Place: Roduun

Monsters: Goblins, Ghouls, Sirens, Krakens, Kobolds, Worgs, Liches, Bandits, Vampires, Undead, Wild Beasts, Minotaur

Player: Adventurer’s Guild Master

Light Hearted Fantasy Synopsis:

Fame, fortune, glory, these were your domains. No beast was your equal, no devil your superior, no hero more capable. Your journeys a song on every bard’s repertoire, your name a blessing to every lord or lady in Roduun, and a curse to every villain.

Alas, the golden days of adventuring are behind you, gold and magical items aplenty were spent on the creation of your next adventure, the glorious Adventuring Guild!  
A humble abode in the midst of dangerous territory, it is now your job to teach the young ones how to cooperate, overcome and triumph in the heroic quest of adventuring.  
Fashion this quaint hearth into a glorious town mirroring your great escapades, as you show these younglings how its done.

Dark Fantasy Synopsis:

As the Veil a tore open, the land of Roduun quaked, it’s mountains shattered and forests burned, cities crumbled to dust. Civilization on the brink of collapse, teetering on the edge, while it’s remnants still reeling from the Tearing, monsters arose from the Veil, feeding on the fear and terror of the few towns and cities that remained.

You would not let that pass, you would fight for those who could not, you would stand vigil in the face of annihilation. Wandering from town to town, helping those in need, battling the abominations of this new Roduun, you made a name for yourself. But a name comes with a price, your body slowly gave way, years of sacrifices would take their toll on your bones, muscles and mental prowess.  
Today, as you lay down your weapons, you know that the Tearing is far from over, you know that you may not be able to face it any longer, but others can, and will, it is up to you to show them how.

You now lead an adventurer’s guild, as you receive word from those in need, you gather the perfect company to take on these hardships, it is your job to care for them, provide their supplies and guarantee that they have the ideal partners to face the challenges ahead.

The people of Roduun look up to you.

Quests:

Enemy Camp:

1. {Monster}s have set up camp in the nearby grounds  
Type: Skirmish, Stealth

Skill Checks: Acrobat, Stealthy, Medic

Difficulty:{Easy}/{Normal}  
Duration: {Short}/{Medium}  
Description: The {Monster}s have taken up arms and begun hunting in the area.  
Help the surrounding towns by clearing out the camp.  
Reward: {Low}/{Medium}

2. {Evil-Doer}s have set up camp in the nearby grounds

Type: Skirmish, Stealth, Diplomacy  
Skill Checks: Acrobat, Stealthy, Perceptive, Performer, Deceptive, Intimidating

Difficulty:{Easy}/{Normal}  
Duration:{Short}/{Medium}  
Description: {Evil-Doer}s started ambushing nearby travelers, stealing their belongings and taking them for ransom!   
Protect the roads by getting rid of these evil doers!  
Reward: {Low}/{Medium}

Lair:  
1. {BBEG} has been spotted near the great lair  
Type: Boss, Dungeon Crawl

Skill Checks: Survivor, Historian, Medic, Arcane

Difficulty:{Normal}/{Hard}

Duration: {Medium}/{Long}

Description: {BBEG} dwells in their great lair, what their plans are is anyone’s guess, but they cant be good.  
Rid of the {BBEG} before their plans come to fruition!

Reward:{High}

Underdark:  
1. {Monster}/{Evil-Doer} empire has taken hold of the Underdark

Type: Boss, Dungeon Crawl, Skirmish

Skill Checks: All

Difficulty:{Extreme}  
Duration: {Long++}

Description: The {Empire} has spread its influence over the Underdark and it’s armies are spilling into our protected lands.

Go down to the depths and topple this dangerous regime!  
Rewards:{High++}

Abandoned Mines:

1.{Undead} have risen from the abandoned mines  
Type: Skirmish, Dungeon Crawl

Skill Checks: Survivor, Perceptive, Acrobat, Arcane, Medic

Difficulty:{Normal}

Duration:{Long}

Description: {Undead} have risen in the mines, they roam the roads nearby and attack travelers at night, corrupting the surrounding area.  
Cleanse the undead corruption!  
Reward:{Medium}

Abandoned Lighthouse:

1.{AquaticBBEG} has been spotted near the lighthouse  
Type: Boss

Skill Checks: Animal Handler, Survivor, Sylvan, Acrobat, Perceptive

Difficulty:{Hard}

Duration: {Medium}/{Long}

Description: {AquaticBBEG} is attacking ships around the abandoned lighthouse, dragging them to the bottom and destroying incoming supplies.  
Go to the island and take on the devil in the waters!  
Reward: {High}

2. Sirens have been spotted near the lighthouse  
Type: Skirmish, Mental  
Skill Checks: Arcane, Insightful, Sylvan

Difficulty:{Normal}/{Hard}

Duration: {Medium}

Description: Sirens have been seen around the lighthouse and a number of ships have gone missing, their song draws innocents to the clutches of the sea.  
Get rid of the sirens and stop their enchantments!

Rewards:{Medium}/{High}

Quests fail state :   
“The party has failed, none have returned”

Quests win state:  
“The party has returned bearing treasure!  
{reward]”