

## PLOTS AND ADVENTURE IDEAS

by

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A wizard accidentally opens a gate to a plane of magic eating creatures, and the PCs are hired to close it, possibly involving a long and difficult process or a series of quests.

A civil war erupts in a supposedly peaceful realm. A dabbling nobility has run across an ancient evil that is now running him like a puppet. After raising an army of humanoids and worse, the PCs are sent to investigate.

A different party of adventurers destroyed a horrible evil years ago, or at least thought they did. It has managed to return again much weaker, but is gaining power quickly.

An evil artifact has escaped its imprisonment and is causing problems again, and must be recovered and re-imprisoned or destroyed while it still can.

Dwarves have found an ancient wealth... And an ancient evil as well. Blinded by their new treasures, they don't realize they are becoming servants. Rescuers are needed before it is too late.

PCs are sent to search for the one man who can help with a problem.

A mage once invented a powerful item that is now needed badly. The PCs are hired to track it down and retrieve it.

An army descends on a nation at nearly the same time the court magician grabs power. The PCs must rescue the heir, dispose of the wizard, and then defeat the invading army.

A wizard forces PCs to retrieve a magical item that he cannot get to. However, he doesn't realize that this item will break his control over them. Once free, the PCs must work to stop his evil schemes.

The bad guys have discovered a powerful magic item, and the PCs are sent to recover it. Unfortunately they find that it has already been appropriated by the other bad guys.

Forces of evil are searching to release an ancient evil power. The PCs must beat them to the locations of the hidden keys and/or recover the hidden keys already found.

PCs are made nobility, but with the catch that they must first clear the land they have been granted.

A magical curse that affects only certain good guys appears, and the PCs must find the source and stop it before the balance is upset.

At a costume party there is an assassin, and the party must find him/her before the baron arrives at midnight.

The PCs are the possible fulfillment of an ancient prophesy. However, there are many who do not wish this prophesy to come true.

The PCs are being chased through the wilderness when they come upon an old wizard's tower. Their only chance at escape is to enter the tower and try to survive it.

Something is massing the humanoids for an attack. The PCs are sent as either spies to find out what, or to try to stop this opponent before another goblin war occurs.

A third religion is trying to start a religious war between two others. The PCs are the only ones in the position to recover stolen property and practice diplomacy to prevent this.

The PCs are requested for an army's special strike team.

An evil archmage has fled through time to escape punishment, and the PCs must track him down for justice.

A huge underworld crime war is brewing, and the PCs cannot help but choose sides when they see the damage being done.

PCs are captured by the bad guys, but manage to escape. In their escape, they picked up something very important to the bad guys, who will stop at nothing to recover it.

The king has passed on with no clear successor, and factions strive to fill the throne with friends. Meanwhile, outside forces threaten, and it is up to the PCs to fix things up.

The ancient dragon has once again stirred, and it falls to the PCs to lay it to rest for once and for all. They are sent on a quest for a mighty artifact to destroy the beast, and then must use it on the dragon.

An extraplanar being needs help on this plane, and since he cannot manifest, he sends the PCs to do the job.