**Story Ideas**

**Quests**

* Save a strong rebel character from the jail. Upon saving them, you don’t get any appreciation for your work ☹

**Antagonist**

**Idea 1:**

* Young King who just inherited the throne.
* Has to prevent <evil> by certain actions (i.e. sending people to their dooooom.)
* This action prevents the <evil> from attacking the kingdom.
* The ordinary people do not know that the King does this to prevent <evil>, and the King does not tell them, because the <evil> is super strong.
* As a result, the King is wrongly labelled as the antagonist.

Idea 2:

* King is an extremist, everybody thinks he is delusional.
* Hero plots to stop him after some event affects him.
* Hero stops him.
* Hero finds out that the King was right after all, and now has to fix things.

**Threat**

**Plot**

* Hero finds hint of ancient evil.
* Hero is marked to be killed.
* Escapes, sent to seek a hidden group of rebels.
* Hero tells rebels of hint of evil. Rebels make a plan to find out more.
* Leads to adventures.
* Rebels rooted out, several are killed.
* Hero and a rebel friend have to retreat through a forest into a far kingdom.
* In this kingdom they must find ore about the evil, and evoke the support of the other kingdom.
* Stuff
* Desert tribe
* Team up with King to destroy evil
* Good times are had
* King might get killed, I dunno.

**Plot 2**