

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

- ❖ Item: a chest

- ❖ Encounter: A gelatinous cube

- ❖ Side Quest: a prison

- ❖ Final Challenge: The Evil Wizard

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: a storm

- ❖ Side Quest: a mob

- ❖ Encounter: the eco-elves

- ❖ Final Challenge: the Queen

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

- ❖ Magic Item: the dagger in the stone

- ❖ Encounter: the trolls

- ❖ Encounter: the bird woman

- ❖ Final Challenge: the lumberjacks

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

- ❖ Side quest: a pregnant woman

- ❖ Magic Item: the invincible shield

- ❖ Encounter: the unicorn

- ❖ Encounter: the undead army

- ❖ Final challenge: the necromancer

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: 3h

- ❖ Intro: a fork

- ❖ Encounter: a slime

- ❖ Encounter: a dragon

- ❖ Magical item: the flaming sword

- ❖ Encounter: a bogey

- ❖ Final Challenge: a giant spider

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

- ❖ Intro: the vagabond

- ❖ Encounter: the white elf

- ❖ Side Quest: the auction

- ❖ Final Challenge: the King

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

- ❖ Event: a fork

- ❖ Encounter: the beholder

- ❖ Final challenge: the Orb