**Martin persona**

Martin would like to have a place he can share with his high school and drama friends the stuff he finds cool, and his original ideas for D&D campaigns.

**Blogger Tasks**

1. Setup a new Blogger account and publish a quick hello to the Blogger world.
2. With the account set up and the initial mini post out, publish a second pre-written post, available from the bottom of this Word file.
   1. Apply some corrections and changes (from the bottom of this file).
3. To keep the blog readers and interactions to people you know, customize Blogger to restrict views to those who have been invited or granted access, along with any other appropriate adjustments. Invite a few friends to check out the blog.
4. [optional] Check out and adjust settings for anything that might affect search engines like Google picking up and showing search results for content from your blog.

**Persona ID/email for setting up Blogger account…**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| First Name | Last Name | sex | DoB | Email address | Password |  |
| Benjamin | Testbunny | n/a | 1/1/2000 | [Benjamin.testbunny@gmail.com](mailto:Benjamin.testbunny@gmail.com) | Carrot666$ | Tester ID |
| Eclipse | Testdog | M | 1/1/1990 | [Eclipse.testdog@gmail.com](mailto:Eclipse.testdog@gmail.com) |  | Friend |
| Randall | Raaflaub | M | ??? | [rraaflaub@gmail.com](mailto:rraaflaub@gmail.com) |  | Friend |

**Rumours**

**Premise:** Let’s start out small. Almost every adventuring party has come across some sort of cult and, as a whole, players can hardly resist the takedown of an evil cult. This quest will trigger your group’s cult-hunting instincts, as they attempt to chase a  mysterious group who seems to be causing visitors and now locals to go missing.

**Setup:** After your adventurers settle down at the inn of a sleepy village on their way to their next destination, paint the picture of typical tavern-goers, amongst which is a small group of similarly cloaked figures. [Roleplay](https://dicecove.com/how-to-be-a-better-roleplayer/) this group sitting together in a corner, speaking in hushed tones. Upon noticing the player characters, the mysterious group disperses and leaves the inn. Whether your party inquires, or you use their passive perception, they should hear locals speaking of someone else having gone missing. Sprinkle another [NPC](https://dicecove.com/dnd-terms-slang-words-glossary/) saying they spotted a young child off by the woods, and you’ve got enough to make even the Scooby-doo gang interested.

**Conflict:** However your party elects to take on this quest, they should come across two occurrences. The first, a scared little boy or girl with their clothes tattered and dirty, running away from the players further into the forest. The second, the perceived bad guys hunting around the woods for the child, pitchforks and torches in hand. Your players should suspect the mysterious group from earlier in the tavern.

**Resolution:** The twist here is the cult isn’t really a cult, and the scared kid isn’t a kid at all, but a fey hag. If your players choose to investigate rather than shoot for the perceived cultists, they’ll find the entire mess began years ago, when news spread a local girl had gone missing, until a passing group of adventurers disappeared after investigating.

Time went on, and the same rumours rose again, with a different group of good-doers. So the cycle goes, until less and less merchants and adventurers  stopped by the village, and now, locals begin to go missing too. Enter the would-be cultists, wanting to end this whole debacle once and for all. Should your players not choose to investigate and pursue the cultists (otherwise known as a spot of murder hoboism), they will end up killing innocent people. Locals who happened to wear the same or similar cloaks because it is a downtrodden village with one seamstress of little talent; people who have done nothing but try to unmask the real culprit. Cue in the classic hag who lures others into her lair, and has been the one to spread the rumours, passing herself off as local townspeople and children to do so.

A hag is stereotypical foe in DnD, but the twist again is your players are likely to attack innocent people before getting to her. This may serve as a good experience for groups whose players tend to go full murder hobo before investigating properly, or serve to emotionally wound your players. At least the resolution is normally after they’ve already handed over that evening’s snack-rifice, right? But maybe you don’t want to feed your players some humble haggis pie. Perhaps a good old-fashioned heist will be a better fit, instead.

This [campaign idea](https://dicecove.com/campaign-ideas/) is copied from one of several by Ana Trevino, of Dice Cove.

**Corrections**

1. Pitchforks have been mysteriously upgraded to cattle prods.
2. The sleepy village setting is replaced with the city of Ottawa.
3. A dog familiar has been added to the fey hag’s story.