Caermanor, capital of the Kingdom of Callegard. For years, King Calvin has overseen the utopian realm and has led a relatively peaceful reign, which has only occasionally spoiled by a potentially apocalyptic event. You find yourself in the shining city, accompanied by your companions. And hundreds of other adventurers, filling the plaza before the castle. Travelers and heroes from across the land have gathered, all led by the same directive: a call to arms from the king.

From out of a balcony door walks the opulent King Calvin. The hustle and bustle of the crowd dies down as the extravagant autocrat makes his way to the balustrade. “Heroes of Callegard, I beg for your help! My only daughter, Princess Carina, has been abducted by the demilich Malethrax and taken to his vile keep far in the north. He threatens to execute her if a ransom is not paid. Is there not anyone among you who would rescue her?” The gathering roars in exultation. “However,” the king wheezes, shuffling his feet, “Because of the newly-dedicated Princess Carina Bridge, the royal coffers are currently…ahem…empty.” The crowd grows silent in an instant. “The kingdom is broke and we cannot pay you a reward.” Time stands still, a heavy tension filling the air. One by one, heroes stroll out of the plaza, their stances more indicative of refusal than assent, and soon, the entire square is empty. Empty, that is, save for you. Perhaps you didn’t get the memo. Seeing his only option, the king snaps his fingers and a troop of armed guards rush you into the castle.

From atop his throne, King Calvin explains, “As it turns out, the royal adjuant Xarh Telam was, in fact, Malethrax in disguise! How he managed to trick the royal court, I do not know, but he has my precious daughter and he’s instructed that if he is not paid within ***amount of time***, she’ll be executed! Without any way to pay him, the princess is surely doomed! You must rescue her! Now go off!” Under his breath, he hastily adds, “We can sort payment another time.”

Just as quickly as you entered, the guards cast you out the front doors and down the steps of the royal palace. You brush the dust off your clothing and look your friends in the eyes. It’s time for your adventure to begin!