**Campaigns for Girls:**

**Krankun Home:**

* Krankun gets word that or upon arriving home discovers that has been destroyed.
* Some evil attacked it, and now the party must retake the village and make it safe again.
* Krankun must prove how much it has improved after leaving home.
* Possibly come up with a way to make Krankun Face his anger.

**Finding Everly Uncle:**

* The Party learns from Cryovain, that it was drove off is previous lair by Everly Uncle, giving the location of where it was.
* Or after defeating the dragon, Everly gets a vision revealing the same information.
* Make this a recuring event throughout campaigns.
* Her uncle is trying to prevent a great threat, and for that he must acquire a great deal of magic items and goes to a lot of places.

**Elara Home:**

**Overview:**

* An evil god/entity has been tricking the people of Elara for many years, making himself pass for their goddess, gaining their devotion and corrupting them over the years.
* Is nearing is final plan, but needs Elara to do so, manipulate the people in town that they should get her.
* So, they set out a hunting group to track and find Elara and her sister and bring them home.

**How it pans out:**

* Elara receives a letter from her sister, warning Elara that the people from her home are looking for her, and that they have a vague idea of her location and she’s in danger.
* Ask to meet with her in some nearby town/city.
* After getting to the place there are supposed to meat, they find the placed wrecked, and no sign of her sister.
* They must conclude that they have found her sister and have taken her.
* The Party must try to follow the tracks of the guys of who has taken her.
* They make a camp nearby, while most of the guards stay back to keep looking for Elara and the rest keeps traveling taking Elara sister back to her home.
* If the party interrogates the guards, they find that their god spoke with them, and asked to bring Elara home.
* They also find that Elara sister is no longer in the camp and must keep chasing after her if they want to catch her.
* If the party doesn’t interrogate the guards, tracks of three horses leaving fast in the direction of Elara home can be found.

**Shava past catches up:**

**Overview:**

* Shava’s monastery acknowledges that she’s a deserter, and so it’s activity trying to find and kill her to make sure she doesn’t leak any secrets from the monastery.
* For this in addition to having a group searching for her, they try to make a series of lies to paint Shava as a criminal and murderer, posting notices in boards in many cities.

**Anakis finds who killed her Parents:**

**Overview:**

* Yea that’s what I got so far.

**Revenge on the Manticore:**

* Depois de ouvirem que Vashk matou o filho de um mercador, a party pode querer take matter in to is owns hands and find and kill the manticore.
* The Manticor.
* Vashk trying to find prey close to the roads, if the players hang out there to much time, he will find them and attack.
* When he gets low life, he tries to escape in the direction of its lair.
* The lair is close to the base of the mountain in a cavern, where it leaves with his female mate and their two eggs.
* If the players find the lair, the two manticores defend it with their lives.
* A cool Sword/Dagger/Axe can be found inside the cave. Along with some gold.

**Campaigns for Boys:**

**Rurik Fate:**

* Rurik learns from a soothsayer, that a great danger is in his future, one that he will surely cause his death if he doesn’t take the necessary measures to prevent hit.
* He can’t see what will cause it, but she can see what it will prevent it. An item deep in a forgotten dungeon.
* The party must go there and retrieve the item.
* Shortly after leaving the dungeon, thanks to the item Rurik is saved, but not for the magic properties of the item, just because it was the right toll do deal with something mundane that would have killed them, and wouldn’t heaven happen if the soothsayer didn’t make them go there in the first place.

**Borivik 4th wall breaking Quest:**

**Overview:**

* Maybe save this campaign/quest to a time where we haven’t played for a while.
* Borivik receives a vision, e eu digo-lhe que o Monastério dele está em perigo, e que devem ir para lá imediatamente para o salvar.
* Maybe the world is in danger, because we haven’t played for a while, the world has been “frozen” for a while, and if the players stop playing, the world will be abandoned forever.
* It’s a quest were everything that makes a quest interesting happens, maybe something happens to a player, a plot twist, drama, dungeons, dragons.
* And in the process Borivik will lear the true meaning of their world and would have to discover how to cope with it.

**Thonk Quest:**

**Overview:**

* Not sure what I want to make yet.
* Maybe for some reason they are made prisoners and are thrown out in a arena, where they must fight to survive.
* Maybe they come to the arena willingly, and Thonk volunteers to fight, but the whole thing turns into a murder investigation when they find one of the top fighters dead in his room.
* Maybe something different if the João gives more backstory, nevertheless, can use ideas for other quest.