

*This version of the agenda is exclusively meant for Dungeon Master's use.
Only the text in bold is known to the adventurers.*

The Unfortunate Dungeon

Goal: An evil Wizard cursed the whole realm with plain bad luck. You must find him and break the Curse.

Modifier: Every uncertain action will tend to the worst possible outcome.

Location: a standard dungeon.

Time allotted: 2h

❖ **Intro: darkness**

the campaign starts at the dungeon entrance. The tunnel is dimly lit by a bioluminescent fungus. The players can be introduced to the motion process by deciding whether or not they should light up their torches.

❖ **Item: a chest**

The adventurers find a chest. Whoever opens it is cursed and has to express themselves using sarcasm until the curse is broken.

❖ **Encounter: A gelatinous cube**

The adventurers encounter a 3.048 x 3.048 x 3.048 meter gelatinous cube. It contains the remains of adventurers, items and treasures.

❖ **Side Quest: a prison**

The adventurers come across an overcrowded cell. The prisoners are catfolks from a distant land and they are in terrible conditions. They don't speak the adventurers' language.

❖ **Final Challenge: The Evil Wizard**

The Evil Wizard looks scary but he is actually powerless and in hiding. If challenged he begs for mercy. The curse was just superstition.

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Climate Change is Coming

Goal: You must convince the Queen that a major climate catastrophe is imminent.

Modifier: Severe weather will affect the whole adventure.

Locations: Countryside, the Queen's Castle.

Time allotted: 2h

❖ **Intro: the storm**

The campaign starts in the countryside around the queen's castle. A huge storm is coming and the only dwelling in sight is inhabited by hostile orcs. Players can be introduced to the motion process by deciding whether or not they should ask for shelter.

❖ **Side Quest: a mob**

A mob of peasants is threatening to kill their landlord who is helpless and surrounded.

❖ **Encounter: the eco-elves**

Two environmentalist elves are on a pillory. They tried to sabotage the dwarven iron mine nearby. They claim the iron mine is causing environmental disruptions.

❖ **Final Challenge: the Queen**

The queen is in the castle and agrees to meet the adventurers. She doesn't seem concerned by the incoming catastrophe but she is willing to consider a motion agreed upon by all adventurers outlining a course of action.

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If a Tree Falls

Goal: An enchanted forest is being clear cut. The fairies that inhabit it asked the adventurers for help.

Modifier: within the woods time and space are sometimes inconsistent.

Location: The Enchanted Forest.

Time allotted: 3h

❖ **Intro: an owlbear**

The adventurers are charged by an aggressive owlbear. It turns out her owletcubs are nearby. The players can be introduced to the motion process by deciding how to deal with the beast.

❖ **Magic Item: the dagger in the stone**

The adventurers find a dagger stuck in a stone. Whoever touches it will be affected by occasional madness for the rest of the campaign.

❖ **Encounter: the trolls**

A group of alt-right trolls start targeting the adventurers with escalating mischievous acts.

The more they are challenged, the more trolls show up.

❖ **Encounter: the bird woman**

A beautiful bird woman falls in love with an adventurer for no apparent reason.

❖ **Final Challenge: the lumberjacks**

The adventurers encounter a team of unionized lumberjacks cutting the trees. The lumberjacks are ents (tree people) and they are clearing the forest to build houses.

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The Crystal of Justice

Goal: The crystal of justice has been stolen by a necromancer, you must find it.

Modifier: Bad things will happen to virtuous people and good things will happen to evil ones.

Location: The Forgotten Ruins, the Necromancer's tower.

Time allotted: 3h

❖ **Intro: the moat**

The campaign starts near the ruins of a fortress. The players can be introduced to the motion process by deciding how to cross the moat.

❖ **Side quest: a pregnant woman**

A pregnant woman is trying to meet a witch to get an abortion but two clerics are pursuing her. She begs the adventurers for help.

❖ **Magic Item: the invincible shield**

The adventurers find an invincible shield. It's also very big and has to be carried by two people.

❖ **Encounter: the unicorn**

The adventurers encounter a unicorn. If approached it will cast a gender swap enchantment on all the adventurers. Non binary adventurers stay the same.

❖ **Encounter: the undead army**

An army of undead conservatives is encamped between you and the necromancer's tower. They seek to restore the ancient order. The adventurers are outnumbered and can't oppose them with brute force.

❖ **Final challenge: the necromancer**

The necromancer tries to turn some players to the dark side. He is mighty and can only be defeated by a coordinated attack.

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The Exceedingly Magical Quest

Goal: You must decipher the Ancient Stele, for it explains how to control the excessive magic.

Modifier: The adventurers are endowed with extra magical powers but they have no idea of how to use them. Players cast spells unintentionally through their mere thoughts or words.

Location: a cave.

Time allotted: 2hrs 30m

❖ **Intro: a fork**

The campaign starts in the cave. There are two tunnels to the east and to the west. The players can be introduced to the motion process by deciding which tunnel to take.

❖ **Encounter: a slime**

An incel slime is crying and rapidly dehydrating.

❖ **Encounter: a dragon**

The adventurers find a puppy dragon that grows alarmingly fast.

❖ **Magical item: the flaming sword**

The adventurers find a flaming sword, the problem is that it literally stinks.

❖ **Encounter: a bogey**

A bogey blocks the path, the creature looks like a combination of what each adventurer fears the most. Ask the players to describe their deepest fears and then prompt them to brainstorm a solution.

❖ **Final Challenge: a giant spider**

In the heart of the cave there is an ancient stele protected by a giant spider. All the adventurers are trapped in a spider web, possibly to be consumed at a later date. Reading the stele inscription aloud will cause all the magic powers to disappear.

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The Wrong Booty

Goal: You must return the Ethically Questionable Treasure to the Wise King.

Modifier: The adventurers find out that the chest of gold they found on a previous campaign belongs to the taxpayers so they decide to return to the authorities. Every NPC will disapprove of the adventurers until they return the treasure.

Location: the city capital, the King's court

Time allotted: 1hr 30m

❖ **Intro: the vagabond**

The campaign starts at the gates of the capital city. A drunken vagabond approaches the adventurers and rudely asks for money. The players can be introduced to the motion process by deciding whether or not they should give money to the beggar.

❖ **Encounter: the white elf**

An elf gentrifier is upset at your presence and about to call the knights.

❖ **Side Quest: the auction**

A dark elf is being auctioned as a slave. They appear to be strangely happy.

❖ **Final Challenge: the King**

The wise King accepts the questionable treasure, but the adventurers have to decide what to do with it.

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Journey to the Temple

Goal: You must destroy the Orb of Prejudice.

Modifier: The Orb clouds the minds of the adventurers. Scenes and encounters may not be what they initially appear.

Location: countryside, the temple.

Time allotted: 1hr

❖ **Intro: the troll toll**

The campaign starts in the countryside. A troll demands an exorbitant price for crossing a bridge. The players can be introduced to the motion process by deciding whether or not they should pay the troll.

❖ **Event: a fork**

The adventurers have to traverse the Swamp of Sadness, which makes them utterly sad. They have to improvise a memory or a sad thought.

OR

The adventurers have to cross a burial place they are forbidden to enter. A menacing ghost appears. It's the ghost of a wild person who inhabited this land before the "civilized" conquered it.

❖ **Encounter: the beholder**

The adventurers encroach a xenophobic beholder. He provokes the adventurers with sexist and racially charged insults. If attacked it can magically gaslight the characters, making them believe that they are insane.

❖ **Final challenge: the Orb**

The adventurers find out that one of them must be sacrificed in order to destroy the Orb.