



# Seeds Compilation: Fantasy I-V

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## Introduction

Welcome to the second Seeds Compilation! Since we started the Seeds line several months ago, we’ve had many contributors (over 30) and many Seeds products (over 20). Seeds is a simple concept; story ideas, plot ideas, creature ideas, adventure hooks, anything that can grow into an enjoyable gaming experience. Each seed is small (only a paragraph or two at most) and each Seed product will be small as well (only four to five pages), but just like their namesakes, they have great potential when provided with the right environment.

Seeds Compilation: Fantasy I-V is roughly 18 pages (over 130 individual seeds) packed with adventure ideas suitable for fantasy gaming. We’re also collecting seeds for five different genres (horror, supers, sci-fi, post-apocalyptic, and the newly added pulp) and there will be future Seeds in these categories. We’ve gathered this compilation through a paid open submissions call at Enworld and RPGnet, but we hope that you’ll be inclined to send us your seed ideas for perusal and possible inclusion in future Seeds products. We’d love a continual series of Seeds created by the very people who enjoy reading them the most.

So drop by the Expeditionary Retreat website, checkout our submission guidelines to find out more about the process, and then send us your seeds. Hopefully you’ll soon be reading the latest Seed containing your successful seeds. Whew! Enough with the alliteration already, on to the fun!

Joseph Browning & Suzi Yee

Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc.

## Here Begins Seeds Fantasy I



*D*uring a nautical adventure, the PCs catch sight of a clutch of small, but very dangerous creatures sunning themselves on a coral reef. The PCs are in no immediate danger, as the creatures are more concerned with catching enough sea gulls to feed their brood than with them. However, the creatures make valuable familiars or are worth something as spell components. Does greed win out over common sense, as the treacherous currents make the reef more dangerous than the creatures that call it home?

*D*espite mounting evidence that he’s growing senile in his old age, a once great paladin is gathering troops for a crusade to a distant, savage land to fight a rising threat that no one is sure actually exists.

*T*he conquest of a neighboring kingdom pushes all the monsters and bandits from that land directly into the PCs path as they struggle to complete their mission.

*A* kingdom’s laws change overnight, allowing duels to the death to settle matters of honor. Long simmering rivalries burst to the surface, and duel and counter duel lead to bloody feuds, and eventually to civil war, unless the PCs can calm the situation.

*P*hilosopher’s Flies begin plaguing local temples and universities. These tiny fairies feed on ambient wisdom and their swarms multiply in the presence of great thinkers. They’re harmless, but annoying, constantly chattering to each other,

misquoting great truths, and making any secretive movements impossible. Also, they're very hard to get rid of, as your most intellectual PCs are just about to discover.

Random, but necessary pieces of the PCs' mundane gear (minor spell components, sharpening stones, quill pens, etc) disappear while they camp. Investigating, the PCs discover that the thieves are "adventuring heroes" from a microscopic demiplane, and their quest for trinkets is as important to their world as the PCs own quests in their world.

It's revealed that the dominant, good-aligned church in the PCs' region has a vault filled with many evil and dangerous artifacts under the largest cathedral in the area. Whenever possible, these evil artifacts are destroyed, but those too dangerous or durable are stored here for safekeeping. In the name of security, the church is willing to kill even members of the faithful who discover the existence of the vault.

During their manhood ceremonies, the boys of a certain tribe prove their toughness with a series of brutal stick fights. Fights are to unconsciousness, and the scars gained are considered badges of honor. While passing through, the PCs are invited to watch (or if they really impress the tribe) to participate.

The players come to a small village only to find everyone in a panic. The townsfolk are in an uproar because their prized possession, the Gem of Azaria has been broken. The gem gave the town access to mysterious and wondrous powers, thereby providing the town with protection from general evils.

While traveling through a seldom-traveled part of the country, the PC's come across the remains of a caravan. The caravan appears to have come under siege by some unknown force and succumbed to their attackers. The caravan bears the markings of a rather well known band of explorers. The attack has recently happened and there is evidence that the attackers took prisoners. There are tracks leading away from the attack in the direction of nearby hills.

As the PC's approach a small village along the way to their next stop, they notice that there are not the normal sounds that should be coming from the village. No dogs barking, no children playing loudly, no sounds of machinery not even insects in the background. Once inside the village, the PC's find the townsfolk dead from an illness. Every one shows varying signs of sickness, and makeshift labs have been assembled with local fauna and other chemicals. Whatever has caused the town's sickness has not dissipated and is still highly contagious. Each hour the party stays in the village, a Fortitude Save is required. Failure of the Fortitude Save means that the party member has caught the illness as well.

The party awakens (this includes the whole party, even if there was a nightly watch as they mysteriously fell asleep) to find the campfire going and an old man sitting next to it. The old man is a powerful arch mage sent to warn the party about a growing evil in the mountains. An evil so old, nothing remains from the time of its creation. However, there is an artifact that might be able to force the evil back into slumber. The old man is familiar to one of the party members. However, they are supposed to be the same age. After proving to the party who he really is, the old man tells them of a cave not far from here where he went into the cave a man, but emerged a frail, shadow of his former self.



## *The Blood Fountain*

Deep in the heart of the Blisterwood Forest lies the Blood Fountain. Drinking of the fount's enchanted blood confers great strength and fortitude, but abuse of the fountain leads to a corrupting disease that inexorably turns one to evil. Many years ago, the Uisel, an order of elf paladins, destroyed the evil cult that protected the Blood Fountain, but were unable to destroy the artifact itself. Instead, they placed a permanent garrison there and destroyed all record of the fount, or so they hoped.

The party discovers the sole remaining reference to the Blood Fountain, a map, a message or simply a reference in a large codex of arcane knowledge. Further investigation reveals a suspicious lack of any other information about the Blood Fountain and raises the ire of the Uisel. Confronting the order is only the first hurdle: over the years, the garrison posted at the Blood Fountain has fallen under its evil sway and have come under the control of Pavest, a lich and former member of the evil cult that protected the fount.

Pavest has great plans, the first stage of which involves creating an evil army fueled by the Blood Fountain. He is cunning, powerful, and not about to let the PCs get in the way of his vengeance against the Uisel or his domination of the kingdom.

## The Dead Lover

Dower is a simple priest of a good-aligned god. He is the spiritual leader of a small community in the highlands, an area ruled by the towering Castle Calier and the debauched Lady Luxana Porine. Recently, trouble has come to Dower and his people. Strange beasts roam the roads at night: pitch black horses that race like the wind, huge swarms of bats and packs of sleek, white wolves. Dower himself has fallen ill. His nights are restless and he can be heard crying out in his sleep, but no one can wake him until dawn. His waking hours are spent in a haggard state and he often lapses into incoherent mumbling. Meanwhile, raucous debaucheries in Castle Calier continue unabated.

Lady Porine is a powerful vampire who delights in corrupting moral men like Dower. She has *dominated* him for some weeks now and at night uses an enhanced *nightmare* spell to trouble his soul further. In his nightmares, Dower is a powerful noble in a distant land where he lives a decadent life of evil with his lover, a disguised Luxana.

## The Beast of Erinton

A terrible beast is killing commoners and peasants in the city of Erinton. For some time the attacks went unnoticed, but one month ago the mayor's daughter, Isa Horun, was slain while visiting the ill in the Low Quarters. Now, the entire city lives in fear, and the beast continues to elude the Silver Palm, the city's guards. There are only a handful of survivors, and their reports are vague or conflicting, but it is apparent that the beast is some kind of wolf.

The beast is actually a fiendish dire wolf, but it is only a tool. A powerful summoner, Yarl Colum, controls the dire wolf. Yarl leads a cult opposed to the mayor's rule of Erinton. The Bloody Maw seeks to use the wolf in order to spread fear and dissension amongst the people of Erinton and eventually to overthrow Mayor Horun and the Silver Palm. Their ranks include a number of evil clerics and rogues along with several nobles, the Mayor's sister Kalyne and Gerar Fost, the Silver Palm's second-in-command.

## Traitorous Designs

King Alcair is dying. The disease appears to be magical, but not even the most powerful casters in the realm can cure him. The King's steward, the cleric Kyle Waln, has received an oracular vision from his deity that the King can only be cured by the Tears of Twilight. The message is vague, but Waln has not hesitated to send out scores of the King's best men to search for these Tears, whatever they may be.

In the meantime, the kingdom's defenses are greatly weakened, and the neighboring nation of Palurn quietly prepares for war. They expect a swift victory,

for Kyle Waln is their own agent. Long years of careful planning, espionage and magical research have placed the Waln family in good standing with the Alcair dynasty, unquestioningly under the evil sway of Palurn, and in possession of an artifact which is slowly killing King Alcair.

This is the seed for a series of adventures. The party is one of those sent out by Kyle Waln. Their quest is harrowing but fruitless. Along the kingdom's border, they witness the forming Palurian army, and must escape with this intelligence. The news is reported to Kyle Waln, of course, and he attempts to have the PCs assassinated. The PCs must expose the traitor and avert the coming war.

## Corruption

A ravaging dire bear, usually a creature of the deep forest, attacks the hamlet of Japic. A corrupted wound found on its corpse explains the bear's unusual behavior. Only the dwarves that live in the mountains beyond the forest have such weapons as to cause the wound. The PCs traverse the forest to find the dwarves expanding their territory at a furious pace, clear-cutting the forest below their mountain in order to fuel their expansion.

The dwarves have found a particularly rich vein of mithral and are excited about the discovery. But precious ore is not the only thing they have found. Their furious mining has awoken dire creatures in the depths of the mountain; murderous beasts that begin to attack the dwarves. Worse, the stubborn dwarves are unwilling to admit their troubles and under the sway of a vengeful aranea sorcerer, the dwarf council rebuffs the party.

However, there is a small resistance, which entreats the PCs to help them. These insurgents are willing to bargain: they will slow their destruction of the forest if the party will rid their hearth of its corruption.



## Liberators

Dissidents in the Gagash, a goblin tribe, want to leave and start their own clan, following a charismatic and non-violent seer. Their tyrannical chieftain, Wapak Spiderskewer, refuses their entreaties and punishes the dissidents incessantly. One cult member, Suza, manages to escape and entreats the party to liberate her fellows. Faced with the party's prowess and internal dissention, Wapak allows the dissidents to leave.

However, months ago, he planted a spy amongst the cultists. While the PCs escort the cultists to a new home, the spy helps scouts from the Gagash track the party's movements. Wapak leads a war party to the cults new home and attacks when he's certain the party has left. Again, Suza manages to escape the carnage and finds the PCs once more. Wapak, not content merely with punishing the dissidents, is now bent on vengeance and is creating alliances with several goblin tribes to hunt down the party.