and crowded markets be the backdrop to unforgettable stories. Use these seeds to turn the chaos of the city into opportunities for adventure. Happy DMing!

ADVENTURE SEED 1:

“THE VANISHING ACT”

THE VANISHING ACT”

PLOT HOOK

A renowned illusionist disappears in the middle of their sold-out show at the Grand Theater. The city’s elite are in uproar, and rumors swirl about foul play, rivalries, and forbidden magic. The adventurers are hired to uncover the truth behind the vanishing act.

KEY NPC

Name: Mirandus Vellore
Race: Half-Elf
Alignment: Chaotic Neutral

BACKSTORY

Mirandus Vellore is a celebrated illusionist whose daring tricks have captivated audiences for years. Unknown to most, Mirandus has been delving into dangerous arcane experiments to push the boundaries of illusion magic. On the night of their disappearance, they attempted to use a risky spell to create a spectacle like no other—only for the magic to backfire spectacularly.

MOTIVATION

Mirandus desires fame and recognition above all else, willing to risk everything to cement their legacy as the greatest illusionist in history. However, they are now trapped in a magical dimension of their own making, desperate for a way back.

GOAL

The adventurers must piece together clues from Mirandus’s rivals, fans, and backstage crew to uncover the source of the spell gone wrong. Their quest will lead them to an ancient tome hidden in the city’s arcane

archives, which holds the key to rescuing Mirandus—or perhaps exploiting their disappearance for power and wealth.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 2:

“THE CURSED AUCTION”

Plot Hook

During a prestigious auction, a powerful magical artifact curses its highest bidder. The adventurers are hired to investigate the artifact's origins and lift the curse before the bidder's influence over the city crumbles.

Key NPC

Name: Baroness Elara Montrose

Race: Human

Alignment: Neutral Good

Backstory

Baroness Montrose is a well-respected noble who won the cursed artifact, unaware of its dark legacy. The artifact is an ancient amulet once used by a tyrannical ruler to dominate their people, and it carries lingering magic that erodes the mind of its wearer.

Motivation

Elara is desperate to protect her family and reputation, but the curse has begun to cloud her judgment. She is torn between keeping the artifact for its power or destroying it for the sake of her sanity.

Goal

The adventurers must delve into the city's archives to uncover the amulet's history, confront a cabal of black market dealers, and decide whether to destroy the artifact or keep it out of the wrong hands.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 3:

“THE MIDNIGHT FIRE”

THE MIDNIGHT FIRE”

PLOT HOOK

A string of mysterious fires erupts across the merchant district every night, leaving cryptic symbols in the ashes. The adventurers are tasked with discovering the arsonist's identity before the entire district burns down.

KEY NPC

Name: Talia Renshaw

Race: Half-Orc

Alignment: Chaotic Neutral

BACKSTORY

Talia is a former city firefighter who turned to arson after losing her family to a blaze she couldn't stop. She believes the city's merchants are responsible for her tragedy and seeks vengeance through fire and symbolism tied to her past.

MOTIVATION

Talia is consumed by grief and revenge, but deep down, she hopes someone will stop her before she goes too far.

GOAL

The adventurers must follow the clues left at the burned sites, confront Talia, and either bring her to justice or uncover the deeper corruption she claims to be exposing.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 4:

“THE GOLDEN WHISPERS”

Plot Hook

A mysterious figure is spreading false rumors about a hidden gold cache beneath the city. Their lies are causing chaos as treasure hunters dig through buildings and streets, threatening the city’s foundation.

KEY NPC

Name: Finnian “Whisper” Grey

Race: Halfling

Alignment: Neutral Evil

BACKSTORY

Finnian is a cunning con artist who thrives on creating chaos and profiting from it. By sowing the rumors of the treasure, he plans to loot the city while its residents are distracted.

MOTIVATION

Finnian desires wealth and control, relishing the chaos he creates. He views the city’s elite as ripe for exploitation.

GOAL

The adventurers must track down Finnian, expose his schemes, and restore order to the city before the structural damage becomes irreversible.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 5:

“THE SHADOW MARKET”

PLOT HOOK

A string of kidnappings has been traced to a secret black market hidden beneath the city. The adventurers are hired to infiltrate this shadowy underworld and rescue the missing victims.

KEY NPC

Name: Kaelen Vorthas

Race: Tiefling

Alignment: Lawful Neutral

BACKSTORY

Kaelen is a disgraced city guard who now works undercover in the black market to redeem themselves. They hold key information but are wary of trusting anyone, including the adventurers.

MOTIVATION

Kaelen seeks to dismantle the market from within, hoping to regain their honor while protecting the city’s vulnerable population.

GOAL

The adventurers must navigate the market’s dangers, gain Kaelen’s trust, and dismantle the criminal network without causing further harm to the victims.

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LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 6:

“THE SLEEPING
PLAGUE”

PLOT HOOK

A strange illness spreads through the city, causing victims to fall into a deep, unbreakable sleep. The adventurers must uncover the source of the disease before it consumes the entire population.

KEY NPC

Name: Lyra Moonglow

Race: Elf

Alignment: Neutral Good

BACKSTORY

Lyra is a healer desperately trying to treat the afflicted, but she suspects the illness may be caused by an ancient artifact recently unearthed in the city. Despite her knowledge, Lyra is unsure if destroying the artifact would stop the plague or unleash something worse.

MOTIVATION

Lyra is devoted to saving lives and believes in finding a solution that preserves the artifact's historical value. However, she fears time is running out, and drastic measures may be necessary.

GOAL

The adventurers must retrieve the artifact, investigate its origins, and decide whether to destroy it, secure it, or seek another solution to the plague.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 7:

“THE MASKED AVENGER”

PLOT HOOK

A vigilante known only as the Masked Avenger begins targeting prominent city figures, exposing their corruption in dramatic public displays. The adventurers are hired to uncover the vigilante’s identity and motives.

KEY NPC

Name: Selene Farron

Race: Human

Alignment: Chaotic Good

BACKSTORY

Selene is a former city guard who turned to vigilantism after uncovering widespread corruption in the city’s leadership. Her actions have inspired hope among the oppressed, but they have also drawn dangerous enemies who seek to silence her.

MOTIVATION

Selene wants to expose the truth and hold those in power accountable. However, she struggles with the moral compromises of her actions, especially when innocents are caught in the crossfire.

GOAL

The adventurers must decide whether to help Selene in her quest for justice, expose her identity, or find a way to balance justice with the city’s stability.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 8:



THE SILENT
CONSPIRACY”

PLOT HOOK

A powerful noble is found dead, and every witness claims to remember nothing about the incident. The adventurers are hired to investigate, uncovering whispers of a secret society with mind-wiping abilities.

KEY NPC

Name: Lord Garrick Thorne

Race: Human

Alignment: Lawful Evil

BACKSTORY

Lord Thorne was a controversial figure who kept dangerous secrets about the city's elite. He was silenced by a shadowy group known as the Silent Hand, who use powerful enchantments to erase memories and cover their tracks.

MOTIVATION

The Silent Hand seeks to maintain control over the city by eliminating anyone who threatens their influence. They will stop at nothing to protect their secrets.

GOAL

The adventurers must unravel the mystery of Lord Thorne's death, track down members of the Silent Hand, and resist their mind-altering magic.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
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ADVENTURE SEED 9:

“THE GLASS SPY”

PLOT HOOK

A priceless stained glass window in the cathedral is revealed to be enchanted, allowing someone to spy on private conversations within the building. The adventurers are tasked with finding the culprit behind the enchantment.

KEY NPC

Name: Father Aldric

Race: Dwarf

Alignment: Lawful Neutral

BACKSTORY

Father Aldric, the cathedral’s caretaker, discovered the enchantment while performing routine blessings. He suspects someone in the clergy is behind it but fears the truth could shatter the congregation’s trust.

MOTIVATION

Aldric is deeply devoted to the cathedral and its community. He wants to preserve its sanctity and protect its members, even if it means facing uncomfortable truths.

GOAL

The adventurers must determine who created the enchanted glass, confront them, and decide whether to reveal the truth or keep it hidden for the good of the city.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 10:

“THE RAT KING’S DOMAIN”

Plot Hook

The city’s sewers are overrun with unusually aggressive rats, and rumors of a sinister “Rat King” spread through the streets. The adventurers are hired to descend into the sewers and put an end to the menace.

KEY NPC

Name: Vermithrax

Race: Unknown (Possibly Aberration)

Alignment: Chaotic Evil

BACKSTORY

Vermithrax is a twisted creature that has been lurking in the sewers for decades. It gained control of the rats through dark magic and now seeks to expand its domain into the city above.

MOTIVATION

Vermithrax is driven by a desire for domination and destruction. It views the city as its rightful territory and will stop at nothing to claim it.

GOAL

The adventurers must navigate the treacherous sewers, confront Vermithrax and its minions, and destroy its source of power to restore peace to the city.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 11:

“THE PHANTOM THIEF”

THE PHANTOM THIEF”

PLOT HOOK

A notorious thief known only as “The Phantom”

has been targeting the city’s wealthiest families, leaving behind a calling card at each heist. The adventurers are tasked with stopping the Phantom before their next big score.

KEY NPC

Name: Nyssa Blackthorn

Race: Half-Elf

Alignment: Chaotic Neutral

BACKSTORY

Nyssa is a master thief who steals not out of greed but as a form of rebellion against the city’s corrupt elite. She uses her ill-gotten gains to support the city’s poor, making her both a hero and a menace depending on whom you ask.

MOTIVATION

Nyssa sees herself as a vigilante, exposing the excesses of the wealthy. However, her risky endeavors are starting to attract the wrong kind of attention, including from dangerous criminal factions.

GOAL

The adventurers must track Nyssa through a series of cryptic clues she leaves behind, confront her, and decide whether to bring her to justice or aid her cause.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 12:

“THE HAUNTED INN”

PLOT HOOK

Patrons of a popular inn are reporting ghostly encounters in the middle of the night. The innkeeper hires the adventurers to investigate the haunting and restore peace to their business.

KEY NPC

Name: Corwin Dane

Race: Human

Alignment: Neutral Good

BACKSTORY

Corwin is a hardworking innkeeper whose establishment was built over an ancient crypt. Unbeknownst to him, recent renovations disturbed the spirits resting beneath the inn.

MOTIVATION

Corwin simply wants his inn to thrive again, but he is also deeply compassionate toward his guests and staff, fearing for their safety.

GOAL

The adventurers must delve beneath the inn to uncover the source of the hauntings, confront the restless spirits, and decide whether to lay them to rest or negotiate with them for peace.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 13:



THE MERCHANT'S
GAMBLE”

Plot Hook

A desperate merchant hires the adventurers to transport a mysterious package through the city’s most dangerous district. Along the way, the adventurers discover the package holds a powerful magical item that others will stop at nothing to claim.

Key NPC

Name: Liora Ashbourne

Race: Tiefling

Alignment: Lawful Neutral

Backstory

Liora is a struggling merchant trying to turn her fortunes around by selling the magical item to a secretive buyer. She doesn’t know the item’s full power but suspects it could change her life—or destroy her if the wrong people get involved.

Motivation

Liora is determined to deliver the package safely, seeing it as her only chance to escape her financial troubles and rebuild her life.

Goal

The adventurers must protect Liora and her package from thieves and rival merchants while navigating moral dilemmas about the item’s dangerous potential.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 14:

“THE FESTIVAL SABOTEUR”

Plot Hook

A saboteur is disrupting the city’s annual festival, causing chaos and injuries during the festivities. The adventurers are hired to identify and stop the culprit before the festival is ruined.

Key NPC

Name: Therris Clay

Race: Gnome

Alignment: Chaotic Evil

Backstory

Therris is a bitter inventor who blames the festival organizers for stealing his ideas years ago. His sabotage is an elaborate act of revenge, using gadgets and traps to cause mayhem.

Motivation

Therris seeks to humiliate the festival organizers and show the city that his genius should never have been ignored.

Goal

The adventurers must navigate the bustling festival, uncover Therris’s identity, and dismantle his traps before anyone else is hurt.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 15:

“THE CLOCKTOWER CURSE”

Plot Hook

The city’s ancient clocktower has begun striking thirteen at midnight, followed by strange and unsettling events throughout the city. The adventurers must investigate the curse plaguing the tower.

KEY NPC

Name: Eleanora Drayden

Race: Human

Alignment: Neutral Good

BACKSTORY

Eleanora is the clocktower’s caretaker, responsible for maintaining its intricate mechanisms. She recently discovered an old journal hinting at a dark ritual performed there long ago, but she has yet to decipher its meaning.

MOTIVATION

Eleanora wants to protect the clocktower, which has been a symbol of the city for generations. She feels responsible for stopping the curse before it spreads further.

GOAL

The adventurers must explore the clocktower, uncover its dark history, and confront the lingering magic responsible for the curse.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 16:

“THE WHISPERING WALLS”

Plot Hook

Cryptic, magical messages have started appearing on the city’s walls overnight, warning of an impending disaster. The adventurers are hired to decipher the messages and prevent the catastrophe.

KEY NPC

Name: Maribel Frost

Race: Half-Elf

Alignment: Neutral Good

BACKSTORY

Maribel is a reclusive scribe with a hidden talent for prophetic visions. Unbeknownst to her, her recent dreams are manifesting as magical writing across the city’s walls, warning of a coming calamity.

MOTIVATION

Maribel wants to protect the city but is terrified of the implications of her visions. She fears that revealing her connection to the messages will make her a target.

GOAL

The adventurers must investigate the warnings, trace them back to Maribel, and work with her to interpret the prophecies in time to avert the disaster.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 17:

“THE STREET WAR”

PLOT HOOK

Two rival street gangs are on the brink of war, threatening to turn the city into a battleground. The adventurers are asked to broker peace or eliminate the leaders to prevent chaos.

KEY NPC

Name: Varrick Stonejaw

Race: Dwarf

Alignment: Chaotic Neutral

BACKSTORY

Varrick is the leader of one of the gangs, a former soldier turned criminal after losing faith in the city’s justice system. He respects strength and cunning but has little patience for diplomacy.

MOTIVATION

Varrick believes the city’s underworld belongs to him and sees the rival gang as a threat to his control. He’s willing to negotiate, but only if he stands to gain something.

GOAL

The adventurers must navigate the delicate balance of power between the gangs, earning their respect—or eliminating them entirely—to bring peace to the streets.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 18:

“THE SHADY HEIRLOOM”

PLOT HOOK

A family heirloom stolen decades ago suddenly resurfaces in a local pawnshop. The adventurers are hired to recover it, but their investigation reveals a tangled web of lies and betrayal.

KEY NPC

Name: Griselda Harrow

Race: Human

Alignment: Lawful Neutral

BACKSTORY

Griselda is a retired adventurer who lost the heirloom, a magical dagger, during a raid years ago. She believes its return will restore her family's honor, but the truth behind its theft may prove unsettling.

MOTIVATION

Griselda is determined to recover the heirloom at any cost, believing it represents her last chance to leave a positive legacy.

GOAL

The adventurers must investigate the dagger's origins, track down its true owner, and decide whether to return it to Griselda or expose the truth behind its theft.

SETUP	OBSTACLES
Level: _____	<input type="checkbox"/> _____
Time: _____	<input type="checkbox"/> _____
Type: _____	<input type="checkbox"/> _____

LOCATIONS	STORY BEATS
<input type="checkbox"/> 1: _____	Hook: _____
<input type="checkbox"/> 2: _____	Conflict: _____
<input type="checkbox"/> 3: _____	Climax: _____
<input type="checkbox"/> 4: _____	Resolution: _____

NPCS	REWARDS
Main: _____	Treasure: _____
<input type="checkbox"/> _____	Magic: _____
<input type="checkbox"/> _____	Info: _____
<input type="checkbox"/> _____	Other: _____

NOTES

ADVENTURE SEED 19:

“THE FESTERING
CATACOMBS”

Plot Hook

A foul stench rises from the city’s catacombs, and reports of strange, mutated creatures attacking workers surface. The adventurers are hired to investigate and neutralize the threat.

KEY NPC

Name: Brother Aldwin

Race: Human

Alignment: Lawful Good

BACKSTORY

Brother Aldwin is the custodian of the catacombs, responsible for ensuring the sanctity of the resting dead. He is horrified by the recent mutations and suspects a dark ritual may have been performed there.

MOTIVATION

Brother Aldwin feels a deep obligation to protect the sanctity of the catacombs and seeks to restore them to their proper state.

GOAL

The adventurers must delve into the catacombs, uncover the source of the mutations, and eliminate the cause to restore peace to the city.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 20:

“THE SILVER MASK”

Plot Hook

A mysterious masked figure has been attending noble gatherings, spreading rumors that threaten the city’s fragile alliances. The adventurers are tasked with unmasking the culprit before tensions boil over.

Key NPC

Name: Alaric Fenn

Race: Human

Alignment: Chaotic Evil

Backstory

Alaric is a disgraced noble seeking revenge on those who exiled him. By sowing discord, he hopes to destroy the alliances that have held the city together and reclaim his power in the chaos.

Motivation

Alaric is fueled by anger and ambition, seeing the city’s collapse as the ultimate act of vengeance against his enemies.

Goal

The adventurers must infiltrate the noble gatherings, uncover Alaric’s identity, and either stop him or negotiate a solution to prevent the city’s alliances from crumbling.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	



INTRODUCTION TO THE WILDERNESS ADVENTURE SEEDS

WELCOME TO THE UNTAMED WILDS!

The wilderness is a realm of both beauty and danger, offering a stark contrast to the bustling activity of city life. For Dungeon Masters, the untamed wilds present opportunities for exploration, survival challenges, and encounters with nature's raw power. But managing wilderness adventures can be daunting—tracking movement, creating compelling encounters, and keeping the environment dynamic are all part of the challenge.

That's why we've created these **Wilderness Adventure Seeds**. Each seed provides you with a framework for exciting and engaging encounters in forests, mountains, swamps, and beyond. Whether your players are crossing rugged terrain, searching for hidden ruins, or surviving the elements, these seeds ensure you're always prepared with something thrilling.

WHY WILDERNESS ADVENTURES STAND OUT

In the wilderness, the environment itself often becomes a character. Treacherous weather, wild beasts, and untamed magic shape every moment, demanding resourcefulness from your players and creating memorable encounters. But without careful planning, these vast, open spaces can feel empty or repetitive.

These seeds are crafted to help you fill the wilds with excitement and narrative depth. From strange hermits to ancient ruins, they'll provide points of interest that spark creativity and keep your players engaged, even as they navigate the unknown.

TIPS FOR RUNNING WILDERNESS ADVENTURES

1. **Use the Environment:** Lean into natural hazards like storms, landslides, and quicksand to create challenges that go beyond combat.
2. **Pace the Journey:** Break up long travel sections with seeds that feel organic—ambushes, strange encounters, or moments of wonder.
3. **Highlight Isolation:** Wilderness adventures often emphasize how far your players are from safety. Use seeds to create tension by showing how alone they are in the wild.
4. **Blend Survival with Story:** Combine resource management, such as tracking food and water, with narrative-driven encounters that tie directly into your campaign's themes.

MAKE THE WILDS YOUR OWN

Every seed is designed to be flexible, allowing you to adapt them to your world's specific geography and tone. Whether your wilderness is a magical forest teeming with fae or a desolate mountain range riddled with danger, these seeds can fit seamlessly into your setting.

Let the wilds become a vibrant part of your campaign. These seeds are here to help you create moments of awe, peril, and discovery that will keep your players captivated. Here's to crafting epic stories in the untamed frontier. Happy DMing!

ADVENTURE SEED 21:

“THE LOST EXPEDITION”

Plot Hook

A renowned scholar and their team disappeared while exploring a remote forest. The adventurers are hired to locate the missing expedition and uncover the truth behind their disappearance.

KEY NPC

Name: Professor Idris Wren

Race: Human

Alignment: Neutral

BACKSTORY

Professor Wren is a well-known explorer obsessed with uncovering the forest’s secrets. The last report from their team mentioned strange glowing plants and eerie whispers in the woods.

MOTIVATION

Idris is driven by curiosity and the need to make a name for themselves. However, they have fallen victim to the forest’s strange magic, leaving them trapped and disoriented.

GOAL

The adventurers must track the expedition’s trail, brave the forest’s hazards, and decide whether to save Idris and their team—or use the discoveries for their own gain.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 22:

“THE CURSED SPRING”

THE CURSED SPRING”

PLOT HOOK

A once-pristine spring in the mountains has become tainted, and the surrounding wildlife is turning aggressive. The adventurers must uncover the source of the corruption and restore balance.

KEY NPC

Name: Kaelin Brightwood

Race: Elf

Alignment: Neutral Good

BACKSTORY

Kaelin is a druid who has protected the spring for centuries. They are distraught over the corruption, which they believe was caused by a relic buried deep beneath the waters.

MOTIVATION

Kaelin seeks to purify the spring and protect the surrounding wildlife, even if it means making a difficult sacrifice to destroy the relic.

GOAL

The adventurers must locate the relic, deal with its guardians, and decide whether to destroy or relocate it to end the corruption.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 23:

“THE HOWLING CLIFFS”

PLOT HOOK

Travelers report hearing bone-chilling howls near a rocky mountain pass. The adventurers are hired to investigate the source of the sounds, which have deterred trade and travel.

KEY NPC

Name: Grevan Stonetusk

Race: Half-Orc

Alignment: Chaotic Neutral

BACKSTORY

Grevan is a hunter who once tried to uncover the mystery of the cliffs but was forced to retreat after encountering spectral wolves that seemed impervious to normal weapons.

MOTIVATION

Grevan hopes to reclaim their honor by helping the adventurers succeed where they failed. However, they are reluctant to admit how much the experience haunts them.

GOAL

The adventurers must confront the spectral wolves, explore the haunted cliffs, and discover the tragic tale of a long-dead pack leader whose spirit still lingers.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 24:

“THE SWAMP WITCH’S BARGAIN”

PLOT HOOK

A village near the swamp seeks aid after crops mysteriously wither overnight. The villagers suspect a reclusive swamp witch is behind the curse, but she denies involvement and offers to help—for a price.

KEY NPC

Name: Mora Blackthorn

Race: Human

Alignment: Neutral Evil

BACKSTORY

Mora was once a skilled herbalist, but years of isolation in the swamp have turned her bitter. While she isn’t responsible for the curse, she sees an opportunity to gain leverage over the village.

MOTIVATION

Mora desires power and influence. She will only help if the adventurers agree to her demands, which could lead to future complications for the village.

GOAL

The adventurers must decide whether to accept Mora’s bargain, investigate alternative causes of the curse, or take matters into their own hands.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 25:

“THE HUNTER’S PREY”

THE HUNTER’S PREY”

PLOT HOOK

A legendary beast terrorizes the region, leaving destruction in its wake. The adventurers are hired by a famous hunter to track and kill the creature, but all is not as it seems.

KEY NPC

Name: Caldryn “Ironbow” Vayne

Race: Human

Alignment: Lawful Neutral

BACKSTORY

Caldryn is a renowned hunter who has spent years chasing the beast. However, they recently learned that the creature may not be as monstrous as it appears, causing them to question their quest.

MOTIVATION

Caldryn wants to finish the hunt but struggles with the moral implications of killing the creature, especially if it turns out to be sentient.

GOAL

The adventurers must decide whether to help Caldryn complete their hunt, protect the creature, or uncover the truth about its nature.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 26:

“THE STONE SENTINELS”

Plot Hook

Travelers passing through an ancient valley report being attacked by stone statues that come to life. The adventurers are hired to investigate the cause and ensure the valley is safe.

KEY NPC

Name: Elder Varik

Race: Dwarf

Alignment: Neutral Good

BACKSTORY

Varik is the caretaker of the valley and its ancient stone statues, which were erected to honor a forgotten civilization. However, a recent tremor disturbed the enchantments protecting them, causing the statues to animate violently.

MOTIVATION

Varik wishes to protect the valley's history and ensure the statues' enchantments are restored before they harm anyone else.

GOAL

The adventurers must find the source of the enchantment's disturbance, face off against the animated statues, and determine whether to repair or destroy them.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 27:

“THE MIST-COVERED
RUINS”

Plot Hook

A mysterious fog blankets an ancient set of ruins deep in the wilderness. Locals claim those who enter are never seen again. The adventurers are hired to uncover the truth behind the fog and the ruins.

KEY NPC

Name: Celestia Quill

Race: Half-Elf

Alignment: Chaotic Neutral

BACKSTORY

Celestia is an archaeologist obsessed with uncovering the secrets of the ruins. She narrowly escaped the fog years ago and has been seeking a group brave enough to finish her work.

MOTIVATION

Celestia wants to uncover the ruins' secrets and reclaim her reputation, but she is hiding the fact that her actions may have caused the fog to appear.

GOAL

The adventurers must brave the fog, avoid its dangers, and determine whether the ruins should be explored further or sealed forever.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 28:

“THE NIGHT HERD”

THE NIGHT HERD”

PLOT HOOK

A herd of spectral elk roams the forest, bringing both awe and fear to the region. However, their presence seems tied to an increase in violent storms, and the adventurers must investigate the connection.

KEY NPC

Name: Daryth Windstride

Race: Wood Elf

Alignment: Neutral

BACKSTORY

Daryth is a ranger who has spent their life studying the forest and its mysteries. They believe the spectral elk are nature's response to a deeper imbalance but lack the means to investigate further.

MOTIVATION

Daryth wishes to protect the forest and restore balance, but they fear what might be uncovered in the process.

GOAL

The adventurers must track the spectral elk, decipher their connection to the storms, and decide whether to disrupt the herd's presence or let nature take its course.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 29:

“THE FORGOTTEN HATCHERY”

Plot Hook

A series of tremors reveals a hidden cavern filled with massive eggs. Locals fear the creatures within may pose a threat, and the adventurers are hired to investigate.

KEY NPC

Name: Thaldrak Ironscale

Race: Dragonborn

Alignment: Neutral Good

BACKSTORY

Thaldrak is a retired adventurer who recognizes the eggs as belonging to an ancient and rare species. They believe the hatchery should be protected, but others see it as an opportunity for profit.

MOTIVATION

Thaldrak wishes to preserve the hatchery and ensure the creatures are protected, but they are prepared to fight anyone who threatens it.

GOAL

The adventurers must decide whether to protect the hatchery, destroy it, or broker peace between the locals and Thaldrak.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 30:

“THE WANDERING MONOLITH”

Plot Hook

A massive stone monolith is inexplicably moving through the wilderness, leaving destruction in its wake. The adventurers must determine what is causing it to move and stop it before it reaches a nearby village.

KEY NPC

Name: Ranya Siltfoot

Race: Halfling

Alignment: Lawful Neutral

BACKSTORY

Ranya is a traveling historian who has studied similar monoliths across the land. She believes the movement is tied to ancient elemental forces but is unsure how to stop it.

MOTIVATION

Ranya seeks to preserve the monolith as a historical artifact but knows its destruction may be necessary to save lives.

GOAL

The adventurers must investigate the monolith's origins, deal with its guardians, and determine whether to preserve or destroy it.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 31:

“THE POISONED GROVE”

Plot Hook

A sacred grove revered by druids has begun to wither, its once-vibrant plants now poisonous. The adventurers are tasked with uncovering the source of the blight and restoring the grove.

Key NPC

Name: Elder Sylvaris

Race: Elf

Alignment: Neutral Good

Backstory

Sylvaris is a revered druid who has dedicated their life to protecting the grove. They suspect a rival faction of druids may have caused the blight, but they lack proof.

Motivation

Sylvaris is determined to save the grove at any cost, but their grief may cloud their judgment, making them wary of outside help.

Goal

The adventurers must investigate the grove, uncover the cause of the blight, and decide whether to confront the perpetrators or find another solution.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 32:

“THE ABANDONED WATCHTOWER”

Plot Hook

An old watchtower on the edge of the wilderness begins emitting eerie lights at night. Locals claim it is haunted, and the adventurers are sent to investigate.

Key NPC

Name: Captain Mara Dorne

Race: Human

Alignment: Lawful Neutral

Backstory

Captain Dorne once commanded the watchtower but abandoned it after a tragic attack left her squad dead. Unbeknownst to her, the spirits of her fallen soldiers are now trying to warn the living of an approaching danger.

Motivation

Mara wishes to redeem herself for abandoning her post, but she is reluctant to face the memories tied to the tower.

Goal

The adventurers must uncover the truth behind the lights, confront the spirits, and either lay them to rest or heed their warnings of an incoming threat.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 33:

“THE CALL OF THE FEN”

Plot Hook

A haunting melody lures travelers into a treacherous swamp, where they are never seen again. The adventurers are tasked with finding the source of the music and stopping its deadly allure.

KEY NPC

Name: Sirenwhisper

Race: Unknown (Possibly Fey)

Alignment: Chaotic Evil

BACKSTORY

Sirenwhisper is a malevolent fey creature that uses their enchanting music to lure victims into the swamp. They feed off the despair and fear of those who succumb to the swamp’s dangers.

MOTIVATION

Sirenwhisper thrives on chaos and suffering, delighting in the slow demise of their victims. They see the adventurers as a new challenge to toy with.

GOAL

The adventurers must resist the fey’s magic, navigate the swamp’s dangers, and confront Sirenwhisper to end their reign of terror.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 34:

“THE SKYFALL
CRATER”

PLOT HOOK

A meteor crashes into the wilderness, drawing treasure hunters, scholars, and adventurers to the site. However, strange phenomena begin affecting those who approach the crater.

KEY NPC

Name: Erwin Flintlock

Race: Gnome

Alignment: Neutral

BACKSTORY

Erwin is an eccentric inventor who believes the meteor contains a rare metal he can use to complete his greatest invention. However, the meteor's energies are causing him to slowly lose his sanity.

MOTIVATION

Erwin is determined to reach the meteor's core, no matter the cost, believing it will secure his legacy.

GOAL

The adventurers must explore the crater, survive its dangers, and decide whether to assist or stop Erwin from exploiting the meteor's power.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 35:

“THE HUNGERING TIDE”

Plot Hook

A flood sweeps through the region, displacing villages and uncovering long-buried ruins. However, the rising waters bring with them a strange aquatic predator that begins attacking survivors.

KEY NPC

Name: Liria Wavecrest

Race: Triton

Alignment: Neutral Good

BACKSTORY

Liria is a Triton warrior who believes the predator is an ancient creature awakened by the flood. She feels a deep responsibility to stop it, as it is tied to her people's history.

MOTIVATION

Liria seeks to protect both the surface dwellers and her underwater kin, but she fears the adventurers may escalate the situation.

GOAL

The adventurers must navigate the flooded landscape, track the aquatic predator, and decide whether to kill it or find a way to seal it back in the ruins.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 36:

“THE SHADOWED
GLEN”

Plot Hook

A dense forest glade has become unnaturally dark, and creatures within have begun exhibiting strange and aggressive behavior. The adventurers are hired to uncover the source of the corruption.

KEY NPC

Name: Lysandra Thorn

Race: Half-Elf

Alignment: Neutral

BACKSTORY

Lysandra is a ranger who stumbled upon the glen and barely escaped with her life. She believes a cursed artifact buried within the glade is responsible for the darkness.

MOTIVATION

Lysandra wants to protect the forest but is too terrified to return to the glen alone. She hopes the adventurers will succeed where she failed.

GOAL

The adventurers must enter the glen, confront its corrupted guardians, and either destroy or contain the artifact causing the disturbance.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 37:

“THE WAILING PEAK”

THE WAILING PEAK”

PLOT HOOK

Locals report eerie wailing sounds coming from a distant mountain peak, accompanied by avalanches that threaten nearby settlements. The adventurers are hired to investigate the cause.

KEY NPC

Name: Kargan Stonehearth

Race: Dwarf

Alignment: Lawful Neutral

BACKSTORY

Kargan is a retired miner who believes the wailing is tied to an ancient mining accident that claimed many lives. He suspects the spirits of the dead are restless.

MOTIVATION

Kargan wants to put the spirits to rest and ensure the mountain is safe, but he harbors guilt for his role in the original accident.

GOAL

The adventurers must navigate the treacherous mountain, uncover the truth behind the wailing, and find a way to appease the restless spirits.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 38:

“THE TREACHEROUS MARSH”

Plot Hook

A group of merchants has gone missing while traveling through a vast marshland. The adventurers are hired to find them, but the swamp’s shifting terrain and predatory creatures pose significant challenges.

KEY NPC

Name: Ellorin Reedwalker
Race: Halfling
Alignment: Neutral Good

BACKSTORY

Ellorin is a local guide familiar with the marsh’s dangers, but even they are hesitant to venture deep into its heart. They suspect something unnatural is at work.

MOTIVATION

Ellorin seeks to protect travelers and the marsh’s delicate ecosystem, but they fear the merchants’ fate may already be sealed.

GOAL

The adventurers must navigate the treacherous terrain, battle hostile creatures, and uncover the merchants’ fate—alive or dead.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 39:

“THE CURSED CLEARING”

PLOT HOOK

A clearing in the forest has become a site of gruesome deaths, with the bodies of travelers found lifeless but unmarked. The adventurers are tasked with uncovering the dark magic at work.

KEY NPC

Name: Father Darion Vale

Race: Human

Alignment: Neutral Good

BACKSTORY

Father Vale is a wandering priest who believes the clearing is cursed by an ancient ritual gone wrong. He suspects a connection to a nearby forgotten shrine.

MOTIVATION

Darion seeks to cleanse the clearing and prevent further deaths, but he fears the curse may require a significant sacrifice to break.

GOAL

The adventurers must investigate the clearing, uncover its ties to the shrine, and either break the curse or find another way to protect travelers.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 40:

“THE BEAST OF THE RIDGE”

Plot Hook

A massive, elusive predator has been attacking isolated farms near a rocky ridge. The adventurers are hired to hunt the beast and ensure the safety of the region.

KEY NPC

Name: Drakha Coldfang

Race: Dragonborn

Alignment: Neutral Evil

BACKSTORY

Drakha is a bounty hunter hired to kill the beast, but they see the situation as an opportunity to manipulate the adventurers and claim the reward for themselves.

MOTIVATION

Drakha seeks wealth and glory, but they are more than willing to betray the adventurers if it benefits them.

GOAL

The adventurers must track the predator, survive the ridge’s harsh terrain, and decide whether to work with or oppose Drakha in the hunt.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	



INTRODUCTION TO THE MYSTERIOUS DUNGEON ADVENTURE SEEDS

WELCOME TO THE DEPTHS OF MYSTERY!

Dungeons are the heart of classic adventure—the dark corridors, hidden chambers, and deadly traps that keep players on their toes. For Dungeon Masters, they offer a controlled environment where every corner holds the potential for danger or discovery. But crafting a memorable dungeon adventure takes time, from designing puzzles to populating it with monsters and treasures.

These **Mysterious Dungeon Adventure Seeds** are designed to save you that precious time while still delivering thrilling, unpredictable challenges. Whether your players are exploring ancient ruins, forgotten fortresses, or underground labyrinths, these seeds provide the foundation for an adventure filled with intrigue and peril.

THE ALLURE OF THE DUNGEON

There's something timeless about the dungeon crawl. It strips adventuring down to its core: exploration, survival, and discovery. But every dungeon should feel unique, with its own personality and secrets. A good dungeon tells a story through its architecture, inhabitants, and traps, pulling players deeper into its mysteries. These seeds are crafted to help you tell those stories, sparking your imagination and guiding your players through unforgettable encounters.

TIPS FOR RUNNING DUNGEON ADVENTURES

1. **Set the Tone Early:** Use the first few rooms or corridors to establish the dungeon's theme, it's ancient magic, decayed opulence, or relentless danger.
2. **Vary the Challenges:** Mix combat, puzzles, traps, and roleplaying opportunities to keep your players engaged. Dungeons are more than just monster-filled mazes!
3. **Encourage Resource Management:** The confined nature of a dungeon often means limited supplies. Use these seeds to remind your players that every decision—whether to press on or rest—matters.
4. **Make Exploration Rewarding:** Even small discoveries like forgotten journals, cryptic carvings, or magical oddities can make a dungeon come alive. Seeds that include environmental storytelling help your players feel like they're uncovering something real.

ADAPT AND EXPAND

While each seed provides a strong starting point, don't hesitate to adapt them to your campaign's lore and tone. A trap designed for one dungeon could be repurposed for another. An NPC in a forgotten crypt might tie directly into your party's backstory. Let these seeds spark your creativity and make your dungeons feel like they belong in your world.

Searching for treasure, uncovering ancient secrets, or battling against overwhelming odds, these seeds will ensure your dungeons remain as mysterious as they are memorable. Dive into the darkness and let the adventure begin. Happy DMing!

ADVENTURE SEED 41:

“THE FORGOTTEN TEMPLE”

Plot Hook

Deep in the wilderness lies a forgotten temple, rumored to contain a relic of immense power. However, all who enter never return. The adventurers are hired to retrieve the relic.

Key NPC

Name: High Priestess Erathiel

Race: Elf

Alignment: Neutral Good

Backstory

Erathiel's order once guarded the temple but abandoned it centuries ago when a dark force corrupted the relic. She believes it can still be redeemed, though others seek to destroy it.

Motivation

Erathiel wants to ensure the relic is recovered safely and purified, but she is unwilling to admit the true dangers that lurk in the temple.

Goal

The adventurers must navigate deadly traps, confront the corrupted guardians, and decide whether to redeem or destroy the relic.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 42:

“THE CAVE OF
ENDLESS ECHOES”

Plot Hook

A series of strange, echoing whispers emanate from a deep cavern, driving miners and explorers mad. The adventurers are sent to investigate the source of the whispers.

KEY NPC

Name: Drellik Ironjaw

Race: Dwarf

Alignment: Lawful Neutral

BACKSTORY

Drellik is the foreman of a mining company whose workers were the first to encounter the whispers. He suspects they uncovered something ancient and dangerous but refuses to abandon the mine.

MOTIVATION

Drellik seeks to secure the mine for its riches but is beginning to fear the cost of keeping it operational.

GOAL

The adventurers must delve into the cavern, confront the source of the whispers, and decide whether to seal the mine or harness its mysterious power.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 43:

“THE GUARDIAN’S TOMB”

Plot Hook

A tomb thought to hold a benevolent guardian spirit has been disturbed, and strange phenomena plague the nearby villages. The adventurers are hired to investigate.

KEY NPC

Name: Khoren Windveil

Race: Human

Alignment: Neutral Good

BACKSTORY

Khoren is a historian who believes the guardian spirit was never benevolent but a powerful force bound to the tomb. Their research may hold the key to resolving the disturbance.

MOTIVATION

Khoren wants to uncover the truth of the guardian’s nature, but they fear the spirit’s release could bring disaster.

GOAL

The adventurers must navigate the tomb’s defenses, discover the truth about the guardian spirit, and decide whether to banish or free it.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 44:

“THE CLOCKWORK LABYRINTH”

Plot Hook

An ancient dungeon filled with mechanical traps and puzzles has been discovered beneath a ruined city. The adventurers are hired to explore it and retrieve a valuable artifact.

KEY NPC

Name: Oren Gearwright

Race: Gnome

Alignment: Neutral

BACKSTORY

Oren is a tinkerer who specializes in studying ancient machines. He believes the labyrinth is a treasure trove of lost knowledge but fears the artifact may be more dangerous than useful.

MOTIVATION

Oren wants to recover the artifact for study, but he is unwilling to put himself at risk inside the labyrinth.

GOAL

The adventurers must solve complex puzzles, survive mechanical traps, and determine whether to deliver the artifact to Oren or keep it for themselves.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 45:

“THE VAULT OF SHADOWS”

Plot Hook

A hidden vault deep within a mountain is said to hold treasures beyond imagination, but those who enter are said to be cursed. The adventurers are hired to retrieve a specific item.

KEY NPC

Name: Ellara Nightshade

Race: Tiefling

Alignment: Chaotic Neutral

BACKSTORY

Ellara is a rogue who barely escaped the vault with her life years ago. She seeks revenge against the entity that cursed her and offers to guide the adventurers inside.

MOTIVATION

Ellara wants to break her curse and take her revenge but will betray the adventurers if it benefits her.

GOAL

The adventurers must navigate the vault’s deadly traps, face the curse’s manifestations, and decide whether to trust Ellara’s guidance.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 46:

“THE CRIMSON CAVERNS”

Plot Hook

A series of glowing red crystals discovered in a cavern seem to have both magical and addictive properties. The adventurers are hired to investigate their origin and potential dangers.

Key NPC

Name: Galwin Brightshard

Race: Dwarf

Alignment: Neutral Good

Backstory

Galwin is a gemcutter who hopes to use the crystals to revolutionize his craft, but exposure to the crystals is slowly corrupting him. It is likely that he has no idea that this is happening to him.

Motivation

Galwin wants the crystals studied and mined but is blind to the risks they pose to himself and others.

Goal

The adventurers must determine the crystals' origin, confront their corruptive influence, and decide whether to allow their continued use.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 47:

“THE WARDEN’S MAZE”

THE WARDEN’S MAZE”

PLOT HOOK

An ancient maze deep underground is said to hold the treasure of a long-dead king. However, adventurers who enter never return, and strange sounds echo from its depths.

KEY NPC

Name: Lord Havren Tallas

Race: Human

Alignment: Lawful Evil

BACKSTORY

Lord Havren once ruled the region above the maze and built it to protect his hoard. His spirit lingers within, bound by a curse, and he views any intruders as threats to his legacy.

MOTIVATION

Havren’s ghost seeks to protect his treasures but secretly longs to be freed from the curse that binds him to the maze.

GOAL

The adventurers must navigate the maze, overcome its traps, and decide whether to confront or assist Lord Havren’s spirit to claim the treasure.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 48:

“THE BURIED COLOSSUS”

PLOT HOOK

A titanic stone statue lies half-buried in the ruins of an old fortress. Locals claim the colossus is alive and stirs when the stars align, and the adventurers are hired to investigate before the alignment occurs.

KEY NPC

Name: Lyric Fenwyne

Race: Half-Elf

Alignment: Neutral Good

BACKSTORY

Lyric is a scholar who has studied the fortress for years and believes the colossus was an ancient guardian created to defend against an apocalyptic threat. However, the guardian may have become corrupted over time.

MOTIVATION

Lyric wishes to reactivate the colossus to study it but is unsure how to control it if it awakens.

GOAL

The adventurers must uncover the truth of the colossus’s purpose, determine whether to awaken it, and deal with the consequences of their decision.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 49:

“THE CRYPT OF WHISPERS”

Plot Hook

An abandoned crypt has begun emitting a faint, eerie whispering that carries across the nearby village. The adventurers are hired to enter the crypt and uncover the source of the whispers.

KEY NPC

Name: Sister Eliana

Race: Human

Alignment: Neutral Good

BACKSTORY

Sister Eliana is a local cleric who believes the whispers are tied to an unfulfilled oath made by one of her ancestors. She hopes to help the adventurers put the spirits to rest.

MOTIVATION

Eliana wants to ensure the crypt is cleansed of its spiritual disturbances, but she fears uncovering shameful truths about her family's past.

GOAL

The adventurers must explore the crypt, uncover its secrets, and decide whether to fulfill the spirits' demands or silence them permanently.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 50:

“THE PIT OF STARS”

PLOT HOOK

An ancient cavern deep beneath the earth contains a pit that glows with starlight, despite being miles underground. The adventurers are tasked with exploring the cavern and uncovering the source of the light.

KEY NPC

Name: Carina Moonsong

Race: Gnome

Alignment: Neutral

BACKSTORY

Carina is an astronomer who believes the pit is connected to a celestial phenomenon. She hopes to study it to unlock the secrets of the stars but fears what she might find.

MOTIVATION

Carina is driven by a love of discovery but is terrified of encountering creatures or entities tied to the phenomenon.

GOAL

The adventurers must delve into the cavern, face its unknown dangers, and determine whether the pit is a blessing or a threat to the world above.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____ _____	

ADVENTURE SEED 51:

“THE CHAMBER OF FROST”

Plot Hook

A frozen chamber deep within an ancient dungeon is discovered by a band of explorers, only for them to vanish without a trace. The adventurers are hired to find out what happened and uncover the chamber’s secrets.

KEY NPC

Name: Brynn Icevein

Race: Dwarf

Alignment: Neutral

BACKSTORY

Brynn is the leader of the original exploration team and is now missing. Their obsession with discovering rare treasures led them to disturb a slumbering frost elemental bound within the chamber.

MOTIVATION

Brynn sought fame and fortune, but they underestimated the dangers of the chamber and its icy guardian. If alive, they may aid or hinder the adventurers based on their mental state.

GOAL

The adventurers must enter the frost-covered chamber, contend with freezing conditions and traps, and confront the frost elemental to uncover Brynn’s fate.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 52:

“THE WAILING DOORS”

Plot Hook

A series of intricately carved doors throughout the dungeon emit haunting wails, driving adventurers mad. The adventurers must solve the mystery of the wailing doors before they succumb to their effects.

Key NPC

Name: Talia Ravenshade

Race: Half-Elf

Alignment: Chaotic Neutral

Backstory

Talia is a rogue who claims to have solved part of the puzzle behind the wailing doors. However, her unstable demeanor raises doubts about her reliability, even as she insists on helping.

Motivation

Talia seeks to uncover the source of the doors' power, driven by a desire to claim any valuable treasure they may guard. She may betray the party if her greed gets the better of her.

Goal

The adventurers must navigate the dungeon, decipher the riddle of the wailing doors, and decide whether to trust Talia's guidance or strike out on their own.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 53:

“THE SHIMMERING POOL”

Plot Hook

An underground pool shimmers with an unnatural glow, rumored to grant wishes to those who make offerings. The adventurers are hired to uncover the truth behind the pool’s power.

KEY NPC

Name: Esra Moonwhisper

Race: Tiefling

Alignment: Neutral Good

BACKSTORY

Esra is a mystic who has long studied the shimmering pool and believes it is connected to a benevolent water spirit. However, recent disturbances in the dungeon have corrupted its magic.

MOTIVATION

Esra hopes to restore the pool’s original purity but fears that the corruption may be too advanced to reverse without outside help.

GOAL

The adventurers must investigate the pool, confront the corrupted spirit, and decide whether to cleanse the pool or destroy it to prevent further harm.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 54:

“THE SILENT LIBRARY”

THE SILENT LIBRARY”

PLOT HOOK

A long-forgotten library within the dungeon

contains rare tomes of immense knowledge, but it is guarded by spectral librarians who attack anyone making noise. The adventurers are tasked with retrieving a specific book.

KEY NPC

Name: Archivist Lenira

Race: Elf

Alignment: Lawful Neutral

BACKSTORY

Lenira is the last living guardian of the library and has sworn to protect its secrets. They warn the adventurers of the spectral librarians but may withhold information about other dangers within.

MOTIVATION

Lenira seeks to preserve the library at all costs, even if it means allowing the adventurers to perish in their quest.

GOAL

The adventurers must navigate the library in total silence, avoid the spectral guardians, and retrieve the book without destroying the library's fragile balance.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 55:

“THE CRACKLING SPIRE”

PLOT HOOK

An underground spire radiates lightning that arcs unpredictably through the dungeon. The adventurers must investigate its source and stabilize its power before it destroys the region.

KEY NPC

Name: Jorrek Thunderheart

Race: Dwarf

Alignment: Lawful Good

BACKSTORY

Jorrek is a smith who discovered the spire and believes it could be harnessed to forge legendary weapons. However, they are unaware that tampering with it has triggered its unstable energies.

MOTIVATION

Jorrek seeks to stabilize the spire to continue their work but may be blinded by their ambitions, putting the adventurers at risk.

GOAL

The adventurers must reach the spire’s core, navigate its electrical defenses, and decide whether to stabilize, destroy, or exploit its energy.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 56:

“THE CRAWLING DARKNESS”

Plot Hook

A living shadow begins spreading through the dungeon, consuming everything in its path. The adventurers must uncover its source and stop it before it reaches the surface.

Key NPC

Name: Aelric Dawnshade

Race: Human

Alignment: Neutral

Backstory

Aelric is a scholar who accidentally unleashed the living shadow while attempting to decipher an ancient tablet. They are wracked with guilt and eager to help the adventurers undo their mistake.

Motivation

Aelric seeks to destroy the shadow to atone for their actions, but they may panic under pressure, complicating the adventurers' efforts.

Goal

The adventurers must navigate the shadow-infested dungeon, uncover its ties to the tablet, and find a way to banish it back to the void.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 57:

“THE GILDED HALL”

THE GILDED HALL”

PLOT HOOK

Deep within the dungeon lies a hall lined with golden walls, but those who attempt to take even a single coin vanish without a trace. The adventurers are hired to retrieve a stolen heirloom rumored to be hidden there.

KEY NPC

Name: Lady Eryndelle

Race: Human

Alignment: Neutral Good

BACKSTORY

Lady Eryndelle’s ancestor once used the gilded hall to store their greatest treasures. She believes the hall’s magic was designed to protect the treasures but has grown unstable over the centuries.

MOTIVATION

Eryndelle wishes to recover her family’s lost heirloom and restore the hall’s enchantments, though she underestimates the dangers involved.

GOAL

The adventurers must resist the hall’s temptations, overcome its deadly traps, and determine whether to restore or disable its ancient magic.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 58:

“THE HALL OF MIRRORS”

PLOT HOOK

An underground chamber filled with enchanted mirrors is causing bizarre reflections of adventurers to manifest and attack. The adventurers are hired to destroy the mirrors before more lives are lost.

KEY NPC

Name: Kaelen Swiftshade

Race: Elf

Alignment: Chaotic Neutral

BACKSTORY

Kaelen is a treasure hunter who barely escaped the hall alive, claiming the mirrors hold fragments of a powerful illusion spell gone wrong. They offer to guide the adventurers—for a price.

MOTIVATION

Kaelen seeks to claim the hall’s rumored treasure for themselves but fears the reflections may overwhelm them if they return.

GOAL

The adventurers must navigate the mirror-filled chamber, confront their twisted reflections, and decide whether to shatter or seal the mirrors.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 59:

“THE BLOODSTONE ALTAR”

Plot Hook

A cursed altar deep within the dungeon has begun to emit a crimson glow, luring creatures to it. The adventurers must destroy the altar before it causes further chaos.

KEY NPC

Name: High Inquisitor Varros

Race: Tiefling

Alignment: Lawful Evil

BACKSTORY

Varros once used the altar to perform forbidden rites but abandoned it after losing control of its power. They now seek to reclaim the altar for their own purposes.

MOTIVATION

Varros wants to harness the altar’s power for personal gain and will try to manipulate the adventurers into securing it for them.

GOAL

The adventurers must face the altar’s guardians, dismantle its magic, and decide whether to destroy or use its power.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 60:

“THE WELL OF SECRETS”

Plot Hook

A deep well within the dungeon whispers forbidden knowledge to those who approach, but each secret comes with a price. The adventurers are tasked with investigating its origins.

KEY NPC

Name: Sorin Nightweaver

Race: Human

Alignment: Neutral Evil

BACKSTORY

Sorin is a warlock who formed a pact with the entity dwelling in the well. They believe the well holds the key to ultimate power but are careful to hide their connection to it.

MOTIVATION

Sorin seeks to strengthen their pact with the well's entity and will try to mislead the adventurers to further their own goals.

GOAL

The adventurers must confront the well's strange magic, uncover its true nature, and decide whether to seal, destroy, or exploit its power.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	



INTRODUCTION TO THE COASTAL ADVENTURE SEEDS

WELCOME TO THE COASTAL REALMS!

From bustling ports to tranquil shores and the vast mysteries of the open sea, coastal adventures are ripe with potential for danger and discovery. The Coastal Realms offer a unique blend of intrigue and exploration, with players never quite sure what lies beyond the next wave or hidden in the shadows of a dockside alley.

For Dungeon Masters, this setting provides endless opportunities, but it also requires a balance between land, sea, and the unknown depths. These **Coastal Adventure Seeds** give you the tools to craft thrilling maritime tales with ease, ensuring you always have something captivating at your fingertips.

WHY COASTAL ADVENTURES SHINE

Coastal settings stand apart because of their versatility. They can blend the familiarity of cities and towns with the unpredictability of the ocean. From swashbuckling pirates to ancient underwater ruins, these seeds offer hooks that can seamlessly transition between land and sea, keeping your players engaged in both familiar and exotic environments.

TIPS FOR COASTAL ADVENTURES

1. **Use the Ocean as a Wild Card:** Weather can turn a calm voyage into a harrowing ordeal. Seeds that take advantage of storms, sea monsters, or sudden shipwrecks add drama and unpredictability.
2. **Play with Contrasts:** Shift between the liveliness of ports and the eerie silence of an uncharted island or an underwater temple. Contrasts make each location feel more dynamic.
3. **Incorporate Nautical Elements:** Ships, trade routes, and maritime culture are key. Whether your players are protecting a merchant vessel or seeking treasure aboard a ghost ship, the details matter.
4. **Embrace Mystery:** Coastal settings often evoke a sense of wonder and danger. Let seeds spark questions—what secrets lie below the waves? Who or what might be watching from the depths?

FLEXIBLE AND IMMERSIVE

Every coastal seed is designed to be easily adapted, whether your game leans toward high-seas swashbuckling or eerie, Lovecraftian horror. NPCs can double as allies or adversaries, and locations can be scaled from bustling trade hubs to isolated fishing villages. Whatever tone you want to strike, these seeds can help you set the scene.

The Coastal Realms are waiting. From windswept cliffs to the mysteries beneath the waves, these seeds will bring depth and excitement to your campaign. Prepare to set sail and let the adventures begin. Happy DMing!

ADVENTURE SEED 61:

“THE VANISHING FLEET”

Plot Hook

A fleet of fishing boats vanishes without a trace, leaving only fragments of wood washing ashore. The adventurers are hired to investigate the disappearances.

Key NPC

Name: Captain Brisda Waveborn

Race: Human

Alignment: Neutral Good

Backstory

Captain Brisda is a retired sailor who lost her son in one of the vanished boats. She suspects an ancient sea monster is responsible but has no proof.

Motivation

Brisda wants justice for her son and the other sailors, but her grief may lead her to take unnecessary risks that could endanger the adventurers.

Goal

The adventurers must uncover the truth behind the fleet’s disappearance and either defeat the creature or stop whatever force is causing the attacks.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 62:

“THE WHISPERING Lighthouse”

Plot Hook

A lighthouse on the edge of the coast begins emitting strange whispers at night, driving nearby villagers mad. The adventurers are sent to investigate.

KEY NPC

Name: Keeper Solrin Tallow

Race: Half-Elf

Alignment: Neutral

BACKSTORY

Solrin is the reclusive keeper of the lighthouse and believes the whispers are tied to a magical artifact hidden within. However, they are too frightened to investigate further.

MOTIVATION

Solrin wants the lighthouse returned to normal but fears the whispers may be a punishment for their past mistakes.

GOAL

The adventurers must explore the lighthouse, uncover the source of the whispers, and decide whether to destroy or contain the artifact.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 63:

“THE PIRATE KING’S TREASURE”

Plot Hook

A treasure map is discovered, leading to a hidden cache of the infamous Pirate King Redbeard. The adventurers must navigate treacherous waters and rival treasure hunters to claim the prize.

KEY NPC

Name: Corsair Merrik

Race: Tiefling

Alignment: Chaotic Neutral

BACKSTORY

Merrick is a daring pirate who once sailed under Redbeard’s flag. They seek the treasure for personal gain and view the adventurers as rivals or potential allies.

MOTIVATION

Merrick’s loyalty to Redbeard’s legacy drives them to protect the treasure’s secrets but their greed may lead to conflict with the adventurers.

GOAL

The adventurers must race against Merrik and other foes, solve the map’s riddles, and decide whether to share or keep the treasure.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 64:

“THE SUNKEN SHRINE”

THE SUNKEN SHRINE”

PLOT HOOK

A shrine to an ancient sea god has emerged after an earthquake, drawing worshippers and treasure seekers alike. The adventurers are hired to explore its depths.

KEY NPC

Name: Priestess Calvara Tidebound

Race: Human

Alignment: Lawful Neutral

BACKSTORY

Calvara believes the shrine is a sacred site that must be preserved, but she fears the sea god’s wrath if its treasures are disturbed.

MOTIVATION

Calvara seeks to protect the shrine but is torn between her faith and the need for the adventurers to explore its secrets.

GOAL

The adventurers must delve into the shrine, avoid its traps, and determine whether to honor or exploit its ancient magic.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES	
_____ _____ _____ _____	

ADVENTURE SEED 65:

“THE CURSED DOCKS”

PLOT HOOK

A series of mysterious accidents plagues a coastal town’s docks, threatening its livelihood. The adventurers are hired to investigate the cause.

KEY NPC

Name: Dockmaster Ruldan Harp

Race: Human

Alignment: Neutral Good

BACKSTORY

Ruldan has managed the docks for decades and suspects a rival merchant may be sabotaging the town. However, he is reluctant to accuse anyone without evidence.

MOTIVATION

Ruldan wants to protect the town’s economy but fears exposing corruption among his peers.

GOAL

The adventurers must uncover the truth behind the accidents, confront those responsible, and ensure the docks are safe once more.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 66:

“THE TIDAL RUINS”

THE TIDAL RUINS”

PLOT HOOK

An ancient ruin, visible only at low tide, is said to hold powerful artifacts. The adventurers must contend with rival explorers and rising tides to claim its treasures.

KEY NPC

Name: Lora Driftwood

Race: Halfling

Alignment: Neutral

BACKSTORY

Lora is an experienced scavenger who views the ruins as her territory. She reluctantly agrees to guide the adventurers but may turn against them if the artifacts are valuable enough.

MOTIVATION

Lora seeks to claim the ruins' treasures to support her family but is willing to risk alliances for personal gain.

GOAL

The adventurers must navigate the ruins' challenges, outwit rivals, and escape before the rising tides trap them.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 67:

“THE HAUNTED
GALLEON”

Plot Hook

A ghostly ship is seen sailing the coastline, luring sailors to their doom. The adventurers are hired to board the ship and put its cursed crew to rest.

Key NPC

Name: Captain Tharos Greywind

Race: Human

Alignment: Lawful Evil

Backstory

Tharos was a ruthless pirate whose crew mutinied and cursed him to sail the seas forever. His spirit now seeks revenge on the living.

Motivation

Tharos wants to break the curse but only if it means he can return to life and continue his reign of terror.

Goal

The adventurers must confront the cursed crew, uncover the source of the curse, and decide whether to free or destroy Tharos.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 68:

“THE MAELSTROM’S HEART”

Plot Hook

A permanent maelstrom in the sea is growing, threatening coastal towns. The adventurers must discover its cause and stop it before it consumes everything.

KEY NPC

Name: Navigator Fenric Tidecaller

Race: Triton

Alignment: Neutral Good

BACKSTORY

Fenric believes the maelstrom is tied to a powerful artifact disturbed by treasure hunters. They wish to see it returned to its rightful place.

MOTIVATION

Fenric wants to protect the coastal towns but fears the adventurers may misuse the artifact if they find it.

GOAL

The adventurers must brave the storm, recover the artifact, and decide whether to destroy or return it to its resting place.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 69:

“THE SIREN’S LAMENT”

THE SIREN’S LAMENT”

PLOT HOOK

Sailors report hearing a haunting song that lures ships into jagged rocks. The adventurers must find the source of the song and silence it.

KEY NPC

Name: Sirena Coralheart

Race: Siren

Alignment: Chaotic Neutral

BACKSTORY

Sirena is a siren whose sorrowful song was amplified by an ancient artifact, causing unintended destruction. She is desperate to stop but cannot control the magic.

MOTIVATION

Sirena wants to be free of the artifact’s influence but fears revealing her identity to the adventurers.

GOAL

The adventurers must locate the artifact, deal with its protective enchantments, and decide whether to spare or kill Sirena.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 71:

“THE CORAL LABYRINTH”

Plot Hook

Beneath the waves lies a maze of coral that shifts unpredictably, trapping those who dare enter. The adventurers are hired to rescue a trapped diver before time runs out.

KEY NPC

Name: Amara Reefwarden

Race: Triton

Alignment: Neutral Good

BACKSTORY

Amara is a guardian of the coral labyrinth who has long protected its secrets. She believes the diver's presence disturbed an ancient balance, causing the labyrinth to become hostile.

MOTIVATION

Amara seeks to restore the labyrinth's harmony but fears that further interference might make things worse.

GOAL

The adventurers must navigate the shifting maze, avoid its deadly traps, and rescue the diver before the labyrinth consumes them all. Along the way, they must decide whether to reveal or conceal the labyrinth's secrets from the outside world.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 72:

“THE PHANTOM DOCK”

Plot Hook

A dock appears under the moonlight, then vanishes by dawn, leaving behind spectral figures. The adventurers are sent to investigate the phenomenon and uncover its source.

KEY NPC

Name: Marina Gale

Race: Human

Alignment: Neutral

BACKSTORY

Marina is a wandering sailor who claims to have seen the phantom dock before. She believes it is tied to a shipwreck she survived years ago, though she has no proof.

MOTIVATION

Marina wants to solve the mystery to find closure for herself and her lost crew. However, her fear of the spirits may hold her back.

GOAL

The adventurers must follow Marina’s clues, confront the spectral figures, and discover whether the dock is a warning or a remnant of a forgotten tragedy. Its secrets could save or doom future sailors.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 73:

“THE SEA WARDENS”

THE SEA WARDENS”

PLOT HOOK

A group of sea wardens has gone rogue, attacking innocent ships and claiming they are protecting the ocean. The adventurers are tasked with stopping their rampage.

KEY NPC

Name: Captain Alaric Stormtide

Race: Half-Orc

Alignment: Chaotic Neutral

BACKSTORY

Alaric once fought to protect the seas from exploitation, but a deep betrayal turned his crew into a group of vigilantes, enforcing their own harsh justice on all who cross their path.

MOTIVATION

Alaric is driven by a desire to protect the ocean but is blinded by his anger and bitterness, making him ruthless in his methods.

GOAL

The adventurers must track down the sea wardens, confront their misguided leader, and decide whether to stop or reform them. They may also face moral dilemmas tied to Alaric's motivations.

SETUP	OBSTACLES
Level: _____	<input type="checkbox"/> _____
Time: _____	<input type="checkbox"/> _____
Type: _____	<input type="checkbox"/> _____

LOCATIONS	STORY BEATS
<input type="checkbox"/> 1: _____	Hook: _____
<input type="checkbox"/> 2: _____	Conflict: _____
<input type="checkbox"/> 3: _____	Climax: _____
<input type="checkbox"/> 4: _____	Resolution: _____

NPCS	REWARDS
Main: _____	Treasure: _____
<input type="checkbox"/> _____	Magic: _____
<input type="checkbox"/> _____	Info: _____
<input type="checkbox"/> _____	Other: _____

NOTES

ADVENTURE SEED 74:

“THE EBBING ISLAND”

PLOT HOOK

An island appears and disappears with the tide, leaving behind strange tracks and artifacts. The adventurers are sent to explore it before it vanishes once again.

KEY NPC

Name: Elyna Driftseeker

Race: Halfling

Alignment: Neutral Good

BACKSTORY

Elyna is a historian who believes the island holds the remnants of a long-lost civilization. She has spent her life studying its tides but has never dared to set foot on it herself.

MOTIVATION

Elyna wants to document the island's secrets and preserve its history but fears what might be awakened by further exploration.

GOAL

The adventurers must explore the island quickly, navigate its shifting landscape, and uncover its mysteries before it vanishes beneath the waves. They may also encounter hostile remnants of its past.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 75:

“THE MERFOLK’S BARGAIN”

Plot Hook

A group of merfolk offers safe passage through treacherous waters in exchange for a mysterious artifact. The adventurers must decide whether to take their deal.

KEY NPC

Name: Nerissa Pearlfín

Race: Merfolk

Alignment: Neutral

BACKSTORY

Nerissa is the leader of her merfolk clan and believes the artifact is key to their survival. She does not reveal that it may also awaken a great danger if disturbed.

MOTIVATION

Nerissa seeks to secure her clan’s future but is willing to manipulate or deceive outsiders to achieve her goal.

GOAL

The adventurers must decide whether to accept the bargain, navigate the merfolk’s treacherous waters, and deal with the consequences of handing over—or withholding—the artifact.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 76:

“THE SINKING SPECTER”

PLOT HOOK

A ghost ship appears only when a storm approaches, seemingly guiding sailors to safety, but the adventurers are hired to discover why its help often comes at a cost.

KEY NPC

Name: Captain Silas Veylan

Race: Human

Alignment: Lawful Neutral

BACKSTORY

Captain Veylan was a sailor who died saving his crew during a terrible storm. His spirit now guides ships through treacherous waters, but he extracts a toll from those he helps, demanding their loyalty to his ghostly cause.

MOTIVATION

Silas is driven by a sense of duty but has become twisted by the isolation of his spectral existence. He believes his actions are justified for the greater good.

GOAL

The adventurers must decide whether to lay Silas to rest or help him continue his spectral mission. However, their choice may have consequences for the sailors who rely on his guidance.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 77:

“THE TIDAL QUEEN’S COURT”

Plot Hook

A legendary merfolk queen invites adventurers to her underwater palace for a grand feast, but the invitation comes with a cryptic warning to “arrive prepared to pay the price.”

KEY NPC

Name: Queen Eltheria Tidebound

Race: Merfolk

Alignment: Neutral Evil

BACKSTORY

Queen Eltheria is a cunning ruler who uses her court’s extravagant feasts to lure surface dwellers into making bargains they cannot refuse. She thrives on trickery and often extracts steep, magical payments for her hospitality.

MOTIVATION

Eltheria seeks to maintain her power and ensure her court’s loyalty by entangling powerful mortals in her schemes. She is always looking for new pawns to serve her long-term goals.

GOAL

The adventurers must navigate the political dangers of the queen’s court, decipher her true intentions, and decide whether to make a deal—or find a way to escape unscathed.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 78:

“THE WHARF WRAITH”

THE WHARF WRAITH”

PLOT HOOK

A wraith has taken up residence at an abandoned wharf, luring unsuspecting sailors to their doom. The adventurers are tasked with exorcising the spirit and uncovering its story.

KEY NPC

Name: Garron Blacktide

Race: Human

Alignment: Neutral Evil

BACKSTORY

Garron was a cruel smuggler who betrayed his crew and was killed by them at the wharf. His spirit remains bound there, exacting revenge on any who cross his domain.

MOTIVATION

Garron desires vengeance and thrives on the fear he causes. He refuses to move on until he feels his suffering has been avenged.

GOAL

The adventurers must uncover the history of the wraith, decide whether to destroy or redeem him, and ensure the wharf becomes safe for the townsfolk once more.

SETUP	OBSTACLES
Level: _____	<input type="checkbox"/> _____
Time: _____	<input type="checkbox"/> _____
Type: _____	<input type="checkbox"/> _____

LOCATIONS	STORY BEATS
<input type="checkbox"/> 1: _____	Hook: _____
<input type="checkbox"/> 2: _____	Conflict: _____
<input type="checkbox"/> 3: _____	Climax: _____
<input type="checkbox"/> 4: _____	Resolution: _____

NPCS	REWARDS
Main: _____	Treasure: _____
<input type="checkbox"/> _____	Magic: _____
<input type="checkbox"/> _____	Info: _____
<input type="checkbox"/> _____	Other: _____

NOTES

ADVENTURE SEED 79:

“THE LOST CARGO”

THE LOST CARGO”

PLOT HOOK

A ship carrying valuable cargo washed ashore in pieces, but no survivors or goods were found. The adventurers are hired to retrieve the missing cargo, rumored to be cursed.

KEY NPC

Name: Trader Velka Treshar

Race: Human

Alignment: Neutral

BACKSTORY

Velka financed the ill-fated voyage and is desperate to recover her investment. However, she knows more about the cargo's cursed origins than she lets on and may mislead the adventurers.

MOTIVATION

Velka is driven by greed but is also fearful of the curse. She hopes the adventurers will deal with any dangers while she reaps the rewards.

GOAL

The adventurers must investigate the shipwreck, contend with the curse's effects, and decide whether to return the cargo or destroy it to prevent future harm.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 80:

“THE ABYSSAL ORACLE”

Plot Hook

A mysterious figure emerges from the sea, claiming to be an oracle with knowledge of impending doom. The adventurers must determine if their warnings are true or part of a sinister agenda.

KEY NPC

Name: Liriel Moonwake

Race: Sea Elf

Alignment: Neutral

BACKSTORY

Liriel is an enigmatic sea elf who claims to have been gifted visions by an abyssal god. Her predictions are often cryptic and come with dire consequences if ignored.

MOTIVATION

Liriel seeks to spread her god’s influence but may genuinely wish to avert a looming disaster. Her conflicting loyalties create an air of uncertainty around her intentions.

GOAL

The adventurers must decipher Liriel’s cryptic warnings, investigate the truth behind her visions, and decide whether to heed or oppose her guidance. The fate of the region could depend on their choice.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	



INTRODUCTION TO THE HAUNTED LANDS ADVENTURE SEEDS

WELCOME TO THE HAUNTED LANDS!

The Haunted Lands are places where the veil between the living and the dead is thin, where shadows stretch longer, and whispers in the dark can chill even the bravest adventurers. These settings evoke fear, curiosity, and a sense of unease, making them perfect for stories filled with supernatural elements.

As Dungeon Masters, we know how important atmosphere is in crafting truly memorable sessions. These **Haunted Lands Adventure Seeds** are designed to give you all the tools you need to create spine-tingling encounters while saving time for what matters most—running your game.

THE SUPERNATURAL EDGE

Adventures in the Haunted Lands thrive on tension and the unknown. Every shadow, every strange sound, and every lingering ghost offers a chance to pull your players deeper into the story. But these aren't just tales of horror—these seeds incorporate mystery, redemption, and moral dilemmas that will keep your players engaged long after the session ends.

TIPS FOR RUNNING HAUNTED ADVENTURES

1. **Build the Atmosphere:** Use vivid descriptions of the eerie environment—creaking doors, flickering lights, and cold winds—to immerse your players in the setting.
2. **Leverage Psychological Horror:** Not every threat needs to be a physical monster. Unsettling dreams, cursed objects, or unseen forces can add layers of suspense and dread.
3. **Offer Choices with Consequences:** Haunted settings often present moral challenges. Seeds that ask players to choose between saving a tormented spirit or letting it rest in peace can make for unforgettable moments.
4. **Keep the Players Guessing:** Not everything should be explained. The unknown is part of what makes these settings so engaging.

TAILORED FOR FLEXIBILITY

The seeds in this collection are versatile, offering hooks for a variety of supernatural tones. From ghostly apparitions to ancient curses, these encounters can be woven into any campaign. Whether your Haunted Lands are graveyards steeped in sorrow or shadowy forests filled with eldritch horrors, these seeds will fit right in.

The Haunted Lands are calling. With these seeds, you'll have everything you need to bring the supernatural into your game and leave your players on the edge of their seats. Step into the shadows, and let the adventure begin. Happy DMing!

ADVENTURE SEED 81:

“THE SCREAMING WOODS”

Plot Hook

In the heart of a shadowy forest, blood-curdling screams echo every night, terrifying the nearby villages. The adventurers are asked to enter the woods and discover the source of the haunting cries.

KEY NPC

Name: Mera Lighthollow

Race: Human

Alignment: Neutral Good

BACKSTORY

Mera is a young herbalist who ventured into the woods and encountered a spirit of anguish. She narrowly escaped but has been plagued by nightmares ever since.

MOTIVATION

Mera is desperate to end the screaming and believes the spirit is a victim seeking justice. She hopes the adventurers can help without further enraging the entity.

GOAL

The adventurers must confront the anguished spirit, uncover its tragic story, and either appease or banish it to bring peace to the forest and nearby villages.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 82:

“THE WANDERING MAUSOLEUM”

Plot Hook

A massive mausoleum has begun appearing in different locations, leaving destruction in its wake. The adventurers are hired to uncover its secrets and stop its movements.

KEY NPC

Name: Archivist Malrick Greywind

Race: Tiefling

Alignment: Neutral Evil

BACKSTORY

Malrick is an archivist obsessed with forbidden magic. He accidentally activated a long-dormant spell tied to the mausoleum, binding it to his will but losing control over its power.

MOTIVATION

Malrick seeks to harness the mausoleum’s energy for his own ends but fears the consequences of fully losing control. He may offer half-truths to the adventurers.

GOAL

The adventurers must investigate the mausoleum, disable its enchantments, and decide whether to destroy or repurpose the magic driving its destructive path.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 83:

“THE SHADOWED BRIDGE”

Plot Hook

A bridge spanning a dark gorge has become a hotspot for disappearances. Locals whisper of shadowy figures dragging victims into the abyss. The adventurers are hired to investigate.

KEY NPC

Name: Rellan Moorheart

Race: Dwarf

Alignment: Neutral

BACKSTORY

Rellan is a grizzled merchant who narrowly escaped an attack on the bridge. He believes a cult tied to the shadows is using the bridge as a ritual site.

MOTIVATION

Rellan seeks revenge against the shadows but fears that revealing what he knows may make him their next target.

GOAL

The adventurers must uncover the cult's rituals, battle shadowy guardians, and decide how to restore safety to the bridge—if it can be saved at all.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 84:

“THE WAILING STATUE”

Plot Hook

A statue in the town square begins wailing every night at midnight, and its tears are said to burn like acid. The adventurers must uncover the reason behind its curse.

Key NPC

Name: Eldrin Loresmith

Race: Elf

Alignment: Lawful Neutral

Backstory

Eldrin is a sculptor who created the statue as a memorial to a friend lost in tragic circumstances. Unknown to him, the materials he used were cursed.

Motivation

Eldrin feels guilt over the harm caused by his creation and wishes to see the curse lifted, though he fears the price required to do so.

Goal

The adventurers must investigate the curse's origins, confront the supernatural force tied to the statue, and decide whether to destroy or redeem the memorial.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 85:

“THE BLOODIED MILL”

THE BLOODIED MILL”

PLOT HOOK

A once-prosperous mill now runs with blood instead of water, and its workers have vanished. The adventurers are hired to explore the haunted site and uncover its dark secrets.

KEY NPC

Name: Millkeeper Jonath Branwell

Race: Human

Alignment: Neutral Good

BACKSTORY

Jonath fled the mill after hearing sinister whispers and witnessing his workers' bizarre behavior. He suspects something awakened beneath the building but doesn't know what. Jonath is really not very bright!

MOTIVATION

Jonath wants to reclaim his mill and protect his workers' families, though he is terrified of what the adventurers might find.

GOAL

The adventurers must delve into the mill's depths, confront the horrors beneath it, and either cleanse or destroy the site to prevent further bloodshed.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 86:

“THE FORGOTTEN
CRYPT”

Plot Hook

An ancient crypt hidden in the hills has been uncovered by a recent landslide. Locals claim strange figures have been seen entering the crypt at night, and the adventurers are hired to investigate.

KEY NPC

Name: Varnus Greystone

Race: Dwarf

Alignment: Neutral

BACKSTORY

Varnus is a historian who has been searching for the crypt for years, believing it holds treasures and lost knowledge. However, he fears that opening it may have released a curse.

MOTIVATION

Varnus seeks to preserve the crypt's artifacts but is torn between his scholarly ambition and the need to stop the dangers it has unleashed.

GOAL

The adventurers must delve into the crypt, navigate its traps, and determine how to handle its treasures and any supernatural forces guarding them.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 87:

“THE ASHEN VILLAGE”

Plot Hook

A village has been reduced to ashes, yet no bodies or survivors remain. The adventurers are sent to uncover what happened and whether the danger persists.

KEY NPC

Name: Alyssa Emberwell

Race: Half-Elf

Alignment: Neutral Good

BACKSTORY

Alyssa is a traveling bard who passed through the village just before its destruction. She suspects a magical event tied to an artifact she witnessed there.

MOTIVATION

Alyssa wants to ensure the safety of other villages and feels guilty for not acting sooner. She hopes the adventurers can uncover the truth.

GOAL

The adventurers must investigate the ruins, follow clues to the artifact's origin, and determine whether the danger can be contained or destroyed.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 88:



THE PHANTOM
FLAMES”

PLOT HOOK

At night, ghostly flames light up an abandoned watchtower, accompanied by eerie howls. The adventurers are tasked with discovering the source of the haunting.

KEY NPC

Name: Guard Captain Renald Firemark

Race: Human

Alignment: Lawful Neutral

BACKSTORY

Renald once commanded the watchtower and sacrificed his men to hold back a marauding horde. The guilt of his decision binds his spirit to the site.

MOTIVATION

Renald wishes to atone for his past actions but believes his torment is deserved. He may resist efforts to free him.

GOAL

The adventurers must uncover the story of the watchtower, confront Renald’s ghost, and decide whether to help him move on or leave him to his penance.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 89:

“THE WRAITH’S MASQUERADE”

Plot Hook

An extravagant masquerade ball in a decaying castle is said to be attended by both the living and the dead. The adventurers are invited to the event under mysterious circumstances.

KEY NPC

Name: Lady Seraphina Graveveil

Race: Half-Elf

Alignment: Chaotic Neutral

BACKSTORY

Seraphina is a ghost who hosts the ball to relive her life’s grandest moments. She sees the adventurers as a means to secure her own freedom—but at a cost.

MOTIVATION

Seraphina wants to escape her ghostly existence but fears losing the memories of her life. Her desperation may lead her to manipulate the adventurers.

GOAL

The adventurers must navigate the ball’s intrigue, identify the living from the dead, and uncover Seraphina’s true intentions before the night ends.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 90:

“THE CURSE OF THE BLEEDING THORN”

Plot Hook

A blood-red rosebush grows in a cursed garden, said to grant visions of the future at a terrible cost. The adventurers are sent to retrieve one of its blooms for a desperate client.

KEY NPC

Name: Elric Thorne

Race: Human

Alignment: Neutral

BACKSTORY

Elric, a dying noble, believes the rose’s visions will reveal the key to saving his life. He has sent many others to the garden, none of whom have returned.

MOTIVATION

Elric’s desperation blinds him to the harm caused by his requests. He sees the adventurers as his last hope and will do whatever it takes to succeed.

GOAL

The adventurers must navigate the garden’s dangers, retrieve the rose, and decide whether to fulfill Elric’s request—or leave the cursed artifact untouched.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 91:



HE GRAVEKEEPER'S
SECRET”

PLOT HOOK

In a secluded graveyard, graves are being disturbed and bodies are vanishing. The adventurers are hired to uncover the culprit and put an end to the desecration.

KEY NPC

Name: Gideon Hollowshade

Race: Human

Alignment: Neutral

BACKSTORY

Gideon, the gravekeeper, harbors a dark secret—he made a pact with a necromancer to bring his late wife back to life. The necromancer is using the graves for their own sinister purposes.

MOTIVATION

Gideon feels torn between his loyalty to the necromancer and his growing guilt. He hopes the adventurers can end the pact, even if it costs him dearly.

GOAL

The adventurers must investigate the graveyard, confront Gideon and the necromancer, and decide whether to help or punish the gravekeeper for his actions.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 92:

“THE CURSED FOREST”

THE CURSED FOREST”

PLOT HOOK

A once-thriving forest has turned dark and twisted, with villagers claiming to see shadowy figures among the trees. The adventurers are sent to uncover the source of the corruption.

KEY NPC

Name: Sylra Greenmantle

Race: Elf

Alignment: Neutral Good

BACKSTORY

Sylra is a druid who has fought tirelessly to protect the forest. She believes the corruption stems from an ancient relic buried deep within, but she cannot retrieve it alone.

MOTIVATION

Sylra wishes to save the forest and will do whatever it takes to restore its balance. Her desperation may lead her to make reckless decisions.

GOAL

The adventurers must navigate the forest's dangers, retrieve the relic, and decide whether to destroy or purify its magic to save the land.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 93:

“THE WHISPERING WELL”

Plot Hook

A well in the center of a ruined village begins whispering names at night. Those who hear their name vanish without a trace. The adventurers are tasked with solving the mystery.

KEY NPC

Name: Father Alden Cresthaven

Race: Human

Alignment: Lawful Neutral

BACKSTORY

Father Alden is a priest who has been researching the well's history. He suspects it is connected to a tragic event where villagers sacrificed themselves to protect their home from invaders.

MOTIVATION

Alden seeks to uncover the well's secrets and ensure the spirits within can finally rest. However, his methods may put the adventurers at risk.

GOAL

The adventurers must investigate the well, uncover its tragic history, and decide how to put the spirits to rest while avoiding becoming its next victims.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 94:

“THE CURSED MANOR”

THE CURSED MANOR”

PLOT HOOK

An abandoned manor has become a beacon for malevolent spirits, driving nearby villagers into madness. The adventurers are hired to cleanse the manor of its curse.

KEY NPC

Name: Lady Mirabelle Ashcroft

Race: Human

Alignment: Chaotic Neutral

BACKSTORY

Lady Mirabelle once owned the manor and dabbled in forbidden magic, accidentally binding herself and her family to the property. Her spirit now seeks release from her torment.

MOTIVATION

Mirabelle’s remorse drives her to guide the adventurers, but her erratic behavior may make her assistance unreliable.

GOAL

The adventurers must uncover the manor’s secrets, face its spectral guardians, and decide whether to help Mirabelle or destroy her lingering spirit.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 95:

“THE HAUNTED ROAD”

PLOT HOOK

A trade route has become eerily quiet, with travelers disappearing after reporting strange sounds. The adventurers are hired to ensure the road is safe once more.

KEY NPC

Name: Marcus Thorne

Race: Human

Alignment: Neutral Good

BACKSTORY

Marcus, a former caravan leader, lost his crew to an unknown force on the road. He suspects vengeful spirits but lacks the courage to investigate.

MOTIVATION

Marcus hopes to reclaim his reputation by aiding the adventurers, but his fear of the supernatural may hold him back.

GOAL

The adventurers must uncover the road's mysteries, confront the spirits haunting it, and decide how to banish them without angering whatever force binds them to the land.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 96:

“THE BLACKENED OAK”

THE BLACKENED OAK”

PLOT HOOK

A massive oak tree in the heart of the forest has turned jet black and begun oozing an eerie, glowing sap. Animals avoid the area, and locals whisper of strange lights in the woods. The adventurers are sent to investigate its ominous transformation.

KEY NPC

Name: Wren Darkbough

Race: Half-Elf

Alignment: Neutral

BACKSTORY

Wren, a wandering herbalist, was among the first to notice the tree’s strange transformation. They believe the tree may be cursed by an ancient druidic ritual gone awry, but they lack the skills to confirm their suspicions.

MOTIVATION

Wren wants to protect the natural balance of the forest and hopes the adventurers can uncover the truth without further damaging the surrounding ecosystem.

GOAL

The adventurers must delve into the forest, examine the tree’s origins, and decide whether to destroy it or attempt to reverse the curse. Along the way, they may face twisted wildlife affected by the tree’s dark magic.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 97:

“THE SPECTRAL BALL”

Plot Hook

A long-abandoned ballroom in a cursed manor springs to life every full moon, filled with ghostly figures dancing to haunting music. The adventurers are asked to attend the ball and uncover its secrets.

Key NPC

Name: Sir Alaric Gravesend

Race: Human

Alignment: Lawful Neutral

Backstory

Sir Alaric was a nobleman whose tragic love story ended in betrayal and death on the night of the ball. His spirit now presides over the event, bound by his grief and anger.

Motivation

Alaric seeks to uncover the truth of his betrayal and bring justice to those who wronged him. However, his pain blinds him to the living's suffering caused by the curse.

Goal

The adventurers must navigate the spectral ball, gain Alaric's trust, and uncover the true events of that fateful night. They must then determine how best to free him and the other spirits.

SETUP	OBSTACLES
Level: _____	<input type="checkbox"/> _____
Time: _____	<input type="checkbox"/> _____
Type: _____	<input type="checkbox"/> _____

LOCATIONS	STORY BEATS
<input type="checkbox"/> 1: _____	Hook: _____
<input type="checkbox"/> 2: _____	Conflict: _____
<input type="checkbox"/> 3: _____	Climax: _____
<input type="checkbox"/> 4: _____	Resolution: _____

NPCS	REWARDS
Main: _____	Treasure: _____
<input type="checkbox"/> _____	Magic: _____
<input type="checkbox"/> _____	Info: _____
<input type="checkbox"/> _____	Other: _____

NOTES

ADVENTURE SEED 98:

“THE CRIMSON FOG”

Plot Hook

A dense red fog has begun to envelop a cursed battlefield, trapping travelers and drawing out their deepest fears. The adventurers are hired to investigate the fog’s source and ensure safe passage.

KEY NPC

Name: Eira Bloodthorn
Race: Tiefling
Alignment: Neutral Evil

BACKSTORY

Eira is a former soldier who betrayed her comrades on the battlefield, causing a massacre. Her guilt manifests as the crimson fog, fueled by the spirits of the fallen, who haunt her every step.

MOTIVATION

Eira wishes to end her torment but fears what will happen if the adventurers discover her dark past. She may try to manipulate them into resolving the situation without exposing her.

GOAL

The adventurers must navigate the fog, confront the vengeful spirits within, and decide whether to absolve or condemn Eira for her actions. Their choice may alter the fog’s fate.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 99:

“THE WEeping
CEMETERy”

Plot Hook

A cemetery has begun to “weep,” with tombstones exuding a strange liquid that glows faintly at night. Locals fear it is a sign of a terrible curse, and the adventurers are called to investigate.

KEY NPC

Name: Keeper Merideth Gravewillow

Race: Dwarf

Alignment: Neutral Good

BACKSTORY

Merideth has tended the cemetery for decades and knows its history better than anyone. She suspects an ancient ward protecting the graves has been broken, but she lacks the means to repair it.

MOTIVATION

Merideth is deeply committed to honoring the dead and will do anything to ensure their rest is undisturbed. She hopes the adventurers can act quickly before worse things are unleashed.

GOAL

The adventurers must determine what caused the ward to fail, repair or replace it, and ensure the dead remain at peace. They may also uncover buried secrets that some wish to remain hidden.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	

ADVENTURE SEED 100:

“THE LAMENTING BELLS”

PLOT HOOK

Every night, bells ring from an abandoned chapel, luring villagers into the woods, never to return. The adventurers must silence the bells and discover what lies behind their eerie call.

KEY NPC

Name: Brother Aldous Hollowmere

Race: Human

Alignment: Lawful Neutral

BACKSTORY

Brother Aldous once served as the chapel's caretaker but fled when a dark ritual corrupted the grounds. He believes the bells are tied to a malevolent spirit he accidentally unleashed.

MOTIVATION

Aldous seeks to atone for his past mistakes but fears returning to the chapel. He hopes the adventurers will succeed where he failed.

GOAL

The adventurers must confront the spirit haunting the chapel, silence the cursed bells, and decide whether to destroy or reclaim the chapel for the village. The villagers' safety may depend on their actions.

SETUP Level: _____ Time: _____ Type: _____	OBSTACLES <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____
LOCATIONS <input type="checkbox"/> 1: _____ <input type="checkbox"/> 2: _____ <input type="checkbox"/> 3: _____ <input type="checkbox"/> 4: _____	STORY BEATS Hook: _____ Conflict: _____ Climax: _____ Resolution: _____
NPCS Main: _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____	REWARDS Treasure: _____ Magic: _____ Info: _____ Other: _____
NOTES _____ _____ _____ _____	