

SWORD & SORCERY

QUICK PLOTS
AND VILLAINS



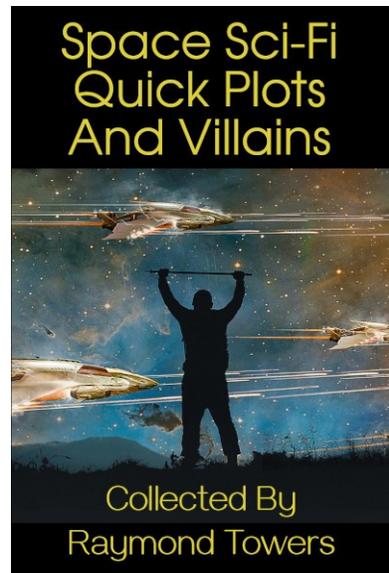
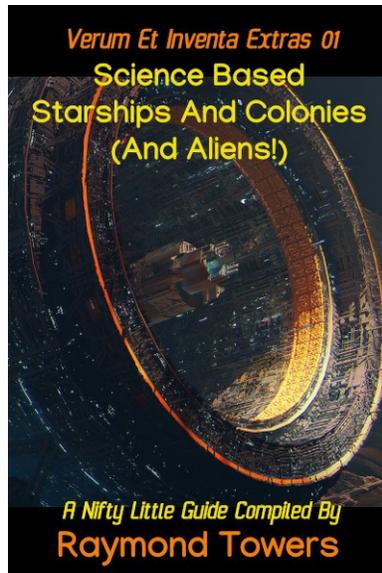
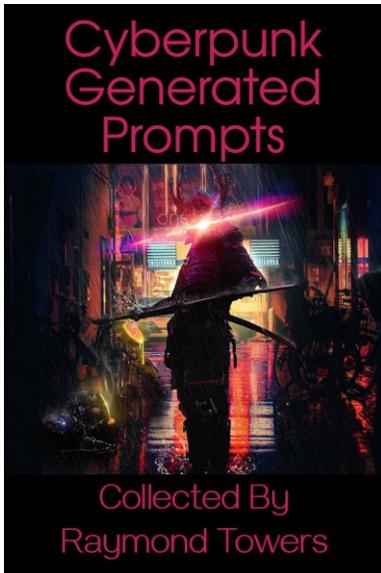
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RAYMOND TOWERS

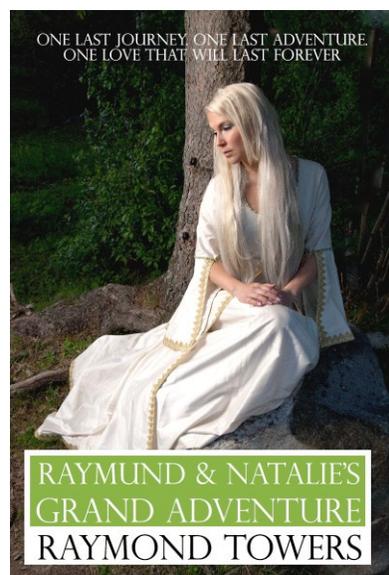
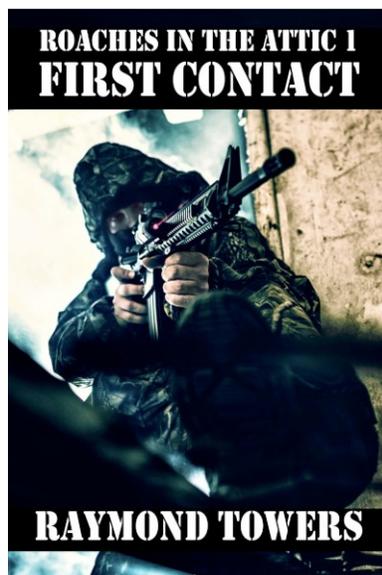
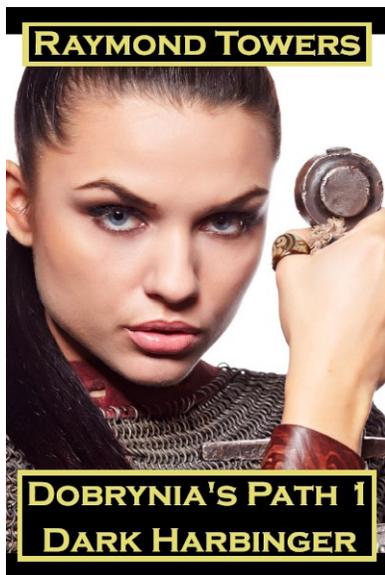
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My RPG supplements on Drive Thru RPG include:



My fiction books on Smashwords include:



Sword & Sorcery Quick Plots & Villains Collected By Raymond Towers

This is Fantasy Supplement - 01, Version 9, Drive Thru RPG Edition, first released in December of 2021.

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*** This is a work in progress and will be added to periodically. ***

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Introduction

For my current writing project, I've been going through a lot of books, audiobooks, comic books, games, movies, short films, you name it, in the Sword And Sorcery fiction genre. I started out with the originators of this specialized category of fantasy, including Howard, Lovecraft, Moore and others, and I am writing down a lot of notes on what has been done before, in the hopes that what I write will be a degree different.

This one is for you storytellers out there, whether you are writers, game masters, artists, even bards like the one in the Netflix series *The Witcher*, if there are still any out there. The notes in this article are separated into two main parts: plots and villains. They are meant to inspire you in your next story or game, and intentionally kept vague so your own imagination can fill in the gaps to produce a new and unique combination. Use this as a supplement to whatever world-building resources you are already using.

How to use this supplement? Choose or roll randomly for a section, roll for a plot and then roll for a villain. Go down the list until you get to your dice results, and if you can use the entry, you're done. If the entry isn't to your liking, roll again, or challenge yourself and make the Plot and Villain work for you. Maybe you only want plots and villains from Conan stories, or from Lovecraft stories. Maybe you want to mix and match sections, or roll completely at random to see what comes up. Use this supplement in whatever manner will bring the most fun out of it.

As an example, I just rolled 23 and 1. (Examples are from a previous version.)

Plot 23: A modern protagonist is tasked with stealing the power object of an evil sorcerer, in a land where magic is giving way to science and logic.

Villain 1: A divine seductress and her two giant, belligerent brothers.

In this case, my story might go along the lines of this: In a land where magic is dwindling and only concentrated in hot spots, my protagonist must steal a magic staff from a sorceress or witch, because she is doing something bad out there. If the protagonist is not careful, the sorceress could charm the protagonist, getting him or her to drop their defenses, and then in come the two belligerent brothers to smash our heroes down. That's 1 adventure, but you can string along 2 or more of these scenarios to create a longer campaign. Because these ideas came from *Sword & Sorcery* and other Fantasy resources, your adventure will have a more cinematic feel to it.

In the Roll Your Own Campaign section, you also have options. Take a favored campaign and rearrange the story arcs, combine two campaigns together or mix and match them with Plots and Villains. Or, if you're a purist, simply replay the campaign outline with your characters, such as the two from the original Conan movies, and relive the adventure from the screen in your imagination. Become Conan, Red Sonja, Solomon Kane, or any other fantasy hero you want to!

Many entries include the writer, director or resource used, in the case you'd like to look them up for yourselves. Happy gaming, or writing! - R.T.

Sword & Sorcery Defined By TV Tropes

A subgenre of Heroic Fantasy, with which it is often lumped together, but having its own distinguishing characteristics. Coined by Fritz Leiber in the early '60s to define the style of his own works and those writers that inspired him, and to differentiate it from other works described as Heroic Fantasy, Sword & Sorcery is a genre of fantasy that is often considerably less glamorous and all about fast-paced action. Almost universally, Sword & Sorcery stories are about mighty warriors fighting supernatural horrors with blade in hand, either an Eldritch Abomination or Evil Sorcerer. Any political or criminal leaders are usually merely an Unwitting Pawn of a much darker power. Many victories will be by the skin of their teeth and usually won more through quick thinking and cleverness rather than physical might. There will be at least a few times where they cut their losses and bail on a fight, and they will have at least one Run or Die moment when they recognize that a threat is way out of their league. While they may have genuine allies here and there, they know better than to trust most people; as far as they are concerned, everyone they meet has a hidden dagger in their clutches until proven otherwise, and even then, they are usually still prepared for betrayal at some point.

Sword & Sorcery protagonists can usually be identified by three main traits, which separate them from most heroes from Heroic Fantasy:

- 1. They are men (and occasional women) of action, larger than life and fighting evil through pure strength of will until their final breath.*
- 2. In some way or another the protagonists are outsiders, not having a real place in society even when among their own people. Quite often they are The Drifter and Walking the Earth.*
- 3. They are ultimately motivated by self-interest, offering their martial skills either for money, fun, or because doing so benefits them in another way.*

Robert E. Howard is widely seen as the Trope Maker of the genre, with Fritz Leiber and Michael Moorcock being the Trope Codifiers a generation later. Many famous stories were first published in Pulp Magazines and short story anthologies are still a popular form of the genre.

If the heroes of a story are actually heroic and morally unambiguous, it's probably Heroic Fantasy. If there is only a low supernatural presence, it is most likely Low Fantasy. Can sometimes overlap with Dark Fantasy. See also Wuxia, the Chinese version of the genre with very strong overlaps.

#####

Part 1: Conan fiction by Robert E. Howard

Robert E. Howard Plots

1. R.E. Howard – Conan, The Frost Giant’s Daughter

Right after a violent conflict, the protagonist gets horny and chases a sexy seductress off, off and away, until he runs into and fights some bad guys.

2. R.E. Howard – Conan, The Tower Of The Elephant

While attempting to steal a priceless gem, the protagonist faces a barbaric guard, and then meets an ancient, wise creature held captive by a powerful adversary.

3. R.E. Howard - Conan, Shadows In The Moonlight

After saving a runaway slave girl, the protagonist and escapes into the desert and holes up in ancient ruins that turn out to be more than expected.

4. R.E. Howard – Conan, Rogues In The House

The protagonist is drawn into a feud between a priest and a nobleman in a city, ending up trapped in a house and hunted by a large beast.

5. R.E. Howard - Conan, Black Colossus

Through divination, a princess promotes the protagonist as captain of her armies, just before an assault on a wicked adversary begins.

6. R.E. Howard - Conan, Queen Of The Black Coast

A protagonist takes up with pirates / outlaws who plan to raid a city of ruins in the jungle / forest.

7. R.E. Howard – Conan, Xuthal Of The Dusk

In a desert / barren landscape, the protagonist and a lover come across a great city where the residents spend most of their days in a drug-induced stupor / sleep. A beautiful sorceress in the city wants to keep the protagonist as her lover, and may sacrifice any companions to release something scary that lies beneath the city.

8. R.E. Howard – Conan, A Witch Shall Be Born

After a usurper has taken the place of a beloved ruler, the protagonist must reveal the impostor and restore order.

9. R.E. Howard – Conan, The Devil In Iron

Enemies seek to entrap the protagonist by placing a beautiful woman on a deserted island full of ruins, but the ruins become magically restored and hold many dangers.

10. R.E. Howard – The People Of The Black Circle

The protagonist captures an important political figure, intending to use her as leverage for the release of his captured men, but she is stolen away by dark forces that he has to track down in order to save her.

11. R.E. Howard – Conan, The Man-Eaters Of Zamouola

The protagonist rents a room in a place where travelers are known to vanish without a trace, encountering a hidden danger. After this, the protagonist searches for the source of this danger, when he finds a distraught woman whose lover has been abruptly taken away. This leads him / her to a temple / religious site, where new and unexpected dangers await, but the woman has lied, and she and her lover are not who they initially claim to be.

12. R.E. Howard – Conan, The Pool Of The Black One

The protagonist bullies his way onto a ship of pirates / gang of ruffians, whose leader thinks to insult him. Later, the protagonist has his chance to take revenge, but in the process he comes upon a set of ruins with a dark secret, which may end his life and the entire crew.

13. R.E. Howard – Conan, Beyond The Black River

A savage sorcerer has riled up the barbaric clans in the region, sending them against the civilized settlements. The protagonist is caught in the thick of it, fighting foes and rescuing settlers in what is surely a doomed effort.

14. R.E. Howard – Conan, Red Nails

After braving past a monstrous beast in the forest / wilderness, the protagonist comes upon a large, mostly abandoned city where two tribes have been battling each other for ages.

15. R.E. Howard – Conan, Jewels Of Gwahlur

The protagonist is after a horde of treasure, hidden in a religious / ancient sanctuary, but a greedy rival could influence the sanctuary's keepers that the protagonist is the bigger threat.

16. R.E. Howard – The Phoenix On The Sword

After attaining a position of power, the protagonist finds he / she has amassed a great number of enemies, some of whom helped him / her rise to prominence. These enemies have now come together in a well-planned assassination plot.

17. R.E. Howard – Conan, The Scarlet Citadel

Betrayed by rival leaders and a sorcerer, the protagonist must escape a dungeon and rally many troops to reclaim his / her kingdom.

18. R.E. Howard – Conan, The Hour Of The Dragon

Rival leaders resurrect a long-dead sorcerer, intent on taking the rulership from the protagonist or someone he / she is allied with. To defeat the sorcerer, the protagonist must recover the artifact used to bring the sorcerer back to life, and time after time, he / she is one step

too late and the artifact is taken out of their grasp. The protagonist travels through many lands, finding many allies and villains along the way, all while major battles are taking place against the kingdom the protagonist has sworn to protect.

#####

Robert E. Howard Villains

1. R.E. Howard – Conan, The Frost Giant’s Daughter

A divine seductress who could be a deity, and her two giant, belligerent brothers.

2. R.E. Howard – Conan, The Tower Of The Elephant

A chamber with half a dozen lions in it, another chamber with a spider the size of a pig, and finally, a sorcerer who can turn a person into a spider and squash the person with his foot.

3. R.E. Howard – Conan, Shadows In The Moonlight

A band of pirates, a gray man-ape, and ancient statues of dark-skinned, hawk-faced men that come to life in moonlight.

4. R.E. Howard – Conan, Rogues In The House

A swindler aristocrat, a swindler priest, a small band of swindlers out to kill the priest, and a powerful, violent primitive man, possibly Neanderthal, who likes to wear the priest’s robes when the priest is sleeping.

5. R.E. Howard – Conan, The Black Colossus

Giant serpent, ape-man and hideous sorcerer riding black, flying camel.

6. R.E. Howard - Conan, Queen Of The Black Coast

The city guard, pirates / outlaws, a pack of giant hyenas and a winged ape-man.

7. R.E. Howard – Conan, Xuthal Of The Dusk

Many warriors who are not very skilled at combat, a sorceress who creates a potent elixir that heals wounds and replenishes life, and a slimy, frog-like, underground creature that may be intelligent and often preys on the inhabitants of that place.

8. R.E. Howard – Conan, A Witch Shall Be Born

A demon / shape-shifter who has taken the place of a beloved ruler, the horde that has replaced the rightful soldiers, the captain of the horde, and a frog-like demon the impostor has conjured up to devour human sacrifices.

9. R.E. Howard – Conan, The Devil In Iron

A band of enemies / rivals, a city full of rude people who sleep during the day, a minor deity made of iron, empowered by a unique weapon guarded by a giant, 20-foot snake.

10. R.E. Howard – The People Of The Black Circle

Nice selection of baddies here: Distrustful allies who may turn against the protagonist, hill tribesmen who don't like trespassers, minor sorcerers who can summon a large hound that gives madness / rabies to whoever it bites, a large hawk with incredible speed, and large foamy bubbles that explode melting heat when they come in contact with metal, including helms, swords and arrowheads.

Even more: a major sorcerer who can compel those with weak minds to do his bidding, including killing themselves, ancient sorcerers who are more demon than human, who are linked to large snakes and a crystal of mystical power, who create crystal walls for defense and also compel humans to their will, and finally, one more ancient sorcerer who can turn into a giant snake, and when killed retreats and returns later in the form of a giant vulture.

11. R.E. Howard – Conan, The Man-Eaters Of Zamouola

A band of Negro / other race cannibals who are so numerous they cannot be entirely defeated, a tall, muscular minor sorcerer who can produce vivid illusions and kills with his bare hands, and a stout major sorcerer who also produces illusions but doesn't seem to have any other powers past that.

12. R.E. Howard – Conan, The Pool Of The Black One

A band of very tall, barely human men, resembling Negroes / another race, who throw captives into a pool of water that shrinks them and turns them into dwarf-sized statues.

13. R.E. Howard – Conan, Beyond The Black River

An overwhelming number of primitive clans that have unexpectedly banded together, led by a sorcerer who can control woodland animals such as panthers, gorillas, giant snakes and saber-toothed tigers, and who can also turn himself into a cloud of smoke that mimics the voices of friends, luring victims to their deaths.

14. R.E. Howard – Conan, Red Nails

A dragon / dinosaur with scales that can't be pierced by normal weapons, but it can be poisoned, a tribe of angry savages, their leaders who are a tall and muscular man, and a beautiful, youthful woman who can steal life from other women to prolong her own, and finally, a ghostly figure who has been roaming the catacombs / underground for a really long time waiting to get revenge on the youthful woman.

15. R.E. Howard – Conan, Jewels Of Gwahlur

A band of religious zealots led by an incorruptible priest, a swindler who could trick them into attacking you, and a small group of grayish, apish proto-men hiding in the shadows, who pretend to be the god / gods of the zealots.

16. R.E. Howard – The Phoenix On The Sword

Up to d20 rogues intent on assassination, including prominent citizens who seek to gain power, and a dark sorcerer who has just recovered his ring of power and can summon a large, murderous creature that looks like a cross between a mummy and a hairy baboon. Wait... what?

17. R.E. Howard – Conan, The Scarlet Citadel

Prominent, greedy citizens who rally troops against the protagonist, a sorcerer who can shoot fireballs, put a man to sleep and whose body can reassemble itself after death, and who has a fat Negro / other race jailer, a giant, intelligent snake, a plant whose blossoms suck vitality from men, and Lovecraftian horrors hidden in an extensive underground network.

18. R.E. Howard – Conan, The Hour Of The Dragon

A slew of enemies in this one: enemy troops from multiple kingdoms who are trying to take down your kingdom and its allies, also assassins, pirates, greedy merchants who hire mercenaries against you...

And the sorcerers: one robed clan wields staffs that can kill on contact with flesh or simply use their bare hands, leaving a telltale mark on victims. A second group has factions sometimes opposed to one another, including a mage who controls giant snakes and many acolytes, a vampire sorceress who is 1,000 years old and sucks fresh blood for vitality, and finally, the Big Daddy of them all, who has two tiers of acolytes, and who can cause cliffs to collapse, rivers to flood and even change the landscape of an entire region to resemble the time of his original kingdom, which existed 3,000 years before.

#####

Conan Campaigns

Conan Of Venarium Campaign

(From the novel written by Harry Turtledove.)

Bestiary

1. A large fighting force made up of warriors from three lands.
2. A giant, venomous snake seen in the woods.
3. A pack of d10 hungry wolves.
4. A monstrous bat large enough to carry away a small sheep.
5. A hunter having such bad luck he is angry enough to strike, and kill.
6. Soldiers tasked with keeping your people subjugated.

Story Arc

1. A large army of foreigners comes into the land of your people, intent on war. You are ready for the fight, strong and bullheaded, but perhaps too young to face hardened soldiers.
2. The first battle is fierce, but unfortunately for your side, it is lost.

3. After a bitter defeat, the defeated must learn to cope with having foreigners living in their midst. You become vengeful, but if you act you risk retribution upon your people. To curb your desire for ousting the invaders, you stray further and further into the deep woods, where you find a giant snake lurking about in the ruins of an ancient temple.

4. You don't like the invaders. You snipe at them, and at your kin, careful not to anger either side into hurting you. And then, you hear that the captain of the invading forces has taken a local girl as his plaything.

5. The invaders have established their town and fort, for the most part leaving your people alone. Still, you bump heads with a few of them. There is a rumor among your people, of rising against the rulers, if only more allies can be found. You ponder all of this as you watch over a neighbor's flock, when a hungry animal threat appears.

6. The leader of the invaders, a nobleman, has his eyes set on your young love interest. This angers you enough that you run off into the woods. For a time, you track another invader out on the hunt. When the hunter realizes you are there, he attacks you with murderous intent. This is bad for you. If you retaliate, if you kill this hunter, the invaders will kill d10 of your people.

7. For a time, you are sent off with the shepherd, until things cool down in the settlement. You still harbor great hate for the invaders, but you know that if you act, your people will suffer. You struggle most with the idea of the nobleman taking your love interest as his concubine.

8. As time passes, your resentment festers. You meet a seer in the wild who tells you to be cautious, and that same seer later tells the nobleman his time will soon come. Your love interest, however, is flattered by the nobleman's attention, and her father does nothing to halt the affair that is developing between them.

9. Many of your kin, and yourself, hate the way the nobleman keeps visiting your love interest. This angers you greatly, but when you approach your interest, you are rebuked with insults. There is an uneasy peace between your people and the invaders, and perhaps always will be, but things grow worse when you hear a rumor that northern tribes of your people may be stirring up against the invaders.

10. The nobleman has grown impatient. He takes the love interest from the village by force, killing others before fleeing. Soldiers arrive just as your people are at their angriest, beginning a bloody fight. The nobleman ends up on a side-trail, where he pulls his captive along, and then he runs into you, who have been nearby tending to livestock.

11. Many, many clans of your kin have been amassing to the north, waiting to attack the invaders and retake their lands. When they hear about the massacre at your village, their blood-lust is inflamed and they swarm south, attacking and killing any foreigners they come across.

12. A great multitude of warriors from among your people retake your village, routing the farmsteads of the foreign settlers and leaving none alive. The carnage moves south, toward the fort built by the foreigners. Following a great tumult of battle, the invaders are killed and the fort is taken by your people.

13. Not only do your people push the foreigners back into their soil, but they press into their country, killing and pillaging everything in their path, leaving villages and towns in burning ruins. Warriors of your kin eventually begin drifting back home, those that have survived this great war, leaving a few roving bands behind who become raiders and bandits. You are among these last few, and finally, when your allies and kinsmen are dead, you have enough of killing.

14. You travel further into enemy land, where people are not as quick to recognize you. Here, as a lone man, you mingle among the larger crowds of cities and towns, a bandit at times, doing odd jobs otherwise, until you have the notion to see more of the world than what you've seen so far.

#####

Conan The Barbarian Campaign

(From the movie Conan The Barbarian starring Arnold Schwarzenegger, 1982.)

Allies

1. A thief good with the bow.
2. A barbarian of the opposite sex good with a long sword.
3. A mage who knows some things, but isn't good at others.
4. A princess betrayed by her cult, who knows secret passages.

Bestiary

1. A great number of cultists. Hundreds of them. Maybe thousands.
2. Two minor bosses, one who carries a broad sword, the other a large mallet.
3. A giant snake.
4. The Big Bad, a sorcerer who can mesmerize others, shoots snakes as arrows, and turns into a giant snake himself, but who is relatively a weak fighter.

Events

Story Arc 1

1. The village of the protagonist is raided, sacked and burned, and his parents murdered.
2. The raiders take the protagonist captive, into the mountains where he is forced to perform hard labor, in time becoming the biggest, strongest dude around.
3. The protagonist takes part in gladiator games, in time becoming the best.
4. When the protagonist is given freedom, his first thought is revenge on his enemies.
5. The protagonist is seduced by a witch, who reveals his great destiny.

Story Arc 2

6. After saving a man from a dangerous fate, the protagonist earns an ally.
7. Traveling to a major trade city, the protagonist attempts to steal wealth from the very cult that murdered his parents.
8. After a heist, the protagonist lives the high life, until city guards capture him.
9. Brought before to the royal court, the king commissions the protagonist to rescue his daughter from a religious cult.
10. The protagonist infiltrates the cult, but is later captured and left for dead.

Story Arc 3

11. Allies rescue protagonist, and after a close call, save his life.
12. Protagonist and allies sneak into the cult's lair and rescue the princess.
13. A primary ally is killed during the raid.
14. Enraged, the major enemies are drawn to the protagonist's ambush.
15. The protagonist returns to the cult's lair, battling guards, and finally, the Big Bad.

#####

Conan The Destroyer Campaign

(From the movie Conan The Destroyer starring Arnold Schwarzenegger, 1984.)

Allies

1. A timid thief who wields dual knives.
2. A mage who sometimes succeeds, but sometimes struggles.
3. A barbarian who uses a spear.
4. A great warrior who may one day betray you.

Bestiary

1. Well-trained elite guards.
2. A band of painted cannibals.
3. A sorcerer whose power comes from mirrors, who can turn into a phantom bird.
4. A cloaked, strong reptile man whose power also comes from mirrors.
5. A sorcerer who commands a small army, and who uses magic to open heavy doors.
6. A back-stabbing sorceress.
7. An evil, Lovecraftian deity that can only be revived through a dark ritual.

Events

Story Arc 1

1. After a successful heist / quest, the protagonist is pursued by elite guards.
2. A traitorous monarch enlists the protagonist to go on a quest.
3. Rescue an ally from a band of cutthroats.
4. Help a fellow adventurer out of a bind, and gain another ally.
5. Travel to the quest location and battle a dangerous foe.

Story Arc 2

6. Travel to another location for the next part of the quest.
7. Face an ambush that may have been expected by someone on the party.
8. Get past several traps keeping you from your objective.
9. Battle the keeper of the location and his soldiers / henchmen.
10. Thwart the traitorous monarch before he / she conducts a dark, devastating ritual.

Part 2: Conan fiction from The Savage Sword Of Conan

(Includes fiction featuring Conan, Red Sonja, Solomon Kane and others.)

Savage Sword Plots

1. Conan, Curse Of The Undead-Man, Savage Sword #1

Seeking loot, the protagonist gains an ally and fights off the henchmen of a sorcerer who can come back to life repeatedly.

2. Blackmark, The Birth Of Blackmark, Savage Sword #1

While crossing a dangerous wasteland, a young woman married to an older man is approached by a dying, wealthy man and 'scientifically' impregnated.

3. Red Sonja, Savage Sword #1

After recovering an artifact, the protagonist is betrayed by a benefactor and must fight his or her way out of a stronghold.

4. Blackmarck, Blackmark part 2, Savage Sword #2

Young protagonist watches his parents slaughtered (and his mother raped) by a ruthless warlord and his army.

5. Kull, The Beast From The Abyss, Savage Sword #2

After a night of revelry, the protagonist is shocked to discover his host and other guests attempting to sacrifice one of his friends to an unholy creature.

6. Conan, At The Mountains Of The Moon God, Savage Sword #3

The protagonist must rescue the brother of the queen from an opposing monarch who captured him.

7. Blackmark, The Testing Of Blackmark, Savage Sword #3

The protagonist is captured and thrown into a fighting pit / gladiator arena, where the local ruler wants him dead, but the ruler's wife wants to bed him, leading to multiple combat actions until the protagonist faces the biggest foe of all.

8. Kull, Kull of Atlantis, Savage Sword #3

The protagonist tries to save a woman who will be executed / burned at the stake, for having married / slept with a man from another tribe / kingdom, or if he can't save her, at least kill her to prevent her ongoing torment.

9. Conan, Demons Of The Summit, Savage Sword #3

After fleeing a tribe chief's warriors / lord's soldiers, the protagonist captures the chief's daughter, but soon loses her. The protagonist must then wrestle her away from another clan, whose leader wants to impregnate her.

10. Conan – Iron Shadows In The Moon, Savage Sword #4

The protagonist comes across a ruthless leader, who has chased down a maiden with lusty intent. Rescuing the maiden, the protagonist flees with the maiden, taking a boat to an island, not knowing it is frequented by pirates and, not one but two other threats, one on the island, the other in the ruins hidden by the vegetation.

11. Blackmark, Blackmark Triumphant, Savage Sword #4

In a city, the protagonist recognizes an enemy that killed his parents / close friends, beginning a revolt that ends with him killing the enemy and becoming leader of the revolution.

12. Conan – A Witch Shall Be Born, Savage Sword #5

A witch in disguise takes the place of the queen, ordering hard men to take over the city, and somehow, you must lead an uprising or gather an army to defeat her.

13. Conan – The Sleeper Beneath The Sands, Savage Sword #6

Twist – Protagonist is left for dead in an isolated location, rescued and vowing revenge on the villain who did this to him. OR Villain is left for dead in an isolated location, rescued and vowing revenge on the protagonist who did this to him.

14. Conan – People Of The Dark, Savage Sword #6

2 Plots – The protagonist thinks to murder a rival in a cave, where both are eyeing the same lover. OR After a siege, the protagonist chases an enemy and a woman into a cave, wanting the woman for himself but not realizing there are other dangers inside.

15. Conan - The Citadel At The Center Of Time, Savage Sword #7

Find the mysterious sorcerer that terrifies the citizens of an entire city, searching for his supposed great treasure, which is really the sorcerer's living trophies which he / she has collected from many eras in time.

16. Conan - The Forever Phial, Savage Sword #8

Every step of the way, your nemesis herds you, past guardians and elemental attacks, until you finally face him / her.

17. Dars-Khras - The Forever Phial, Savage Sword #8

Save a maiden about to be sacrificed, and help her on her plight, but in the end it turns out she is not as innocent as she seems.

18. Conan - Corsairs Against Stygia, Savage Sword #8

After being sold to a ship's captain / caravan, the protagonist is held captive and must cause a revolt to free other slaves and take over.

19. Conan – The Curse Of The Cat Goddess, Savage Sword #9

A mysterious idol retrieved from a caravan causes its bearer to become inflamed with reckless violence.

20. Kull – When A Tiger Returns To Atlantis, Savage Sword #9

The protagonist visits a friend and ruler of a small kingdom, but all is not as it seems, with former friends acting suspiciously, and a mysterious sorcerer who might be controlling things behind the scenes.

21. Conan – Conan The Conqueror, Savage Sword #10

To stop a powerful sorcerer, the protagonist infiltrates a temple, just as two sects of rival mages battle for a sacred relic. The protagonist takes the relic to a third sect of mages, who will use it to counter the spells the powerful sorcerer is using to control an entire kingdom / region.

22. Conan – The Abode Of The Damned, Savage Sword #11

The Backstory: A prostitute's / woman's brother is murdered before her eyes, and she vows to find and kill the man who ordered the assassination.

The Story: The protagonist joins up with a band of outlaws, who are traveling to a fabled outlaw city, and meets the woman, who has been captured after asking too many questions. Once in the city, the protagonist sees that several factions are at odds with one another for supremacy, and causes further friction between them, until he takes on the leader of the city, who is the man the protagonist and the woman are both after.

Two Twists: 1. The leader of the outlaw city is an undercover agent for a nearby kingdom, except the power and wealth has gone to his head and the protagonist must bring him back alive for a reward. 2. Three humanoid aliens somehow join up with the outlaws, despite their weird appearances. They are searching for a large jewel that is really a cosmic egg. The egg hatches, releasing a gelatinous / other life form that will consume the entire city. To stop this, the aliens nuke the city from space and destroy everyone in it. I'm not making this up! It was in the comic!

23. Conan - The Haunters Of Castle Crimson, Savage Sword #12

When a band of cutthroats raids a town, the protagonist saves a concubine who resembles a long-missing princess, taking her to a friendly fortress. And then, the protagonist has the idea to pass her off as the princess to gain loot, offering her to a bloodthirsty suitor. And then, the suitor shows up with a small army, intending to take her by force. And then, blood spilled during the fighting wakes the skeletons of dead warriors from beneath the fortress. And then, when the dust clears, the king shows up with another army and demands the return of his daughter, but is she really the missing princess or not? And then?

24. Conan – The Gods Of Bal-Sagoth, Savage Sword #13

After fighting on board a ship, the protagonist and a rival somehow end up overboard, tossed about in a storm that washes them onto the shore of a secluded, misty island. There, they save a woman whom the people think is a goddess, and help her reclaim her throne that has been taken over by a weaker, conniving king and his powerful sorcerer. After a short time, the supposed goddess betrays them, and the two heroes have everyone after them as they try to escape... And then, possibly because the real gods are ticked, the volcano below the island erupts.

25. Solomon Kane – The Right Hand Of Doom, Savage Sword #13

A braggart at the tavern, and will the protagonist act to save this drunken lout when he is attacked by a sorcerer that very night?

26. Conan – Shadows In Zamboula, Savage Sword #14

Two plots: An innkeeper offers travelers good prices for his rooms, but he also allows cutthroats to come in once the travelers are asleep. OR The protagonist must help a woman whose lover has gone mad, and the man who has the cure is both powerful and greedy.

27. Solomon Kane – The Silver Beast Beyond Torkertown, Savage Sword #14

A were-beast torments his sister, until the protagonist is able to kill it. Twist: The woman was not its sister, but another were-beast who has tricked the protagonist into killing her rival, and now she wants the blood of the protagonist to keep her secret safe.

28. Conan - The Devil In Iron, Savage Sword #15

Using a beautiful woman as bait, enemies hope to lure the protagonist to a small, deserted island with few paths to escape. The ploy works! The island, however, was recently disturbed, and now a very large man made of living iron rules over its inhabitants, who sleep during the day and party all night long.

29. Conan – The People Of The Black Circle, Savage Sword #16

Several kinsmen / allies have been captured, and the men who hold them demand a high price for their release. The protagonist by chance comes upon a high ranking noblewoman, taking her by force and leading her warriors on a chase through the mountains / wilderness.

30. Bran Mak Morn - Worms Of The Earth, Savage Sword #16

With growing contempt, the protagonist watches as a kinsman / ally is killed / severely beaten by the soldiers serving a cruel overlord / local governor. The protagonist makes a vow that he will kill the worst of those soldiers, and perhaps later go after the overlord.

31. Conan - On To Yimsha! Savage Sword #17

The protagonist has taken a valuable prisoner captive, one whom many people want back, or for their own ends. Even allies may become enemies as the protagonist fights his way through the desert hills / wilderness, until two factions block his path to take the prisoner from him.

32. Bran Mak Morn - Worms Of The Earth 2, Savage Sword #17

The protagonist must kill a hated enemy, but the enemy is too difficult to reach. Turning toward darker magic, the protagonist must steal an artifact precious to creatures who were once men but have since become corrupted by their sorcery, and bargain with them to return their artifact if only they deliver the enemy into his hands.

33. Conan – The Battle Of The Towers, Savage Sword #18

The protagonist has lost a valuable captive. Two bands of men want the captive: those who are her kin, and those who would take advantage of having her. The protagonist presses onward, chased and also chasing those who have taken the captive from him.

34. Solomon Kane – Rattle Of Bones, Savage Sword #18

The protagonist travels to a remote inn with a stranger, but both the stranger and the inn keep have murderous secrets, beginning with the secret room that contains a shackled dead man.

35. Conan – Vengeance In Vendhya, Savage Sword #19

The princess must be rescued from the villain's lair, but traps and sorcery block the way, and even if she is rescued, warriors from three tribes are scouring the lands looking for her.

36. Solomon Kane – The Castle Of The Devil, Savage Sword #19

A ruthless noble is sacrificing maidens in his castle, with the hope that a demonic entity will grant him a change in his monstrous appearance.

37. Conan – The Slithering Shadow, Savage Sword #20

The protagonist finds an abandoned palace / safe haven in the desert / wilderness, where its inhabitants use drugs and sleep for most of the day, and where a dark threat arises often to feed on their sleeping bodies.

38. Solomon Kane – Solomon Kane's Homecoming, Savage Sword #20

A weary warrior enters a tavern, and after a few drinks, he begins to speak of his many adventures, or perhaps his most recent one. Roll again for another Plot.

39. Conan – The Horror From The Red Tower, Savage Sword #21

Three sub-plots: 1. Rescue a woman who flees from a settlement plagued by a monster, first from the cutthroats who have captured her, and next from the monster when you return her to her people. 2. After a chase, you fall and your allies leave you for dead, as your pursuers come after you. You manage to flee or prove yourself, but what will you do when you next see the allies that abandoned you? 3. Factions are fighting in a settlement, and you plus one or two allies are the newcomers that very few want around. They will turn on you, when a flying monster attacks and complicates things greatly.

40. Conan – The Pool Of The Black One, Savage Sword #22

The protagonist climbs aboard a ship / takes in with raiders, traveling to an island / remote place where a strange race of men begins to prey on them.

41. Solomon Kane – The Dragon At Castle Frankenstein, Savage Sword #22
Maidens are being sacrificed to a monster in the woods / a giant pit, and you have decided that this tragedy has to stop now!
42. Conan – Torrent Of Doom, Savage Sword #23
Attacked by a strange race of men, the protagonist and any allies must fight their way out and reach safer grounds, made more difficult by a flood / natural disaster that could turn men into bone / stone statues.
43. Kull – The Striking Of The Gong, Savage Sword #23
After being wounded during an assassination attempt, the protagonist travels into a strange, cosmic dimension and encounters an immortal being.
44. Red Sonja – Wizards Of The Black Sun, Savage Sword #23
Weary from travel, the protagonist enters a bustling city, full of splendor and crowds. Later, she meets up with an old woman who leads her into a busy tavern and gives her a drugged drink. A disfigured, talking goat might give her a warning ahead of time that something is wrong.
45. Conan – The Tower Of The Elephant, Savage Sword #24
The protagonist sets out to steal a worthy prize, but encounters a cosmic being held captive by a ruthless sorcerer.
46. Conan – Jewels Of Gwahlur, Savage Sword #25
In a race against time, the protagonist must reach a hidden, ancient city before others, seeking a great treasure that only the most knowledgeable priests know of.
47. Solomon Kane – The Cold Hands Of Death, Savage Sword #25
People have gone missing near the site of ancient ruins, but what is it that is taking them, and can it be killed?
48. Conan – Beyond The Black River, Savage Sword #26
Savage tribes are encroaching on an isolated fort and settlement, and it is up to you to find their leader and kill him / her.
49. Solomon Kane – Retribution In Blood, Savage Sword #26
An exceptionally powerful threat kills the local religious leader and his wife, and takes away the leader's two beautiful daughters.
50. Conan – The Children Of Jhebbal Sag, Savage Sword #27
Three sub-plots: 1. The fort is attacked by several enemy tribes banded together. Defend the fort! 2. A number of men are working the salt mine a few miles west. Save the miners! 3. Homes

of settlers are found east of the fort, with people who don't know the attack has started. Get the settlers to safety!

51. Conan – The Blood Of The Gods, Savage Sword #28

The protagonist must race against a trio of cutthroats, before they reach a nomadic nobleman in the hills, and torture him to discover where he keeps his precious gems.

52. Conan - Child Of Sorcery, Savage Sword #29

A seductive sight appears before the protagonist, of a beautiful sorceress who has been captured by an evil sorcerer, pleading to be rescued. Help me, Obi-Wan!

53. Red Sonja – The Wizard And Red Sonja Show, Savage Sword #29

A clumsy wizard summons five beautiful warrior woman, representing the body, humor, spirit, mind and soul of Red Sonja. What use could be possibly put the five beauties to?

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Savage Sword Villains

1. Conan – Curse Of The Undead Man, Savage Sword #1

Priests and thieves who both mistake the protagonist for a threat, and a wizard who has two powers: he can summon a hairy beast from a pit, and he can come back to life, even if dismembered, as long as he wears a potent magic ring.

2. Red Sonja – Red Sonja, Savage Sword #1

Several guards, a tall, swordsman bodyguard and the wealthy leader who commands them.

3. Blackmark – The Birth Of Blackmark, Savage Sword #1

Wild beasts that must be hunted for food, and the threat of malevolent soldiers roaming about in the lands the protagonist travels.

4. Blackmark, Blackmark part 2, Savage Sword #2

A gang of antagonists led by a ruthless warlord.

5. Kull, The Beast From The Abyss, Savage Sword #2

A gigantic, human-devouring slug.

6. Conan, At The Mountains Of The Moon God, Savage Sword #3

Soldiers in a stronghold / fort, a pterodactyl in the wild, and even more soldiers.

7. Blackmark - The Testing Of Blackmark, Savage Sword #3

Several human opponents, of increasing fighting skill, followed by a mini-boss dinosaur lizard that breathes fire.

8. Kull - Kull of Atlantis, Savage Sword #3

After an accidental / willful act by the protagonist, several companions become enemies.

9. Conan - Demons Of The Summit, Savage Sword #3

After fleeing from tribal warriors / fortress guards, the protagonist battles Ape-men, followed by more warriors / guards, and finally a giant spider that eats humans.

10. Conan - Iron Shadows In The Moon, Savage Sword #4

A band of pirates / outlaws, torn between befriending and attacking the protagonist, a large savage ape-man and blood-thirsty statues that come to life in the moonlight.

11. Blackmark - Blackmark Triumphant, Savage Sword #4

A tyrannical leader who commands a number of troops, a hated enemy that gets away after a skirmish, and a dragon that cannot be killed but can be chased away.

12. Conan – A Witch Shall Be Born, Savage Sword #5

A witch pretending to be a queen, who controls a ruthless captain and his men, and can summon a creature that enjoys eating human flesh.

13. Conan – The Sleeper Beneath The Sands, Savage Sword #6

A bitter rival / enemy who slaughters innocents, and a huge, one-eyed horror with wings and hairy tentacles that emerges from a great pit.

14. Conan – People Of The Dark, Savage Sword Of Conan #6

A rival for a maiden's hand, a reptilian centipede-like creature, and a race of humanoid men with yellow skin and scales, including the priest that controls them.

15. Conan - The Citadel At The Center Of Time, Savage Sword #7

A saber-tooth tiger, a band of primitive men, a vicious ape-man, an ancient bear, a pterodactyl, a T-Rex and a sorcerer who can pull living creatures from Time.

16. Conan - The Forever Phial, Savage Sword #8

A guardian of stone and fire, a floating mass of water that envelopes you, and a sorcerer who can control the elements.

17. Dars-Khras - The Forever Phial, Savage Sword #8

A giant hawk, large spiders, an octopus in a lake, and a beautiful sorceress who tempts you, but she is really an old hag in magical disguise.

18. Conan - Corsairs Against Stygia, Savage Sword #8

A ship's captain and crew, or a caravan's leader and his guards.

19. Conan – The Curse Of The Cat Goddess, Savage Sword #9

Your own allies turn murderous, thanks to an idol cursed with violent energy.

20. Kull – When A Tiger Returns To Atlantis, Savage Sword #9

Ape-men or proto-men who attack randomly outside a kingdom / settlement, and on the inside, a sorcerer who can cause a dragon statue to come to life and attack on command.

21. Conan – Conan The Conqueror, Savage Sword #10

Three sects of competing mages, including one that is on your side, plus a powerful sorcerer who belongs to yet another cult, who has his / her own acolytes and is using his / her magic to ruin your kingdom / region.

22. Conan – The Abode Of The Damned, Savage Sword #11

In the desert / wild, a band of outlaws the protagonist must impress and join up with, because he needs to go where they are going, and, in an exotic city / settlement, several factions who constantly war with each other, but keeping them fighting might be useful. Twist: Three humanoid aliens who can kill or sleep victims by simply touching them, who may be after the same thing the protagonist is.

23. Conan - The Haunters Of Castle Crimson, Savage Sword #12

Raiders at a location the protagonist barely escapes from, and later, more raiders from a different clan, and also a horde of skeletons / restless spirits that come back to life when the blood of battle is spilled on their remains. Lastly, an ally / friend of the protagonist might turn against him / her, when the ally falls in love with a concubine rescued from the first raiders.

24. Conan – The Gods Of Bal-Sagoth, Savage Sword #13

Soldiers of an ambitious, conniving but mostly weak king, and his sorcerer who has real command of the island / kingdom, and who can create or command large rock-apes and bat-men to attack the protagonist.

25. Solomon Kane – The Right Hand Of Doom, Savage Sword #13

After being betrayed, a sorcerer has his right hand cut off, and he animates it to go after the protagonist whom the sorcerer believes did him wrong.

26. Conan – Shadows In Zamboula, Savage Sword #14

A band of cannibals tolerated by the locals, because they eat travelers only, a minor mage who guards a temple and a big, muscular brute, both serving a more powerful mage that spells strong illusions of cobras, buffalo and impending death.

27. Solomon Kane – The Silver Beast Beyond Torkertown, Savage Sword #14

A powerful werewolf who must be killed, and after that, a less powerful, female werewolf who wants revenge.

28. Conan - The Devil In Iron, Savage Sword #15

At least one clan of men who want you dead, a strange, magical city that appears from ruins, whose people sleep during the day and party all night, and its ruler who is a giant with flesh made of living iron.

29. Conan - The People Of The Black Circle, Savage Sword #16

A band of rival warriors and two sorcerers. The first mage can break necks and doors with magic by only a feather touch, cause men to kill themselves, and create a poisonous mist to kill his enemies. The second mage is the mentor of the first, with even more terrible powers.

30. Bran Mak Morn - Worms Of The Earth 1, Savage Sword #16

A cruel overlord and bully who commands a good number of soldiers.

31. Conan - On To Yimsha! Savage Sword #17

Tribesmen from the hills / wilderness, with some for and against the protagonist, two sets of rival sorcerers who can teleport, mesmerize victims to kill themselves, and strike physical blows with the strength of ten men.

32. Bran Mak Morn - Worms Of The Earth 2, Savage Sword #17

A race of invaders who is slowly taking over the lands of the protagonist's people, and a dark race of once human creatures who can open mystic portals and shake military towers down to rubble.

33. Conan – The Battle Of The Towers, Savage Sword #18

Two bands of warriors are after the protagonist, because he has something they want, and also magic acolytes who are on the run, creating wild beasts, murderous hawks, and mists that explode when they touch the metal of weapons. When the acolytes create a landslide that could wipe out any allies the protagonist comes with, they exhaust their power and attack the protagonist with whatever brute weapons they have left.

34. Solomon Kane – Rattle Of Bones, Savage Sword #18

A stranger befriended during travel, who may be a murderer, an inn keep who distrusts his guests, who may be a murderer, and a skeleton shackled in a hidden room, who may be a... you get the point.

35. Conan – Vengeance In Vendhya, Savage Sword #19

Four sorcerers who work in tandem, morphing arrows into vipers and mesmerizing men to kill themselves, with their source of power being four golden pomegranates gathered in a crystal ball. And let us not forget their master, a sorcerer who can create invisible barriers, turn into a giant snake and a giant vulture, who must be attacked at least twice before he can be killed.

36. Solomon Kane – The Castle Of The Devil, Savage Sword #19

A castle guarded by mercenaries who do not question evil, and their lord who has made a pact with a demon, for ???, if only he sacrifices several virgin maidens first.

37. Conan – The Slithering Shadow, Savage Sword #20

Several warriors with contrary opinions to yours, who aren't as fast as you are with their weapons, possibly because they use drugs, and a huge, frog-like creature that likes chewing on people.

38. Solomon Kane – Solomon Kane's Homecoming, Savage Sword #20

Choose your foe, 1d4: angry warriors against you, monsters, dragons, evil queens... or, if you dare, all of the above.

39. Conan – The Horror From The Red Tower, Savage Sword #21

A small band of cutthroats, rival factions fighting it out at a settlement, and a monster that could be a half-giant undead deity or who can turn into a flying reptile. The immortal monster can be delayed but not killed.

40. Conan – The Pool Of The Black One, Savage Sword #22

A ship captain / bandit leader that hates you, his band that can go either way, and a strange race of tall, black / other color men who start capturing everyone. The captives are thrown into an ancient pool and turned into small bone statues.

41. Solomon Kane – The Dragon At Castle Frankenstein, Savage Sword #22

A cowardly nobleman with a few trained knights, and a dragon / reptilian monster this noble is sacrificing maidens to.

42. Conan – Torrent Of Doom, Savage Sword #23

A race of tall, savage black / other color men, who seek to capture the protagonist and any allies with him, or innocents, and a great flood / natural disaster that comes during the fight.

43. Kull – The Striking Of The Gong, Savage Sword #23

An assassin lurks nearby, waiting for the right moment, and a cosmic being appears in a strange dream, who could be good, evil or neutral.

44. Red Sonja – Wizards Of The Black Sun, Savage Sword #23

An old crone who gives you a drugged drink, and when you awaken, you find yourself before three cadaverous mages. The first mage is easily dispatched, but the second asks you to choose a weapon for armed combat, and the third asks you to choose one of two unmarked doors, one leading to the world you know, and the other to Hell.

45. Conan – The Tower Of The Elephant, Savage Sword #24

Guarding a valuable treasure are many armed men, a pack of lions, a giant spider, and over them all a sorcerer who can turn foes into spiders and toads.

46. Conan – Jewels Of Gwahlur, Savage Sword #25

A band of priests who have been duped, a woman who may betray you, a treasure hunter who wants a sacred treasure for himself, and the head priest who works with him.

47. Solomon Kane – The Cold Hands Of Death, Savage Sword #25

A beautiful succubus encased in stone, until someone topples the statue and breaks it into pieces, releasing the succubus from its prison.

48. Conan – Beyond The Black River, Savage Sword #26

Several tribes of savage whites / other race who have banded together, and their shaman leader who can summon saber-tooth panthers, giant snakes and great apes.

49. Solomon Kane – Retribution In Blood, Savage Sword #26

An exceptionally strong and agile vampire, and a maiden he has recently converted.

50. Conan – The Children Of Jhebbal Sag, Savage Sword #27

Several tribes of savages who have banded together, and their shaman leader who can summon leopards and panthers, and who has a doppelganger that can mimic the voices of those close to you. Killing the shaman or the doppelganger will kill them both.

51. Conan – The Blood Of The Gods, Savage Sword #28

A band of merciless bandits, three cutthroats after treasure, and a nobleman who has drunk water from a strange brook, and turned into a wild, feral giant.

52. Conan - Child Of Sorcery, Savage Sword #29

On your side is a beautiful sorceress who can appear as a vision and create rope from her hair, but against you stands a powerful sorcerer who creates giant snakes and saurians to stop you, and who forms a crystal wall around himself when you get too close!

53. Red Sonja – The Wizard And Red Sonja Show, Savage Sword #29

A teleporting wizard who can teleport you as well, and who puts your worst enemies or monstrous threats right in front of you.

Part 3: Jirel Of Joiry fiction by C.L. Moore, plus Red Sonja

(Jirel Of Joiry by C.L. Moore)

C.L. Moore Plots

1. C.L. Moore – Jirel, Black God’s Kiss

After being defeated, a warrior is violated by an enemy and must end that enemy’s life, even if it means going against her principles.

2. C.L. Moore - Jirel, Black God's Shadow

A warrior, haunted by the memories of her murdered lover, enters a surrealistic land filled with ever-present danger.

3. C.L. Moore – Jirel, Jirel Meets Magic

Pursuing one sorcerer, a warrior enters a magic land ruled by a second sorcerer, who can hurl the warrior through dimensions. The warrior must endeavor to kill them both.

4. C.L. Moore – Jirel, The Dark Land

A protagonist is taken against her will into a dark dimension, by a ruler that wishes to wed her, but who is actually an extension of that same dimension.

5. C.L. Moore – Jirel, Hellsgarde

To secure the release of her companions, a protagonist must enter a haunted castle to retrieve a mysterious article of unknown power.

6. C.L. Moore – Jirel, The Quest For The Starstone

The protagonist possesses an artifact craved by an evil sorcerer, who hires a mercenary to steal it, but the plan fails when the mercenary has a change of heart. In anger, the sorcerer drags them into a black dimension to kill them both.

Red Sonja Plots

(Red Sonja from Dynamite Comics, Omnibus 2010)

7. Red Sonja Omnibus #0

Entering a tavern you haven’t been to before, you decide to get drunk in the middle of a bunch of your enemies.

8. The Message, Red Sonja Omnibus #1

After rescuing a messenger, who later perishes, you deliver the message yourself, but the recipients want to shoot the messenger.

9. The Flaming Skulls, Red Sonja Omnibus #2

After being captured, you must submit to the high priest and be sacrificed in the name of deity, or fight your way out.

10. Life And Death, Red Sonja Omnibus #3

Another person's plot puts you in mortal danger, but after you recover you find there are greater plans afoot, and you are suddenly at the center of it all.

11. Tide Turns, Red Sonja Omnibus #4

You form an unlikely alliance with your rivals, and are challenged for the right to lead, before your entire force attacks a tyrannical kingdom.

12. Tower Of Blood, Red Sonja Omnibus #5

With many allies, you storm a tyrant king's castle, battling many foes, losing friends, as you search for an elusive evil king.

13. Falling Star, Red Sonja Omnibus #6

Find and finish the tyrant king, who thinks he has become a god after many sacrifices, as a great battle rages all around you.

14. Hand Of Fate, Red Sonja Omnibus #7

Help a young man escape the pirates who guard him, to find the treasure his father left him as inheritance, and to find out the truth about how his father died. A precious, magical gem could reveal the father's murderer.

15. Arrowsmith, Red Sonja Omnibus #8

Raiders have pillaged a village you are familiar with, killing many, looting and burning. You must find them and end the threat forever.

16. Untitled, Red Sonja Omnibus #9

After tracking raiders to their hideout, and seeing they are many, come up with a plan on how to rout them. Meanwhile, a mysterious figure is tracking you.

17. Untitled, Red Sonja Omnibus #10

With a small number of allies, the attack on the raiders' lair begins.

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C.L. Moore Villains

1. C.L. Moore – Jirel, The Black God's Kiss

Competent knights / warriors, and their leader, who is arrogant and overbearing, and yet, strangely appealing and charismatic.

2. C.L. Moore – Jirel, The Black God's Shadow

Remember that leader who was arrogant and overbearing? This time, even his memory is appealing and charismatic! Roll again for a Villain.

3. C.L. Moore – Jirel Of Joiry, Jirel Meets Magic

A sorceress who can find anyone that carries a spelled piece of crystal, who blows a flute that can transport her or others from one place to the next, who can turn into a mountain lion, and finally, who can use her flute to stir up powerful memories of a victim's past, not to mention the many doors to other dimensions in her abode, and the many strange creatures that emerge from other worlds into this one, for a short time.

4. C.L. Moore – Jirel, The Dark Land

A skull-faced sorceress as a mini-boss, and a broad-shouldered lord who rules an entire dark dimension.

5. C.L. Moore – Jirel, Hellsgarde

A brutish lord who makes unreasonable demands, an entourage of lords and ladies who are addicted to 'eating' or absorbing the essence of ghosts / spirits, and a powerful ghost who desires the protagonist sexually and hides a small treasure box with unknown contents.

6. C.L. Moore – Jirel, The Quest For The Starstone

A horde of crawling, mummified undead who continue to attack even when they're burned or have severed limbs, an old, feeble sorcerer who can create crystal walls for defense and from a distance shackle foes with iron manacles.

Red Sonja Villains

7. Red Sonja Omnibus, #0

A band of people who hate you, including swordsmen and archers, who pretend to be locals at a tavern / public place, but have really gathered to kill you.

8. The Message, Red Sonja Omnibus #1

A band of savages in the wild, belligerent soldiers at the castle, and a strange plant creature in the water hole.

9. The Flaming Skulls, Red Sonja Omnibus #2

Soldiers, a large, primitive man, a high priest and the divine lord he serves.

10. Life And Death, Red Sonja Omnibus #3

A traitor in your inner circle of allies, and a tyrant capable of destroying entire villages in trying to find / stop you.

11. Tide Turns, Red Sonja Omnibus #4

A tyrant king and his entire army, and a mob of armed, assassin children.

12. Tower Of Blood, Red Sonja Omnibus #5

A mob of armed, demon-spawned children, enemy knights and soldiers, and the king's mystical beast, a wolf-faced snake who guards the passage to where the king awaits.

13. Falling Star, Red Sonja Omnibus #6

The armies of a tyrant king, whose true identity may be unexpected, and perhaps even your allies turn on you when the kingdom is ransacked and the spoils are to be pillaged.

14. Hand Of Fate, Red Sonja Omnibus #7

A band of pirates / raiders who will kill even their allies to get at a hidden treasure.

15. Arrowsmith, Red Sonja Omnibus #8

A band of ruthless, mysterious raiders who hide out in a remote location.

16. Untitled, Red Sonja Omnibus #9

A band of ruthless raiders that you have tracked to a remote location, and a mysterious figure that is tracking you.

17. Untitled, Red Sonja Omnibus #10

A band of ruthless raiders that you have tracked to a remote location, and a mysterious figure that continues to track you.



Part 4: Farfhrd And Mouser fiction by Fritz Lieber

Fritz Lieber Plots

1. F. Lieber – Fafhrd And Gray Mouser, Swords And Deviltry

The following is a quote found in the story, that I think would make for a great adventure with the right tweaking: *That stone had been the object of the quest on which Glavas Rho had sent him. For sake of it, he had rafted across the Lakes of Pleea, tramped the foothills of the Mountains of Hunger, hidden from a raiding party of red-bearded pirates, tricked lumpish peasant-fishermen, flattered and flirted with an elderly odorous witch, robbed a tribal shrine, and eluded hounds set on his trail.*

2. F. Lieber – Farfhrd And Gray Mouser, Swords And Deviltry

Two plots leading into a third arc. 1. A disillusioned young man spurns his lover and must evade her father and brothers, eventually leaving his village to find fortune in the big city. 2. A second young man is angered when his sorcerer mentor is murdered, vowing revenge on the killer, a cruel nobleman. 3. The two youths meet in the big city and begin a spree of thievery.

3. F. Lieber – Fafhrd And The Gray Mouser, The Circle Curse

The protagonist travels to an ancient, distant tower rumored to hide treasure, but discovers the evil guardian there may be the tower itself.

4. F. Lieber – Fafhrd And The Gray Mouser, Thieves' House

The protagonist joins other thieves to steal a valuable, haunted skull, but later his ally is captured, and the kidnapers want the skull back, but so does its ghost.

5. F. Lieber – Fafhrd And The Gray Mouser, The Bleak Shore

The protagonist is cursed / compelled to travel to a distant island / land, where he is forced to battle a tireless creature, that can only be defeated by destroying its egg / power source.

6. F. Lieber – Fafhrd And The Gray Mouser, The Howling Tower

The protagonist enters a tower where an old man mesmerizes / tricks him into drinking a potion, that sends him into a nightmare world of dark creatures that want to kill him.

7. F. Lieber – Fafhrd And The Gray Mouser, The Sunken Land

In a boat in stormy waters, the protagonist falls overboard and is rescued by the oarsmen of a pirate ship, and next taken to a fabled sunken island allegedly filled with treasure, but it also holds untold mystical dangers / dangers from below the sea.

8. F. Lieber – Fafhrd And The Gray Mouser, The Seven Black Priests

After stealing a mystical gem from a natural place of worship / temple, the protagonist must face, one after another, seven threats while traveling across the land, but the gem itself will try to

possess the bearer to travel back to its original place, and perhaps even more nefarious plans are lurking in its strange intelligence.

9. F. Lieber – Fafhrd And The Gray Mouser, Claws From The Night

Mysterious birds / other small animals are stealing jewels from the city's women. Your task is to find out why, and to steal them for yourself if you can, or possibly, to earn a reward for taking care of the problem.

10. F. Lieber – Fafhrd And The Gray Mouser, The Prince Of Pain-Ease

After seeing a ghost, the protagonist visits a mage, who sends him out to find a precious artifact as payment for banishing the ghost. While on his travel, the protagonist realizes he has to fight his best ally, who is on a similar mission. If no best ally or suitable rival can be found, perhaps the protagonist has to face himself in some strange, doppelganger way.

11. F. Lieber – Fafhrd And Gray Mouser, Bazaar Of The Bizarre.

In a shop of horrors, nothing is as it seems, and the protagonist would hope to find an item ahead of time to help him make sense of the illusions, before the shop keep, who might really be a fiend from another dimension, comes back to kill him.

12. F. Lieber – Fafhrd And Gray Mouser, The Cloud Of Hate

A large band of cultists conduct a sinister ritual, and release a powerful, deadly threat against your settlement.

13. F. Lieber – Fafhrd And Gray Mouser, Lean Times In Lahkhmar

Thieves plan to rob a religious center of its amassed wealth, with the protagonist involved either with the thieves or center. Potentially, this plot may turn the protagonist against allies.

14. F. Lieber – Fafhrd And Gray Mouser, Their Mistress, The Sea

The protagonist takes up with pirates, but he / she is not accustomed to their ways and may have trouble fitting in.

15. F. Lieber – Fafhrd And Gray Mouser, When The Sea-King's Away

Strange whirlpools appear on the oceans' surface / on the ground, that open up into deep, round holes. People can throw down ropes and descend, finding vestiges of an ancient kingdom, mermaids / other women who are queens, some treasure, and of course many dangers.

16. F. Lieber – Fafhrd And Gray Mouser, The Wrong Branch

After a series of harrowing adventures to get there, the heroes enter a strange, mystical cavern and are transported to another place and time.

17. F. Lieber – Fafhrd And Gray Mouser, Adept's Gambit

A number of sub-plots: rescue the kidnapped princess, deliver a letter to a slave-trader that turns into an ambush, jewels taken from a tomb and the brigands who ride in to steal them.

18. F. Lieber – Fafhrd And Gray Mouser, Adept's Gambit

A number of major plots:

1. Every lover the protagonist takes turns into a pig.
2. To end the sorcery, an old sage gives you these quests: obtain a sacred shroud from 12 guardians (because it has a map on it), powdered mummy from the Demon Pharaoh, the cup of hemlock used by Socrates, a sprig from the Tree of Life, and finally, the woman who will come when she is ready. The unnamed woman must wear the shroud, drink the powdered mummy in the cup of hemlock, and hold the sprig, all at once.
3. At the appointed time and place, the protagonist delivers the woman and the ritual is completed. A man, looking very much like the woman, has appeared, and must be defeated in combat. It is her evil twin brother.
4. Unfortunately, if killed the man can return to life in a short time, unless his true body is found far, far away, and disposed of once and for all.

Fritz Lieber Villains

1. F. Lieber – Fafhrd And Gray Mouser, Swords And Deviltry

Tracking hounds, red-bearded pirates and an elderly, odorous witch.

2. F. Lieber – Fafhrd And Gray Mouser, Swords And Deviltry

In the wilderness, clans of barbarians who would kill for even small infractions, and a group of witches who fight with cold. In the forests, a cruel nobleman and his knights who rule with an iron thumb, where even the nobleman's children are tormented. In the big city, a guild of thieves who kill first and ask questions later.

3. F. Lieber – Fafhrd and The Gray Mouser, The Circle Curse

A strange tower that could be sentient, which sets off traps and odors, throws its masonry at interlopers and even bends itself to smash them.

4. F. Lieber – Fafhrd And The Gray Mouser, Thieves' House

An entire guild of thieves, plus the consort and bodyguards of the guild master who was recently killed, and a vengeful ghost that haunts a skull with rubies for eyes.

5. F. Lieber – Fafhrd And The Gray Mouser, The Bleak Shore

A malevolent creature hatched from an egg, that can only be stopped by destroying the remaining embryo / thing still inside the egg.

6. F. Lieber – Fafhrd And The Gray Mouser, The Howling Tower

A hidden tower haunted by an old man, whose potion causes visitors to enter a nightmare world with deadly animal-like creatures.

7. F. Lieber – Fafhrd And The Gray Mouser, The Sunken Land

A galley full of pirates / a band of outlaws, and upon landing on a mysterious sunken land / mystical ruins, dark creatures that look like cloaks, who attach themselves to and eat men, and a large, hidden octopus / other large menace hidden behind a golden door.

8. F. Lieber – Fafhrd And The Gray Mouser, The Seven Black Priests

Seven identical minor threats, one after the other, all of whom are dispatched with little trouble. For the sake of variety, and perhaps a longer adventure, these threats might be different in some way, or unique. Lastly, the gem the protagonist carries, that the seven threats are trying to get back, has an evil intelligence of its own.

9. F. Lieber – Fafhrd And The Gray Mouser, Claws From The Night

Rival thieves / others who are after the same thing you are, a flock of birds who speak simple words, steal jewelry and maim women, and a neglected housewife who might be possessed by their bird goddess.

10. F. Lieber – Fafhrd And The Gray Mouser, The Prince Of Pain-Ease

A close ally becomes possessed and murderous, or the protagonist somehow ends up having to fight, of all people in the world, his own doppelganger.

11. F. Lieber – Fafhrd And Gray Mouser, Bazaar Of The Bizarre.

A man / disguised creature tending a shop / vendor stand / circus who entices the protagonist with tricks, but who really wants to kill him / her for unknown reasons.

12. F. Lieber – Fafhrd And Gray Mouser, The Cloud Of Hate

A white-reddish fog with tendrils, that brings out murderous hate in anyone it touches, or perhaps only those people who already have hate in their heart.

13. F. Lieber – Fafhrd And Gray Mouser, Lean Times In Lahkhmar

Two bands of thieves, rivals of each other, who are after the same objective, and, strangely enough, a divine force that disrupts their plans.

14. F. Lieber – Fafhrd And Gray Mouser, Their Mistress, The Sea

If on sea, righteous sailors or unrighteous pirates, a boat manned by five old witches, and if on land, a polar tiger and white-furred giant worm, plus a navigator / guide who at first befriends the protagonist, and later detests him / her.

15. F. Lieber – Fafhrd And Gray Mouser, When The Sea-King's Away

Sword-wielding men with different flesh colors than yours, an eight-limbed creature also armed with swords, and in the backdrop, a flood / tidal wave / avalanche about to happen.

16. F. Lieber – Fafhrd And Gray Mouser, The Wrong Branch

So many! Waves of pirates, lawful sailors thinking the protagonist is a pirate, three-headed dragons, giant squids, flying fish with poison spines, more pirates, sharks, followers of the shark-god, followers of a rat-god, giant rats!

17. F. Lieber – Fafhrd And Gray Mouser, Adept's Gambit

A number of villains: smugglers, kidnappers, crooked bankers, slave-dealers, ambushers, tomb robbers and opportunistic raiders.

18. F. Lieber – Fafhrd And Gray Mouser, Adept's Gambit

A jealous sorceress / sorcerer who turns the protagonist's lovers into pigs, 12 guardians of a religious artifact and a Demon Pharaoh that guards another artifact. The Big Bad, in this case, is a man who emerges from a tomb that must be defeated, who has the ability to take over his sister's / other family member's body, and so great care must be taken to separate the magic bonds between the two or else both will die.



Part 5: Solomon Kane fiction by Dark Horse Comics

(Not technically Sword & Sorcery, more like Pistols & Classic Monsters, but originally written by R.E. Howard. Dark Horse Comics, 2008.)

DH Solomon Kane Plots

1. The Nightcomers, Solomon Kane #0.1

Every night, ghostly raiders attack the small town the protagonist is charged with defending. Every night, the same raiders kill the same townsfolk, massacring everyone, with the protagonist caught right in the middle of it.

2. The Castle Of The Devil 1, Solomon Kane #1

After fighting off bandits and wolves, the protagonist rescues a boy from hanging, meets a shady character, and travels to a castle / stronghold where lives a man with a dark reputation.

3. The Castle Of The Devil 2, Solomon Kane #2

The protagonist is invited to spend the night in a castle, where the lord's wife is alluring, the lord mysterious, and the peasants are hung to die in the forest.

4. The Castle Of The Devil 3, Solomon Kane #3

The lord who has invited you into his castle has dark secrets: an adulteress wife, henchmen who are too loyal, and the lord himself, who believes he is speaking to a divine being, but the being might really be demonic.

5. The Castle Of The Devil 4, Solomon Kane #4

The underlings have caught your friends and threaten to hang them, while their master has turned into a demonic creature, possibly a werewolf, who wants to chew you up.

6. The Castle Of The Devil 5, Solomon Kane #5

End the threat on the village, by the man who turns into a large wolf, and the four demon monsters he has come to serve.

DH Solomon Kane Villains

1. The Nightcomers, Solomon Kane #0.1

A gang of scoundrels who come raiding often, as often as every night, who feel real and die like real men, but who might be incorporated ghosts that must be exorcised.

2. The Castle Of The Devil 1, Solomon Kane #1

Bandits, wolves, a shady character who accompanies you, a quartet of loyal knights who serve a lord with a sinister reputation.

3. The Castle Of The Devil 2, Solomon Kane #2

A cutthroat with a craving for riches, a mysterious lord with very loyal knights, and his alluring wife that may get the protagonist into trouble.

4. The Castle Of The Devil 3, Solomon Kane #3

A lord who watches you closely, who may have dark secrets, his henchmen who follow his orders no matter what they are, and the lord's wife who wants to arouse your... attention.

5. The Castle Of The Devil 4, Solomon Kane #4

Several henchmen who have hidden your weapons and come after you and your allies, and their master who can turn into a werewolf.

6. The Castle Of The Devil 5, Solomon Kane #5

You have tracked down the werewolf, only to find he serves four demonic monsters.



Part 6: Horror fiction by H.P. Lovecraft

H.P. Lovecraft Plots

1. H.P. Lovecraft - The Best In The Cave

Lost in a cave, the protagonist encounters a strange beast as he searches for his guide.

2. H.P. Lovecraft – The Alchemist

The protagonist must find a solution for a curse that kills members of his family when they reach a specific young age.

3. H.P. Lovecraft – The Tomb

A solitary young man develops an eerie habit of visiting a cemetery, and behaves and knows matters only known to the dead.

4. H.P. Lovecraft – Dagon

A sailor on a raft witnesses strange, monstrous creatures after landing on an island.

5. H.P. Lovecraft – Psychopompos

Only a divine miracle, and perhaps the protagonist, can save a small family from a conjurer who sends malady after malady against them.

6. H.P. Lovecraft – Polaris

As an ice age advances south from the northern latitudes, there is war between the people of the region and the people from the far north. The protagonist is assigned to keep watch from a tower, but in time he becomes mesmerized by the vision of a city seen only during the time of the Northern Lights, and can only speculate at what that city contains, and what the men there are like.

7. H.P. Lovecraft – Beyond The Wall Of Sleep

A man is taken over by a supernatural spirit, unknowingly killing a kinsman, and the protagonist must discover why.

8. H.P. Lovecraft – Memory

The protagonist moves through heavy jungle / forest, coming upon ancient ruins, and the genie / demon that watches over them, whose disposition is not at first known.

9. H.P. Lovecraft – Old Bugs

The protagonist enters a tavern / bar, intent on having a good, strong drink. One of the tavern's sweepers gives hints that maybe the protagonist should not drink anything there, before he becomes rabid about it and finally falls dead in the middle of the tavern. The other patrons all watch the protagonist. Will he take that drink, and what exactly is in it?

10. H.P. Lovecraft – The Transition Of Juan Romero

Miners searching for gold inadvertently cause the mine to collapse, and this causes a great abyss to become revealed. That night, a terrible storm causes further damage and closes the abyss, or does it? And did something emerge from the abyss before it was closed off?

11. H.P. Lovecraft – The White Ship

After boarding a mysterious ship / carriage, a person enters a surreal reality where many strange and wonderful lands are seen and experienced, before the person is brought back to the present and has only a small reminder of what was seen.

12. H.P. Lovecraft – The Street

Foreigners plot the destruction of a neighborhood, by inciting revolution among the poor and desperate, with authorities are either impotent to the violence, or turning the other way.

13. H.P. Lovecraft – The Doom That Came To Sarnath

Humans build a great city near a city of amphibian people, hating their appearances so much that they destroy the amphibians and loot their settlement. However, it is possible that these strange looking people will one day return to exact revenge.

14. H.P. Lovecraft – The Statement Of Randolph Carter

Two explorers find a strange slab, and a passage hidden behind it. One stays behind, while the other heads into it to explore, and none can say what they found, only that one man will not return home.

15. H.P. Lovecraft – The Terrible Old Man

Three scoundrels plot to rob an old and feeble pirate / bandit, imagining the old man to have a great horde of wealth hidden close by.

16. H.P. Lovecraft – The Tree

Two competing artists, friends, are commissioned to create a work of art for a monarch or lord, but one dies, or is killed, and the matter bears closer scrutiny / investigation.

17. H.P. Lovecraft – The Cats Of Ulthar

A crotchety old couple is killing all the cats in the village, until a wandering merchant and cat-lover drives into town.

18. H.P. Lovecraft – The Temple

Members of a disabled submarine / lost caravan begin to see strange things around them, including hidden ruins, and worry they have been cursed to die.

19. H.P. Lovecraft – Facts Concerning The Late Arthur Jermyn

A man searches for his ancestry in the deepest, darkest jungles, fearing the rumor that he was conceived by a humanoid, white / other race ape as his mother.

20. H.P. Lovecraft – Celephais

Through magic, narcotics or some other means, the protagonist travels to a land with no time, a pleasant place usually, but on his latest visit everything is dead and still.

21. H.P. Lovecraft – From Beyond

Through technology or magic, a scientist / priest has opened a portal to a dimension that is superimposed over our own, and people can now see the creatures that dwell within it.

22. H.P. Lovecraft -Nyarlathotep

A famous scientist / mage gives a show in your town, and knowingly sets into motion a device that changes the world into a nightmarish, apocalyptic reality.

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H.P. Lovecraft Villains

1. H.P. Lovecraft - The Beast In The Cave

A large, white-haired ape-like creature with humanoid features.

2. H.P. Lovecraft – The Alchemist

An ancient wizard who has discovered the secret of longevity through alchemy.

3. H.P. Lovecraft – The Tomb

Strange, psychic energies affect anyone entering this cemetery / wasteland.

4. H.P. Lovecraft – Dagon

Large creatures that look like fish or reptiles, which may not have to attack, but only terrify through their mere presence.

5. H.P. Lovecraft – Psychopompos

A witch / sorceress attacks a family / small group, by sending against them plague, poisonous snakes, a pack of wolves and even wild storms.

6. H.P. Lovecraft – Polaris

A city to the far north that can only be seen during Aurora Borealis, that may have treasure in it, but it could also be guarded by demons.

7. H.P. Lovecraft – Beyond The Wall Of Sleep

The protagonist is taken into another, strange dimension where two powerful entities are fighting against each other, and may manipulate people into continuing their fight in the physical realm where we are.

8. H.P. Lovecraft – Memory

Small, human-like apes, poisonous snakes and toads, and a genie / demon haunting ancient ruins, who may be good or bad, or perhaps even neutral until something is disturbed.

9. H.P. Lovecraft – Old Bugs

A tavern-keep intent on serving the protagonist his special brand of alcohol.

10. H.P. Lovecraft – The Transition Of Juan Romero

Unknown beings emerge from a mine / pit, so strange and hideous they cause the people who see them to go insane and die from fright.

11. H.P. Lovecraft – The White Ship

A mysterious white ship / other vehicle, that can take the protagonist to beautiful and wonderful places, or nightmarish and hellish landscapes.

12. H.P. Lovecraft – The Street

Clandestine, subversive figures who stir up revolt among the poor and desperate.

13. H.P. Lovecraft – The Doom That Came To Sarnath

Amphibian beings with bulging eyes, pouting lips and strange ears, who may be friendly or evil depending on circumstances.

14. H.P. Lovecraft – The Statement Of Randolph Carter

Create your own monster, with only one requirement: it must speak in your language, to tell you it has killed your friends!

15. H.P. Lovecraft – The Terrible Old Man

A feeble old man, possibly a mage, who commands fierce warrior ghosts to come and slash to death those who try to rob him.

16. H.P. Lovecraft – The Tree

An artist dies mysteriously and is buried, but a strange, human-like tree quickly grows from his tomb, and that tree may want vengeance.

17. H.P. Lovecraft – The Cats Of Ulthar

A crotchety old couple who kills the village cats, and a traveling merchant who seems to have the power to control felines, with a decidedly Egyptian ritualistic flair.

18. H.P. Lovecraft – The Temple

A cursed artifact that causes the ghost of a dead young man to reappear, bringing great dread, and possibly even death, to those around you, and to yourself.

19. H.P. Lovecraft – Facts Concerning The Late Arthur Jermyn

Several tribes of black / other races, and a larger society of humanoid, intelligent creatures who are described as white apes.

20. H.P. Lovecraft – Celephais

Time is the enemy in this one. No time where the protagonist doesn't seem to do anything, or repeats the same actions day after day, or dead time, where time itself is lifeless and reflected on a dark and dreary landscape of reality. Roll again for a worthy enemy to appear in this strange, surreal dimension.

21. H.P. Lovecraft – From Beyond

Inky, flabby creatures that look like jellyfish, which sometimes attack each other, but they like the taste of flesh much better, swarming over humans until their prey disintegrates.

22. H.P. Lovecraft -Nyarlathotep

Nightmarish creatures abound, and towering high above the buildings are the elder gods that have taken over your world.

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Part 7: Fantasy fiction in cinema

Fantasy Movie Plots

1. John Wayne – The Alamo, 1960

Fighting against desperate odds, the protagonist and allies must hunker down in a fort / settlement as enemies attack repeatedly.

2. Richard Compton – Ravagers, 1979

After a savage gang murders a lover / family member / close friend of the protagonist, the protagonist gets revenge and flees the city / location, setting off a long chase through several outlying communities and gaining a couple of unlikely allies.

3. Walter Hill – The Warriors, 1979

After traveling to a royal function / big event, and being falsely accused of murder, the protagonist and his allies must fight their way through several regions / tribes to get to safety.

4. David Hills – Ator: The Fighting Eagle, 1982

The protagonist is the Chosen One, who must defeat the ancient and powerful Spider King, but first, he must gain an ally who wears skimpy clothing, obtain the shield of immortality, rescue his true love, and after the Spider King, he must face the giant spider the King worships.

5. Jules Bass – The Flight Of Dragons, 1982

A modern protagonist is tasked with stealing the power object of an evil sorcerer, in a land where magic is slowly giving way to science and logic.

6. Jack Hill – Sorceress, 1982

Plot more complex than most, considering the sexploitation angle. You or someone close to you has been marked from birth, and this mark can enable a sorcerer to carry out a sacrifice to an evil god, who will grant the sorcerer greater power. From an early age, the one with the mark has been pursued, is captured twice, helped by allies the first time, mesmerized by a witch the second, and somehow must overcome great odds to escape their fate and thwart the sorcerer. Also, the sacrifice can only occur at a specific time on the lunar character.

The protagonist may have a twin, and allies can include a dwarf with sword and shield, a swindling barbarian with a long sword and a horny satyr who can frighten horses at will to deter pursuit, and who has a lust for busty maidens.

7. James Sbardellati – Deathstalker, 1983

Find the beautiful kidnapped princess, and also the three magic artifacts: a sword, pendant and chalice, two of which are possessed by an ancient, evil ruler.

8. John Carpenter – Big Trouble In Little China, 1986

Protagonist must uncover and stop a sacrifice ritual that may incarnate a powerful sorcerer.

9. Joe D'Amato – Quest For The Mighty Sword, 1990

After a king is killed in solo combat by another king, the queen trades her son to a sorcerer in exchange for a death potion. The son grows up to avenge his father's murder, and along the way he rescues a deity turned mortal who may become his love interest. Possible allies: a female warrior with limited fighting skills who gets captured a lot, and a boomerang throwing, rock-sliding gambler.

10. Cirio Santiago – Dune Warriors, 1991

A protagonist and allies are hired to protect a resource-rich village, where they face up to 3 different attacks and must defeat two minor bosses and one big boss.

11. Sam Raimi – Army Of Darkness, 1992

A cocky protagonist strays into a foreign land, where he is captured and nearly executed, but then he figures out he's better than everyone else. Meanwhile, an evil spirit, who may even be a doppelganger, raises an army of undead, steals the love interest, and lays siege to the kingdom the protagonist has just taken over.

12. Stuart Gordon – Fortress, 1992

A man and his wife try to escape a tyrannical realm, are captured and sent to a massive prison, which is run by a dark overlord who uses technology / sorcery to force his captives to submit to his unholy demands. And then, the overlord becomes infatuated with the wife.

13. John McTiernan - The 13th Warrior, 1999

At the wrong place at the wrong time, the protagonist is drawn into a quest where a remote village must be saved from a great evil.

14. Michael Coldewey – Heavy Metal 2000, 2000

An ancient artifact turns a person into an ultra-evil overlord, who gains minions quickly, goes on a rampage to destroy your loved ones and home, and then, overcoming many obstacles, you must track the person down to get revenge.

15. Zack Snyder – 300, 2006

Against desperate odds, protagonist and allies must defend a narrow pass from relentless waves of enemies.

16. Peary Teo - Witchville, 2010

The protagonist becomes leader of a kingdom / tribe that suffers from witch-crafted blight, and must defeat the source to save his people.

17. Faren Blackburn - Hammer Of The Gods, 2013

You swear a vow to bring back an important figure for your people, facing many dangers, and then you discover the figure is a murderous cannibal worshiped as a god.

18. Mark Atkins – Knights Of The Dead, 2013

Protagonists must carry a holy relic across zombie-infested lands, chased by cutthroats, and one of them, a holy man, ends up falling for a witch.

19. Yusri Halim - Vikingdom, 2013

A band of warriors must find a holy relic, before deity already in possession of other relics can unleash hell on Earth.

20. Kohl Glass - Dragonfyre, 2014

A band of diverse warriors must defend a dimensional portal / tight pass from an invading and fierce small army.

21. Benjamin Hayden - The Northlander, 2016

You are an outcast to your tribe, but despite this they depend on you to find food, water, and to protect them from an enemy tribe. You must journey far to find new resources.

22. Philip Todd – The Gaelic King, 2017

Someone just had to go and wake the beautiful necromancer sealed in the cave. When the brother of the protagonist is taken, along with a number of other village children, the protagonist must track her down and kill her. He has no choice but to ally with hated rivals, and loses allies during the first clash with the necromancer's forces. Retreating to the village, the protagonist and other survivors await the arrival of the vengeful necromancer.

23. Brent Green – The Veil, 2017

After a battle, an injured warrior from a fierce clan is left for dead. He recovers, unexpectedly, and trains those who helped him to fight against his clan, in order for him to claim the princess.

24. Jack Burton – Viking Siege, 2017

This is a strange movie with a lot of subplots and backstabbing. Are you ready? 1. A meteor lands in a village, bringing blight and turning villagers into rabid, zombie tree-men with a Boss leading them. 2. The monks have taken over the brothel, selling the families of the whores to a band of evil vikings. 3. A group of Amazon warriors takes on the monks, wanting their families returned. 4. Meanwhile, a band of good vikings has stolen the meteor fragments, and they show up at the nefarious brothel with the army of zombie tree-men chasing them. 5. The tree-men surrounded the brothel. Oh, did I mention the baron's son, his soldiers, and the half a dozen men held captive in the basement dungeon, including a martial artist? And for some unexplained reason, the countryside is on fire and the bad vikings are sailing in at dawn!

25. Simon Wells – Dragon Kingdom, 2018

A band of warriors must return a noble woman to her father, crossing through one land filled with undead horrors and a second land blighted by dark magic.

26. Erik Patton – Tower Of Silence, 2018

Protagonists must rescue an abducted sorceress from an evil king and a necromancer.

27. Jordan Downey - The Head Hunter, 2019

The kingdom is under attack by a number of monstrous threats, and you, living on the edge of the realm, are the first line of defense.

28. Jakub Nurzynski - Alzur's Legacy, The Witcher Fan Film, 2019

Protagonist's allies / friends are killed by rivals, which must be hunted down, and at the same time, investigate the rumor that a witch has acquired a powerful book of spells that can be used to create powerful mutants / monsters.

29. Lawrie Brewster – Dragon Knight, 2021

After a dark ruler has taken over the land, you must not only convince a king and his meager army to fight, but you must also climb into the mountains and convince a dragon.

30. Robert Eggers – The Northman, 2022

A young Viking prince in exile, on a quest to avenge his father's murder.

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Fantasy Movie Villains

1. John Wayne – The Alamo, 1960

An entire army of enemies, coming at the protagonist in large waves, led by a charismatic leader that sees you and your allies as a crucial threat to be defeated.

2. Richard Compton – Ravagers, 1979

A gang of rogues / outlaws who will stop at nothing to get revenge, when one of their leaders is killed.

3. Walter Hill – The Warriors, 1979

Many different tribal factions, some relatively weak, some fierce and blood-thirsty, each with their own unique leader.

4. David Hills – Ator: The Fighting Eagle, 1982

So many bad guys! A mentor who betrays the protagonist near the end, because he wants power, raiders who destroy the protagonist's village, the undead in the misty lands, the blind smiths in the volcanic forge, the warriors of the Spider King, and the Spider King, and the giant spider whom the Spider King worships.

5. Jules Bass – The Flight Of Dragons, 1982

A corrupt sorcerer and an army of dragons.

6. Jack Hill – Sorceress, 1982

From the bottom up: Many armed soldiers intent on doing evil, a semi-intelligent ape who can quickly gather other apes to fight and who lusts after human women, a soldier captain who is hot-headed and capable of atrocities, a sorceress who maintains her youth but who doesn't have much going for her past her beauty, and a sorcerer who can die and come back to life at a specific zodiac conjunction, who can mesmerize victims, bring an army of the dead back to life, and if he successfully completes a sacrificial ritual, he can summon a dark goddess that casts powerful death rays from space.

7. James Sbardellati – Deathstalker, 1983

Deformed ruin dwellers, a giant and a cursed troll in a cave, a small group of raiders, a big tournament with many foes, including an ally that betrays you, and an ancient, evil ruler that has many warriors on his side.

8. John Carpenter – Big Trouble In Little China, 1986

A gang of fierce warriors, a magical eyeball that hovers and reports to its master, a bigfoot creature, three minor deities than wield elemental powers and kick ass, and a powerful sorcerer who can appear at will and shoots lightning while twiddling his thumbs.

9. Joe D'Amato – Quest For The Mighty Sword, 1990

Hideous dwarves that use love potions on human women, spear-chucking reptilians who live near rivers / swamps, the enemy king's soldiers, including humans and reptile hybrids, and the king, a weakling who creates statues from the living.

10. Cirio Santiago – Dune Warriors, 1991

A band of raiders / outlaws, with two minor bosses and one big boss.

11. Sam Raimi – Army Of Darkness, 1992

Belligerent soldiers from a foreign kingdom, an army of undead, the love interest turned into an evil temptress, and the mastermind who could be half-demon.

12. Stuart Gordon – Fortress, 1992

A dark overlord, possibly a sorcerer, with cruel soldiers / henchmen, who can turn even your peers against you.

13. John McTiernan - The 13th Warrior, 1999

A vengeful husband in the early going, and later a band of wilderness / wasteland cannibals with two unique leaders: a spiked club-wielding warlord who wears an item of rank, such as the

horns of power helm, and a primitive witch / evil queen with great agility, who is armed with an ivory dagger / dragon's tooth dipped in venom.

14. Michael Coldewey – Heavy Metal 2000, 2000

A laborer who turns into a powerful, evil overlord that can gain minions quickly and send them on murderous raids, all of whom will be very hard to defeat.

15. Zack Snyder – 300, 2006

A powerful, charismatic leader who employs several types of mercenaries and cutthroats, and even turncoats and informants, all of whom he / she is using to undermine your precarious position that you are trying desperately to defend.

16. Peary Teo - Witchville, 2010

Possessed guards and wolves, a cult of evil acolytes, a witch who is also an assassin that might switch sides, and her witch / sorcerer mother who wants to rule the kingdom / land with an iron fist.

17. Faren Blackburn - Hammer Of The Gods, 2013

Soldiers of your kin, who have become your rivals / enemies because of politics, and a tribe of cannibals led by a murderous leader worshiped as a god.

18. Mark Atkins – Knights Of The Dead, 2013

A horde of zombies and also rogue warriors who have been unwittingly slighted by the protagonists.

19. Yusri Halim - Vikingdom, 2013

Warlords and armies who are political enemies, a god incarnate.

20. Kohl Glass - Dragonfyre, 2014

Several warrior bands of orcs, led by at least 2 unique minor bosses, a medium-size dragon under their control, a minor warlock, and a vengeful sorceress that may get angry enough to kill her warlock for failing her.

21. Benjamin Hayden - The Northlander, 2016

An enemy tribe that will do anything to destroy your people, and will chase you to the ends of the earth to kill you.

22. Philip Todd – The Gaelic King, 2017

An army of undead who have come from the souls of innocents, led by a necromancer who can not only create them from trees, but she can also create barrier walls and throw wooden spikes / crossbow bolts with deadly accuracy.

23. Brent Green – The Veil, 2017

A clan of vicious warriors with several tough warlords, and a feeble old king intent on embracing darkness.

24. Jack Burton – Viking Seige, 20117

Evil monks, a backstabbing baron's son and his soldiers, evil vikings that will arrive at dawn by ship, and an army of mutant tree-men, with a Boss leader, seeking the meteor fragments that created them.

25. Simon Wells – Dragon Kingdom, 2018

Lots to choose from this time. Low level: betrayed warrior tribe, dragons, undead and primitive orcs. Mini bosses: ram-head man, bull-head man, Goonies-head man, orc-man with tusks, axe-man in black, I'm sure I'm forgetting one or two. Top bosses: Nobleman's power-hungry son, dark magic Reptilian and the unseen necromancer who raised the undead in the first place.

26. Erik Patton – Tower Of Silence, 2018

A corrupt medieval lord and the powerful necromancer he has allied with.

27. Jordan Downey - The Head Hunter, 2019

A wave of monsters that attack relentlessly, one at a time. The protagonist knows that one of them killed a family member / lover / important person.

28. Jakub Nurzynski - Alzur's Legacy, The Witcher Fan Film, 2019

A gang of rivals that hate you, their powerful leader that needs to be fought at least twice, the shape-shifting lackey and a witch / sorceress who has acquired a powerful tome of magic spells.

29. Lawrie Brewster – Dragon Knight, 2021

A dark ruler's roving bands of murderous zealots, a field captain and general who are close to unbeatable, their ruler, and finally, a demon in a cave that uses your darkest fears against you.

30. Robert Eggers – The Northman, 2022

A band of rival, savage warriors that has taken over your tribe's land and murdered your family and friends.

Part 8: Fantasy fiction in role-playing games

Fantasy RPG Plots

1. Adam Koebel, Ironsworn RPG Playthrough 1.3, Youtube

A warrior must find and kill a witch tormenting the ghosts of his ancestors buried along the coast.

2. Fantopia Short Film - Crimson Armadillao, 2020, Youtube

After saving a traveling merchant, the protagonist is sent on a quest full of dangers, but at the last, just as the quest ends, the merchant returns, in reality a scoundrel who could not get past the dangers himself.

3. Geek Gamers, Ironsworn RPG Playthrough, Youtube

A warrior and a cleric set off to rescue a nobleman's daughter.

4. High Rollers, Ironsworn One-Shot, Youtube

The protagonist accompanies a caravan, facing great danger in the forest, and is later coerced by a rival to explore ancient ruins taken over by cultists.

5. Stoneaxe Tabletop – Basic Fantasy RPG, The Road To Tristor

One or two threats are plaguing a village: something is mutilating the livestock, and something else is taking the children!

Fantasy RPG Villains

1. Adam Koebel, Ironsworn RPG Playthrough 1.3

A witch with the power to torment ghosts and wear the flesh of the dead.

2. Fantopia Short Film - Crimson Armadillao, 2020, Youtube

A merchant who is really a scoundrel, and the handful of toughs he commands.

3. Geek Gamers, Ironsworn RPG Playthrough, Youtube

The elements are troublesome! Roll again for another villain.

4. High Rollers, Ironsworn One-Shot

Many giant spiders, and later, a band of cultists.

5. Stoneaxe Tabletop – Basic Fantasy RPG, The Road To Tristor

One or two threats: is it a giant owl, or a bear, or an owl-bear? Plus, a band of wild orcs that will fight to their last stinking breaths.

Part 9: Fantasy campaigns from all over

A.R. Kavli Youtube Channel

Orphans Of Ragnarok Campaign

(Using Ironsworn RPG.)

Story Arc 1

1. The protagonist is told that his sons / allies have gone to a forbidden, dangerous place, and suffered greatly as a result, with one person still missing.
2. After receiving blessings and warnings from peers, the protagonist travels to the forbidden / dangerous place.
3. Enter a forbidden place, and run into two explorers who may or may not help you.
4. A natural danger, such as a landslide, may disrupt your path and injure you or allies.
5. Encounter an enemy who has captured your loved one / ally.

Story Arc 2

1. Battle a fierce creature in a dark, ancient place.
2. Rescue the friend / ally you've been looking for, or find a new one.
3. Battle another creature on the way out.
4. Defeat the menace and return home to a victory celebration.
5. The protagonist must undertake a new, dangerous challenge.

Story Arc 3

1. Take a rest; you and your allies recover.
2. An ancient evil has been roused. Find a sage to tell you more about it.
3. Encounter a powerful foe while on your journey to the city.
4. Trouble at the front gates; some ingenuity could get you through.
5. The person you are looking for is not in the city / location.

Story Arc 4

1. After some trouble, you gain audience with the city leader.
2. The city leader declares you must explore a troublesome, haunted location.
3. While traveling, a wild creature attacks you, destroying everything you have.
4. Days pass, as you try to flee this creature that keeps sniffing you out.
5. You finally manage to kill it, and you gloat, until the beast's mate finds you.

Story Arc 5

1. At terrible cost, you defeat the second beast and have time to rest.
2. You find the haunted, troublesome location and begin exploration.
3. Your progress sets off a trap, bringing injury to you or an ally.

4. You find a strange artifact, not knowing what it means but taking it.
5. In your next encounter, you face a bigger, more powerful creature.

Story Arc 6

1. You hold onto the artifact as you fight against a powerful creature.
2. After the fight, take some time to recover your wounds.
3. Return to the city leader to tell him your mission's progress.
4. The city leader half believes you, and you give him the artifact.
5. The sage has not come back; you must find her now.

Story Arc 7

1. The environment becomes an obstacle, hindering progress.
2. After a change in route, bandits appear on the road ahead.
3. Dealing with the bandits, you can scavenge about in their campsite.
4. You reach the village where the sage is, but she's gone elsewhere.
5. Rest sounds good, before you move on to find her.

Story Arc 8

1. You find another person, who tells you the sage is elsewhere.
2. Finally, you find the sage, but she leads you into dangerous ruins.
3. Enemies emerge from the ruins to do battle with you.
4. After the fray, the sage leads you into a frozen cave.
5. Passing frozen artifacts and bodies, you find a room full of runes.

Story Arc 9

1. The sage reveals a secret that questions the city leader's character.
2. An avalanche nearly buries you, blocking your path.
3. As you dig your way out, you realize the bandits are waiting just outside.
4. With the sage's help, you find another way out.
5. You encounter an old hunter and return him to his village.

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Blizzard Entertainment

Diablo 1 Campaign

Diablo 1 Bestiary

If you'd like your villains to be grouped in the sequence they appear in the game, here is a list of their locations and types. Simply roll 1d4 to select an entire category of villains for your campaign and sprinkle them into the quests that follow. You can also micro-roll within each category for one specific villain at a time.

1. Labyrinth

- | | | |
|----------------------|---------------------|----------------------|
| 1. Skeletons | 2. Skeleton Archers | 3. Skeleton Captains |
| 4. Scavengers | 5. Winged Fiends | 6. Goatmen |
| 7. Skeleton Captains | 8. Fallen Ones | 9. Hidden |

2. Catacombs

- | | | |
|------------------|---------------------|------------------|
| 1. Horned Demons | 2. Goatmen Archers | 3. Winged Demons |
| 4. Overlords | 5. Spitting Terrors | |

3. Caves

- | | | |
|-----------------|---------------------|----------------|
| 1. Magma Demons | 2. Lightning Demons | 3. Cave Vipers |
| 4. Balrogs | | |

4. Hell

- | | | |
|-----------------|------------|---------|
| 1. Hell Knights | 2. Succubi | 3. Magi |
|-----------------|------------|---------|

Bonus! Here is a list of monsters and villains that were cut from the Diablo 1 video game and never used. If you don't know what they are, look them up or create your own monsters based on your imagination.

Never Used

- | | | |
|-----------------------|----------------|----------------|
| 1. Wurm | 2. Bone Demon | 3. Incinerator |
| 4. Invisible Lord | 5. Lord Sayter | 6. Unraveller |
| 7. Arch-Lich Malignus | | |

Diablo 1 Quests

Almost everything in Diablo I takes place in the dungeons. To spice things up, I've gone through the original quests and reorganized them, added details and locations. Roll 1d4 for each Act to choose a quest, ignoring the rest unless you want a longer campaign. Have your characters rest or resupply between Acts. Quest rewards can be from whatever RPG game system you're using. For novelty, don't forget to shuffle the quests into random order.

Story Arc 1

1. Travel underground to kill the antagonists poisoning the water supply.
2. Travel to the manor and kill the antagonists who have killed / captured the noble family.
3. Travel to the temple to kill the antagonists who have killed / captured the priests.
4. Travel to the forest to kill the antagonists who've stolen the tavern's special / magical signpost.

Story Arc 2

1. Travel to the ancient battlefield and kill the possessed warrior.

2. Travel to the knight fighting school and kill the possessed weapon master.
3. Travel to the city center and kill the possessed banker before he unleashes the monsters locked up in the vault.
4. Travel to the catacombs and kill the possessed necromancer before he unleashes the undead from their tombs.

Story Arc 3

1. Travel to the castle to kill the undead king and his knights.
2. Travel to the monastery and kill the mad religious figure and his acolytes.
3. Travel to the magic library and kill the possessed sorcerer and his mages.
4. Travel to the town forge and kill the possessed smith and his apprentices.

Story Arc 4

You have entered the Underworld / Hell, where you will face three waves of evil before reaching the demon that has caused all of this havoc. The three waves are 1 mini-boss from Acts 1 through 3 that your protagonists have not faced yet. The final boss can be Diablo or someone with similar outstanding power.

#####

Diablo 2 Campaign

First, if you'd like, roll 1d4 for location. 1 – forests, rolling hills, 2 – desert wastes, 3 – jungle swamps, 4 – frozen wastes. Next, for a short campaign, choose 1 quest from each Act, or for a longer campaign choose 2 or more. For novelty, re-roll your selections into random order. Note that Act 4 works better as the final Act because of its fewer quests.

Diablo 2 Bestiary

The same as with the Diablo 1 campaign, you can roll a die to choose a category of monsters and sprinkle them around during the quests that follow, or micro-roll and choose only one villain at a time.

Act 1

- | | | |
|---------------------|-------------------------|-------------------|
| 1. Fallen | 2. Fallen Shaman | 3. Spike Fiend |
| 4. Zombie | 5. Wendigo | 6. Goat Man |
| 7. Corrupt Rogue | 8. Corrupt Rogue Archer | 9. CR Spearwoman |
| 10. Skeleton | 11. Skeleton Archer | 12. Skeleton Mage |
| 13. Blood Hawk | 14. Blood Hawk Nest | 15. Giant Spider |
| 16. Wraith | 17. Fetish | 18. Vampire |
| 19. Flying Scimitar | 20. Tainted | 21. Gargoyle Trap |

Act 2

1. Leaper
4. Sand Maggot
7. Swarm
10. Mummy
13. Bat Demon
16. Blunderbore
19. Fire Tower

2. Scarab Demon
5. Sand Maggot Egg
8. Saber Cat
11. Greater Mummy
14. Claw Viper
17. Lightning Spire

3. Vulture Demon
6. Sand Maggot Young
9. Saber Cat Slinger
12. Sand Raider
15. Baboon Demon
18. Mummy Sarcophagus

Act 3

1. Fetish Blowdart
4. Thorned Hulk
7. Bone Fetish
10. Zakarum Zealot

2. Fetish Shaman
5. From Demon
8. Tentacle Beast
11. Zakarum Priest

3. Giant Mosquito
6. Willowisp
9. Council Member

Act 4

1. Finger Mage
4. Oblivion Knight

2. Megademon
5. Vile Mother

3. Regurgitator
6. Vile Child

Act 5

1. Baal's Minion
4. Catapult
7. Siege Beast
10. Succubus
13. Putrid Defiler
16. Frozen Horror

2. Suicide Minion
5. Overseer
8. Abominable
11. Stygian Fury
14. Pain Worm
17. Reziarfg Demon

3. Death Mauler
6. Demon Imp
9. Reanimated Horde
12. Blood Lord
15. Destruction Minion

Bonus! Here is a list of monsters and villains that were cut from the Diablo 2 game. If you don't know what they are, look them up or create your own monsters based on your imagination.

Unused

1. Hell Horror
4. Mosquito Nest
7. Spirit Mummy
10. Chaos Horde
13. Melee Trap
16. Wolf Rider

2. Sand Maggot Queen
5. Elemental Demon
8. Dark Guard
11. Demon Wolf
14. Flower Demon
17. Minion Spawner

3. Quill Bear
6. Gorgon
9. Blood Mage
12. Evil Hole
15. Wailing Spirit

Diablo 2 Quests

Story Arc 1

1. Den Of Evil – Clear a cave of evil creatures.
2. Sister's Burial Grounds – Kill a corrupted former good guy who is raising skellies and zombies at the cemetery.

3. The Search For Cain – Protagonists must find a holy relic that will open a gateway to a corrupt dimension, where a holy figure has been captured.

4. The Forgotten Tower – Protagonists must find a map leading to ruins with a multi-level dungeon underground.

5. Tools Of The Trade – Protagonists must find a forge and recover a magical artifact than can create magical armor or weapons.

6. Sisters To The Slaughter – Kill many minions and a powerful creature that has taken over a multi-level monastery / large temple complex.

Story Arc 2

1. Radament's Lair – Kill many minions and a powerful creature that plagues the sewers / tunnels.

2. The Horadric Staff – Kill many minions and a mini-boss and recover a holy artifact from pyramids / ruins.

3. The Tainted Sun – Kill many minions and a mini-boss and recover a holy artifact from pyramids / ruins. Success causes a darkened sky to return to normal.

4. The Arcane Sanctuary – Kill many minions to clear out a palace / manor, allowing the noble family to rule their population again.

5. The Summoner – After entering a gateway, protagonists enter a strange dimension where they must kill many minions and a mini-boss.

6. The Seven Tombs – Protagonists search through pyramids / ruins, where they must kill many minions and a powerful creature who is a hybrid of man and insect.

Story Arc 3

1. The Golden Bird – Track down a mini-boss monster who carries a powerful artifact.

2. Blade Of The Old Religion – Track down a mini-boss monster who has a magic blade.

3. Khalim's Will - Track down three artifacts from different areas / mini-bosses, which can be magically fused together to create a powerful weapon to open a portal to another dimension.

4. Lam Esen's Tome – Find a book of spells in a dangerous area, which can be magically used to permanently increase the protagonist's attributes.

5. The Blackened Temple – Kill a pack of mini-bosses guarding the entrance to another dimension.

6. The Guardian – Kill the powerful boss hidden deep beneath a temple.

Story Arc 5

1. Siege On Harrogath – Help other soldiers / warriors defend their fort and kill the mini-boss commanding the enemy.

2. Rescue On Mount Arreat – Rescue soldiers / warriors who have been captured by the enemy in d3 locations.

3. Prison Of Ice – In the tunnels / caverns, rescue a nobleman's daughter from a mini-boss who has already killed her father.

4. Betrayal Of Harrogath – Travel into a sorceress' portal and find the mini-boss hiding in underground crypts.

5. Rite Of Passage – Protagonist must find the passage to where the spirits of three powerful heroes can be found, and must defeat them to gain more power / strength.

6. Eve Of Destruction – Travel into a corrupted palace full of foes and treasure, and defeat a mini-boss on the deepest level.

Story Arc 4

I've moved Act 4 to last because the adventurers travel to Hell in it. This last Act will be the end game with the final boss. You can roll d3 to choose one or more of the following quests:

1. The Fallen Angel – Find and defeat a mighty hero who is captured in a demonic body.
2. The Hellforge – An artifact or relic obtained earlier must be taken to this forge and destroyed, with a high potential for finding precious items or mighty armor or weapons. Loot!
3. Terror's End – Enter a monastery / religious building that is full of corruption and evil monsters, and kill three mini-bosses who roam each of the three wings / sections.

The Final Boss – How many waves of monsters before you get to the Big Bad? Choose how many you'd like (or roll d5), roll on the List Of Villains that many times, and once defeating them the protagonists can enter a smaller pocket dimension where the Big Bad sits on a throne. Can the Big Bad spawn a copy of itself? That's up to you!

Campaigns for Diablo 3 and Immortal were not included because they were too lengthy to explain and repetitive!

#####

Brotherhood Of The Wolf Movie

Brotherhood Of The Wolf Campaign

(From the 2001 movie Brotherhood Of The Wolf, directed by Christophe Gans and starring Sameul le Bihan and martial arts icon Mark Dacascos. This is a violent action flick, but the plot is more complex than the usual fare.)

Allies:

1. A dual-wielding swordsman who is also an archer.
2. A foreigner who is expert at martial arts.
3. A young noble who carries a crossbow.
4. A beautiful spy who carries a dagger and a bladed fan.

Villains:

1. A band of warrior gypsies.
2. Two gypsy, female martial artists who attack in tandem.
3. Two gypsy axe-wielding fighters who are mini-bosses.
4. A cult of prominent nobles who trouble your every move.

5. A trained beast disguised to look like a hellish creature, also a mini-boss.
6. A sword-wielding nobleman who pretends he has lost a limb, because ???

Story Arc 1:

1. You have been assigned / hired to stop a murderous beast tormenting the countryside, where royal troops / militia have failed.
2. You and your allies have trouble when first reaching the village, by a band of wild gypsies who don't like strangers poking around.
3. The beast's continuing rampage embarrasses the king / regional governor, causing people to believe he should be replaced. This hampers your efforts to track the beast.
4. You are making good progress, but your group is split up unexpectedly, and your best ally is killed as a result.
5. Following the trail of clues, you discover that the gypsies murdered your ally.
6. You and your remaining allies confront the gypsy tribe. Many are killed in the battle.

Story Arc 2:

1. After blow-back from the bloody battle, politicians / authorities intervene and force you away from the investigation.
2. This is not enough. You are kidnapped and tortured by those who hate you.
3. The beautiful woman from the brothel visits you in jail, and gives you fatal poison.
4. Your allies discover the truth: the politicians and gypsies are working together to keep the beast killing the villagers, and also to undermine the king / regional governor.
5. The beautiful woman is really a spy working for an opposing faction. She has your body unearthed and revives you with an antidote.
6. The politicians and gypsies congregate to celebrate their dark plans / worship their dark god, but they are surprised by you, your allies and the opposing faction.
7. Finally, you face off against the leader of the dissenters, a nobleman who has pretended all this time to be hobbled, but who turns out to be pretty good with the sword. Also, you could face the modified beast now, or hunt it down shortly after the dissenters are dealt with.

#####

Critical Role Youtube Channel

Diablo RPG, One Shot

1. A band of heroes begins to explore ancient, haunted ruins.
2. They are ambushed by a medium-size group of enemies.
3. The heroes take a moment to loot what they can, finding minor treasure.
4. They come to a large, sturdy door that needs a key to unlock.
5. Either you find the key after searching, or an NPC ends up handing it over.
6. Inside the room, another ambush, this time by a large group of enemies.
7. Proceeding further, you find a misshapen child who demands treasure.

8. When you refuse, the demonic child conjures a wave of large enemies.
9. Not only that, but the child mesmerizes an ally to fight on his / her side.
10. After some battle, you find out why the child is hoarding treasure.
11. You may be able to come up with a non-violent solution to end this.
12. If you can't end this peacefully, you must terminate the demonic child.

#####

Deerstalker Pictures Youtube Channel

1 For All Campaign

These short episodes are more like Interludes than anything else. If you need your plot to transition from one Quest to another, maybe something like this will move things along. They could work as comic relief, too. The entire series ran for 3 seasons with a total of 18 short episodes. I've re-organized them in Round Robin style to create 3 Acts with 6 interludes each.

Main Characters:

1. Bard
2. Tiefling with Fire Ball!
3. Warrior

Additional Characters:

1. Baron / Count
2. Cleric
3. Barbarian
4. Paladin
5. Necromancer

Story Arc 1

1. Go to a tavern hall / meeting place to find one or two good allies. (Se1 Ep1)
2. After botching up a job / store run, use any trick at your disposal to curb the wrath of your boss, before he tries to kill you. (Se1 Ep4)
3. Between adventures, protagonist(s) finds a shop and resupplies. (Se1 Ep7)
4. Attempting to take someone's valuables hinges on a technicality. (Se2 Ep2)
5. Use an unlikely skill to escape incarceration. (Se3 Ep1)
6. After another mess, try your best to talk your way out of it. (Se3 Ep4)

Act 2

1. Get past the guard to enter the royal garden / exclusive location. (Se1 Ep2)
2. Protagonists end up making a bigger mess out of a smaller mess. (Se1 Ep5)
3. Using an unconventional method, get past an armored knight charging a toll. (Se1 Ep8)
4. An ally / NPC derails your quest and makes it all about them. (Se2 Ep3)

5. During combat, you or an ally decide you don't want to fight. (Se3 Ep2)
6. Encountering a highly virtuous sort could be troublesome. (Se3 Ep5)

Act 3

1. Set camp in a forest clearing, unsure if there are bandits around. (Se1 Ep3)
2. The protagonists take a break and share their background stories. (Se1 Ep6)
3. Persuade / seduce / torture an NPC to get the information you need. (Se2 Ep1)
4. An unfortunate cleric / healer becomes the butt of every joke. (Se2 Ep4)
5. At a critical moment in time, the protagonist pauses the quest. (Se3 Ep3)
6. Contrary to expectations, you quickly waste a major bad guy. (Se3 Ep6)

#####

Dynamite Comics

Dark Waters Rising Campaign

(Pathfinder RPG, Dark Waters Rising Trade Paperback)

Story Arc

1: Threats are approaching too close to town. After the most recent attack, a band of heroes gathers to investigate the place where the incidents happen most frequently.

2: The heroes face a large number of threats. They follow the surviving threats, coming across an even larger number, and part of the cultists that control them.

3: Having captured a cultist, the heroes use him / her to lead them to the lair of their enemies. They question him, threaten him, and are led to an ancient graveyard.

4: After an attack by giant spiders, the heroes lose their captive cultist. They press on, following tracks to a town of threats, where they are ambushed and captured.

5: The heroes are drugged, given a drink that makes them question their values and pasts. Meanwhile, a pregnant witch gives birth to a monstrosity, and melds with it.

6. The witch transforms into a huge reptilian beast. The heroes must escape, defeat her and the large number of minor threats around her.

#####

Edgar Rice Burroughs Fiction

John Carter Of Mars Campaign 1

(From the book A Princess Of Mars.)

Story Arc 1

1. A band of aliens / rogues attacks and wounds an ally, starting the protagonist on a search to find his missing friend.
2. Finding his friend dead, the protagonist boldly raids the enemy camp to recover the body.
3. Fleeing for his life, the protagonist takes a long rest, and finds himself in a new and strange land / kingdom.
4. The protagonist is taken in by a new band of barbaric, warrior aliens / people.
5. The protagonist attempts to escape from his new barbaric keepers, coming upon a new threat, white-furred ape-men, whom he must combat.
6. Success against foes elevates the protagonist in the eyes of his new tribe.

Story Arc 2

1. The tribe attacks a peaceful convoy of ships / caravans, disabling one, later looting it and taking a beautiful woman as captive.
2. The protagonist must defeat a warrior chieftain to claim the captive.
3. The captive proves irresistible to the protagonist, putting him at danger from other members of the tribe, who wish to use her for their own ends, or out of jealousy.
4. Conniving tribe members coerce a warrior to attack the protagonist.
5. The protagonist plans an escape with the beautiful captive, whom he has by now fallen in love with.
6. The escape plan is thwarted, and now the protagonist must enter the tribal leader's great hall to recover his loved one.

Story Arc 3

1. Escaping to the plains / wilderness, the protagonist sends his lover away while waiting to combat a horde of pursuers.
2. The protagonist is captured, imprisoned and made to fight in gladiator games for the viewing pleasure of his captors.
3. Using deception, the protagonist manages to escape from the fighting arena or cages, and makes his way stealthily from his captors' settlement.
4. The protagonist roams through the wilderness, trying to find the tribe of the woman he loves, but first comes across another tribe which may or may not be friendly to him.
5. Learning that this new tribe may have the princess captive, the protagonist endeavors to work with them in the hopes of learning where she is kept. He does this by chance, when he saves a tribe nobleman from attacking marauders, and is assigned to the nobleman's personal guard.
6. Again, the protagonist is thwarted in his attempt to rescue the princess, and must flee the city.

Story Arc 4

1. Through battle, the protagonist regains his position with a former tribe, and convinces its warriors to attack the stronghold where the princess is found.
2. The protagonist leads a band of warriors to the enemy stronghold, where they stop a royal wedding and attempt to rescue the princess.

3. After taking the princess, those who followed the protagonist begin massacring the enemy and fighting for the spoils. The protagonist takes the princess and allies to her kingdom, which is under siege by the enemy, and a new battle ensues.

4. Finally, the opposition is quelled and the princess presented to her people.

#####

Gamer's Little Playground Youtube Channel

Demon's Souls Video Game – Story Walk-through

Story Arc 1

1. Enter the ruins and fight monsters.
2. Enter the fog inside the ruins and fight monsters.
3. Enter an inner chamber, where you face a boss monster who kills you.
4. Don't worry, you are soon brought back to life by the gods.
5. Problem: you cannot escape the hellish dimension you are now in.
6. Other humans are also trapped here. They can give you counsel or gear. They can offer limited help or suggest tasks / quests you can do.

Story Arc 2

1. Find a passage to a castle, where you fight possessed humans and cadavers.
2. A lunatic tells you to find a fellow warrior, who is much like yourself.
3. You find the warrior, and together fend off many foes.
4. You go through a corridor with foes and a fire-breathing monster you cannot kill.
5. Enter an inner chamber and face a creeping boss monster.
6. Take a break, talk to the locals, replenish your energies.

Story Arc 3

1. Return to the castle, because the fellow warrior has gotten into a jam.
2. After freeing the warrior, you face an armored, powerful threat.
3. Travel into underground mines, where you fight monsters.
4. For a time, you become poisoned by a monster. Do you have an antidote?
5. Speak to an NPC, who only wants your coin.
6. Battle a monster from the murk, who has long, wet tendrils.

Story Arc 4

1. Go back to the rest place, where NPCs are not that helpful.
2. Return to the mines, where another NPC gives you directions to the next foe.
3. The foe is horned and reptilian, and has terrible gas attacks.
4. An NPC tells you of a holy person who must be saved.
5. Travel into caverns with many dead and rivers of blood.
6. Battle a largely defenseless blood demoness and her powerful champion.

Story Arc 5

1. Return to the castle, where you find a demonic, ax-wielding madman.
2. The madman runs off. To find him, you must explore and kill his minions.
3. You kill the madman, or so you think.
4. As you continue your exploration, you face more minions.
5. Oh nos! The madman's doppelganger appears to fight you all over again.
6. You nearly face the madman's triplet, until you run into a demonic knight.

Story Arc 6

1. Incidentally, you help the fellow warrior, who has gotten stuck again.
2. You fight the madman for the third time. He will not die!
3. You enter the dungeon, rescuing a champion of good, who might be insane.
4. Another corridor guarded by a fire-breathing monster, and another ax-man!
5. Help a fellow hero battle minions and the invincible fire-breathing monster.
6. Best an older hero at combat, and you gain a powerful weapon.

Story Arc 7

1. Travel to a new fortress, built near the peak of red mountains.
2. Speak to a useless NPC who gives you no help whatsoever.
3. Beware the inner chambers. This one has a giant spider demon in it!
4. A heroic NPC says go on ahead, there is treasure just around the bend.
5. You go because you're dumb. It's a trap, I tell you!
6. Afterwards, you give that heroic guy a piece of your mind, you explore... Not again! An inner chamber with an elemental monster inside!

Story Arc 8

1. Finally, you find the weapon / means to destroy the elemental monster. It is time to take that sucker down!
2. An NPC tells you where in the dungeon captives will be found.
3. You attempt the rescue, running into a minor sorcerer.
4. A released captive warns you of the powerful sorceress who captured him.
5. Fend of the sorceress' minions before you face her.
6. Finish the sorceress!

This video game went into a repetitive tail-spin of visit or rescue an NPC, head to a location to fight minions, and end a level by fighting a Big Boss. With so little happening, I simply lost interest in watching the rest of it.

#####

Geek And Sundry Youtube Channel

Call To Adventure Campaign A

Player 1 Attributes: Sailor, Vow Of Vengeance
Hidden Destiny – (High Arcanist)

Act 1 Events

Round 1: Gain Adventurous

Round 2: Learn Dark Secrets, Gain Instill Fear

Round 3: Excel In Studies, Gain Cruel Master (Act 2 Activated)

Act 2 Events

Round 1: Gain Unlikely Alliance, Take Over A Gang

Round 2: Face The Warlock

Round 3: Commune With Nature

Act 3 Events

Round 1: Gain Supernatural

Round 2: Gain Surprise Attack, Gain Desperate Rage, Drive Back A Demon Army

Round 3: Banish The Fiend

-

Player 2 Attributes: Noble, Trained By Master
Hidden Destiny – (Heir To The Throne)

Act 1 Events

Round 1: Train As Spy, Gain Master At Arms, Gain Deny The Darkness

Round 2: Enlist In The King's Army

Round 3: Win The Foe's Loyalty

Act 2 Events

Round 1: Honorable

Round 2: Fail To Solve A Mystery

Round 3: Lead An Attack, Gain Deny The Darkness

Act 3 Events

Round 1: Gain Comrade In Arms, Call For Mercy, Gain Glorious Victory

Round 2: Gain Arcane

Round 3: Lead The Rebels

Second Chance At Player 3's Last Challenge: Fail To Plot Your Revenge!

-

Player 3 Attributes: Conscript, Driven To Despair
Hidden Destiny – (Hero Of Destiny)

Act 1 Events

Round 1: Gain Deny The Darkness, Survive The Flames
Round 2: Gain Animal Companion, Fail To Steal To Survive
Round 3: Gain Orphan

Act 2 Events

Round 1: Gain Dazzling Wit, Learn Forgotten Lore
Round 2: Pressed Into Service
Round 3: Discover The Unknown

Act 3 Events

Round 1: Unseat The Queen
Round 2: Sacrifice Your Army
Round 3: Fail To Plot Your Revenge

#####

Ghostlight RPG Youtube Channel

Oath Of Iron One-Shot

(Using Ironsworn RPG.)

King Arthur, Camelot theme. - Story Arc 1

1. A farmer's family is taken by unknown villains.
2. Protagonist must investigate the ruins of a long abandoned village.
3. Encounter bandits along the road.
4. Find a village where the residents have been massacred.
5. Investigate why the well / river has mystically overflowed.
6. A religious relic has been stolen.
7. A possessing demon tries to overcome the protagonist.
8. At the mine, you find dead miners and ghostly villains.

Story Arc 2

1. Encounter / confront a zealot priest / sorcerer who will torture others to get answers.
2. Travel mishap occurs: losing a mount, stepping into a snare, falling down a hill, etc.
3. Protagonist or ally becomes sapped of strength / temporarily incapacitated.
4. Stop at a remote healer and catch up on some rest and health.
5. In a turn of events, you discover who the relic really belongs to and let them have it.
6. You follow the trail to a corrupt villain.

7. You face a corrupt villain that you've been after for a long time.
8. The quest is resolved, but not as smoothly as our heroes hoped.

#####

Gloomhaven Board Game

Jaws Of The Lion Campaign

Story Arc 1

1. Merchants and their goods are vanishing on the road into the city. Your task is to track down the bandits responsible for the missing merchants.
2. Your investigation leads you deep into the woods. You expect bandits, but instead you encounter a malignant force and many monsters. Somehow, these creatures have disguised their bodies to look like bandits.
3. The disappearances continue, putting more pressure on you. Through interrogation, or maybe a hot tip to the authorities, you travel into the swamps.
4. You come to a fighting arena, where men are put to battle to the death, against the very same monsters you defeated earlier.
5. The tip, as it turns out, was an ambush. Another malignant force mesmerizes the human gladiators and the monsters against you and your allies.
6. You find a piece to a bigger puzzle, and you get to keep whatever loot is to be found.

Story Arc 2

1. Following the clues, you come to a lair in the wilderness, perhaps near a known natural landmark, perhaps a place of strange energies.
2. A malignant force is turning certain animals, or maybe humans, into the evil creatures harassing the merchants. You wonder why so many malignant forces have popped up all over.
3. You, or someone who is knowledgeable about such things, studies remains of the defeated monsters and / or malignant force. The remains include a strange artifact, with an unusual gem on it that palpitates with unknown magic. The process is irreversible; humans or animals cannot be turned back to normal, but at least you learn what the creatures once were.
4. Unexpectedly, people studying the remains are overcome by the malignant force. Many, if not all of them, are turned into evil creatures.
5. Evil creatures run rampant through a section of the city.
6. You must stop the outbreak and retrieve the demonic artifact that caused it.

Story Arc 3

1. The artifact is traced to a noble family in a nearby town. You must travel there to confront them.
2. The local people are terrified to go out at night. Creatures run rampant in one section of town. These creatures must be eliminated before you continue.

3. You make it to the town manor. It is deserted of humans, but not monsters. These new monsters are superior to the ones you've faced before, and also the manor has many traps.

4. Below the manor basement, past the stored supplies, you find a tunnel leading below the ground. More monsters and traps await you there.

5. You find a chamber with several ancient tombs or altars. Each of these contains a monster that must be killed.

6. Past that chamber is another. This one contains a malignant force that is creating the newer, stronger monsters. The noble family has been mutated into powerful threats that you must destroy or be destroyed by.

Story Arc 4

1. Returning to the city, you take remains of your foes for study. Researchers try to uncover the link between the noble family, the malignant forces, and the missing merchants. Is it possible that the researchers once again trigger an outbreak of monsters, or did they learn their lesson the first time? At the end of it, at least you are given a new tool that will warn you when this new, dangerous magic can be found nearby.

2. New reports say that creatures are running around in the poor section of the city, where all the rundown buildings are. You head there next.

3. After destroying many of the creatures, you discover new tunnels, freshly dug, under the homes of the poor peasants. The peasants did not dig them, but something else from far under the ground that ended up below their homes, and changed the peasants into evil creatures.

4. The tunnels are long and dark, and very deep. You encounter new kinds of monsters, malignant forces and traps.

5. You find and defeat the creatures that have been digging the tunnels, and if they have any, their monstrous handlers.

6. In a huge underground cavern, you discover a hideous creature that knew you were coming ahead of time. The creature uses psychic power in trying to mesmerize you, and tries to turn you or your allies into monsters. The creature has also brought together many of the people it has captured. It has kept them alive, feeding off their energies to become more powerful, but now it might turn them all into monsters to use against you. This Big Boss could have gathered all sorts of missing goods, as it sought to scour through them to see what it could use for its evil ends. Lastly, the Big Boss maybe can't be killed, as it could be other-dimensional, and can only be driven back, deeper underground and away from the city, until it rises again.

#####

Jim Theis Fiction

The Eye Of Argon Campaign

Story Arc 1

1. Fleeing after having bedded the wrong woman, the protagonist battles two soldiers that have come against him.

2. Finding a tavern, the protagonist humps the first female that catches his eye, kills her drunken suitor, and is forced to surrender to the authorities.

3. The protagonist insults the local magistrate, then makes an ill-fated attempt to fight off the guards, only to be knocked unconscious.

4. After being attacked by a giant rat, the protagonist concocts a plan of escape, using the rat's dead carcass.

Story Arc 2

1. Meanwhile, a shaman bullies a young woman, getting kicked in the crotch, but the woman's fear overcomes her and she is subdued.

2. When the guards come for the protagonist, he overcomes them with the help of the dead rat's pelvic bone.

3. Searching for a way out, the protagonist sets off a catapult trap that nearly kills him.

4. A tomb is found, full of crypts and rot-smell, and also strange cries. When the protagonist opens a crypt, he discovers the cries came not from there, but from some lower chamber.

Story Arc 3

1. The protagonist discovers the woman, about to be sacrificed, and he jumps into action against a room full of terrified cultists.

2. The woman is rescued, turning out to be the wench from the tavern, but she is also a duke's daughter, who was sold to a noble on his birthday, and who was captured after the scene at the tavern and jailed as the protagonist was, until the cultists killed her guard and took her!

3. A cultist, who feigned having an epileptic attack earlier, tries to ambush the hero.

4. The protagonist steals a valuable artifact, only to have it fall from his fingers and become a jelly-like mass that begins feeding on his leg, sucking his blood out.

5. The blob cannot be easily dispatched, but miraculously, it slips away, showing eyeballs and a pleading expression, before the eyes explode and the creature dies on its own. The End.

#####

JonGetsGames Youtube Channel

Call To Adventure Campaign B

Player 1 Attributes: Hunter, Born Lucky, Gain Comrade In Arms
Hidden Destiny - (People's Champion)

Act 1 Events

Round 1: Becomes Studious

Round 2: Excel In Studies, Gain Animal Companion, Gain Brilliant Plan

Round 3: Fail To Build / Plan Fortifications, Gain Dazzling Wit

Round 4: Becomes Spiritual (Act 2 Activated)

Act 2 Events

Round 1: Defeat Adversary, Gain Narrow Escape

Round 2: Catch A Criminal

Round 3: Tap Into Darkness, Tend To The Injured (Act 3 Activated)

Act 3 Events

Round 1: Gain Wield The Sun's Light, Gain Fateful Choice, Gain Deny The Darkness

Round 2: Gain Desperate Rage, Gain Divine Favor, Pray For Deliverance

Round 3: Duel The Enemy General

-

Player 2 Attributes: Apprentice, Bound By Honor, Gain Inner Strength

Hidden Destiny – (Paragon Of Light)

Act 1 Events

Round 1: Resists Temptation

Round 2: Gain Foundling

Round 3: Gain Surprise Attack, Escape Pursuers

Act 2 Events

Round 1: Fail To Outwit Gang Boss / Take Over Gang, Gang Rags To Riches

Round 2: Gain Divine Factor, Give To The Poor

Round 3: Gain Inventiveness

Act 3 Events

Round 1: Fail Against The Demon

Round 2: Gain Supernatural

Round 3: Gain Arcane

Round 4: Gain Narrow Escape, Gain Dazzling Wit, Call For Mercy, Gain Deny The Darkness

-

Player 3 Attributes: Outlander, Trained By Master, Gain ?

Hidden Destiny – (Intrepid Explorer)

Act 1 Events

Round 1: Becomes Adventurous

Round 2: Forage For Food, Gain Childhood Friend

Round 3: Become Brave

Act 2 Events

Round 1: Finds Lost Wisdom
Round 2: Solve A Mystery
Round 3: Become Enlightened

Act 3 Events

Round 1: Plot Your Revenge
Round 2: Gain Parting Of Ways, Enslave The Forest Spirit, Gain Instill Fear
Round 3: Fail Against The Sorceress
Round 4: Gain Bend The Rules, Face The Warlord

#####

Margo Hutton Fiction

The Unspoken Vow Campaign

(A fiction novel written while using the Ironsworn RPG.)

1. The protagonist and allies hunt for creatures that are encroaching on their village.
2. The next day, an assault is undertaken for the creatures' lair, where their boss is.
3. The protagonist heads out, encountering a fierce beast that mangles him bad!
4. After recovering, he is sent to a cave, where he makes a chilling discovery.
5. Gathering allies and gear, the protagonist returns to the cave to end the threat.
6. For a time, the protagonist is possessed, hurting allies, who demand him to leave.
7. The protagonist takes down several threats, but one, the worst one, still remains.
8. The final threat is the worst of all, with a companion along to fight against it.
9. Recover, make friends with the locals, find a lover, and get ready to travel.

#####

Me, Myself And Die Youtube Channel

Savage Worlds Campaign

(Using Savage Worlds RPG.)

Bestiary

- | | | |
|-----------------------|-----------------------------|------------------------|
| 1. Town Guard | 2. Guard Captain | 3. Man-Size Centipedes |
| 4. Skeletons | 5. Undead | 6. Undead Priest |
| 7. Mummified Undead ! | 8. Good Or Evil Ghost | 9. Minor Deity |
| 10. Head Priest @ | 11. Possessive Phantom | 12. Weak Necromancer # |
| 13. Bounty Hunters | 14. Strong Serial Killer \$ | 15. Large Beast-Man \$ |

! Could be related to or good friend of protagonist.

@ Could have the power to create severe weather event.

Physically weak, but can possess others and cause whirlwind of skulls.

\$ The tall, strong serial killer could turn into the large beast-man, due to a curse.

Story Arc 1

1. An adventurer must rescue his companion, who is harassed by town guards.
2. Chased by town guards, protagonist flees conflict and meets up with a new character who was wounded elsewhere. A rival (bounty hunter, soldier, sorcerer) abruptly appears, who may attack the protagonist, the guards giving chase, everybody or nobody.
3. Protagonist tries to ambush an enemy, only to have a sudden invasion of new enemies interrupt his plans.
4. Protagonist is wounded, accidentally injured or becomes sick. He must rest for a time. When he recovers, he sets out to explore a ruined temple and finds an unlikely ally.
5. Protagonist enters a ruined temple with an idol in it casting eternal sleep, discovering 1d6 enemies already asleep and a hunter clinging to life, who has been sacrificed on an altar.
6. Protagonist enters a ruined temple, trying to prevent a sacrificial ritual from being completed and to rescue the victim.
7. Protagonist must travel to and help defend a city / large town where an uprising has just occurred.

Story Arc 2

1. Protagonist gets pulled into a conflict between cultists / sorcerers, who unleash gods / spells that cause severe weather / natural disaster.
2. Protagonist and allies attack a temple / religious building where cultists / sorcerers and their high priest / high wizard is about to spell a severe weather / natural disaster event.
3. Protagonist and an ally chase down a bounty hunter / rival and force him to give up a powerful artifact and / or join them on a dangerous quest.
4. A severe weather event impedes the protagonist and his allies, before they enter a temple / religious site where their sorcerer / ghost begins battle against an enemy sorcerer / witch.
5. Protagonist and allies face a deadly phantom in front of a temple / religious building. If they are victorious, they break the barrier preventing them from entering, and when they do enter there might be another, more powerful enemy inside.
6. Protagonist and allies enter a dungeon / catacombs / tunnels, finding a journal / artifact that shakes him, and must defeat the big boss hiding there.
7. 2 subplots on this one. Protagonist must climb a mountain / high place, to reach the location where the enemy is found. OR Protagonist traveling through a forest is ambushed by 1d4 bounty hunters / outlaws.

Story Arc 3

1. Protagonist runs into bounty hunters that are after him, and afterwards finds a loved one with a gruesome twist.

2. Two supernatural forces collide before the protagonist, with him trying to quell them, if he can.

3. After a severe weather event, and a mishap with tools, the protagonist and allies finally put a long-standing issue to rest.

4. After being accused of a crime he did not commit, the protagonist must hide his identity and try to solve the crime himself, only to ruffle some dangerous feathers along the way.

5. While searching for clues to a crime, the protagonist follows one promising lead that turns out to be false, and then finds another promising lead.

6. The protagonist finds / runs into the enemy he's been searching for, but the enemy may be more than he can handle.

7. The protagonist is accused of a crime and must clear his name.

#####

Ironsworn Campaign

(Using Ironsworn RPG.)

Bestiary

1. Cowardly bandits and their ruthless leader.
2. A large, angry or hungry bear in the woods.
3. A murderous rival who the protagonist has unwittingly betrayed / slighted.
4. A former man / woman who has been turned evil by dark magic.
5. A large, tentacled beast emerging from a body of water.
6. A couple of guards / minions, who may or may not be good fighters.
7. An ancient creature who has command of ferocious animals.
8. A fire-breathing dragon has suddenly appeared and attacks.
9. A Druid who can manipulate the forest, and can summon earth spirits.
10. A human-sized spider and its hatchling young, who are hungry and poisonous.
11. Eight to ten minor, untrained bandits and the minor giant who leads them.
12. An evil creature who can revive dead allies or enemies.
13. A great dragon that has been plaguing your people for a long time.

Story Arc 1

1. Protagonist must go home, and along the way he suffers through a traveling mishap and later learns a family member / close friend may be held captive.

2. Arriving home, protagonist must defend from an inside threat, and if successful, learns about an even greater threat elsewhere.

3. Protagonist must discourage a loved one's stalker, putting himself in danger and ending with the stalker's death, and later is sent on an even greater quest to find a mystical weapon that can end a deadly scourge on his tribe.

4. Protagonist fends off a murderous rival, gains an ally, and discovers a village destroyed by an unknown threat.

5. Traveling near a body of water, a monster from the depths arises to try to drag you down, and later, you come across an enemy stronghold, where you sneak in without attracting attention and explore.

6. Face guards / minions, crumbling architecture and try to save the villagers before the rest of the villains arrive.

Story Arc 2

1. Traveling through distant lands, you encounter a beast-master who is at first a threat, but who may support your cause if he / she is properly convinced.

2. You enter a mystical / forbidden place, with a difficult task ahead of you, and you flub it royally.

3. You and your allies are confronted by the mythical beast you've been searching for, but its fury and power might prove too much for your mettle.

4. You suffer greatly as you travel through isolated terrain, both physically and emotionally, until you find a settlement and your woes begin to fade, but then the local leader sends you on a new, dangerous quest.

5. You are sucked into a terrible dispute between a settlement leader and a sorcerer, with the lives of everyone in the settlement at stake.

6. While traveling, you encounter a large creature and its hatchling young, all of which are hungry. You are poisoned for a time, and later rest in a peaceful location before the journey continues.

Story Arc 3

1. Travel through the wilderness, facing raging rapids, large obstacles to climb, closed and broken paths, before reaching your objective.

2. Face more hardship through the wilderness, until you reach a new village / location, where the overseer demands that you press on with your quest.

3. Brave through a rough storm, reaching an enemy stronghold, where you must defeat sentries before making your way inside.

4. You enter an enemy stronghold, bypassing lesser enemies and challenge the Big Bad to a duel to the death.

5. Encounter a hard creature to kill, who has revived a dead ally / enemy for you to fight first, and if you defeat them, you reach a location you've been searching for.

6. Finally, you enter the lair of the Big Bad, discovering why this creature / enemy has been plaguing you and others, and you must defeat it.

#####

Dominion Campaign

Story Arc 1

1. The protagonist washes up on the shore of an island, not knowing how he got there. There is wreckage all around. (He is haunted by a ghost, by the way.)
2. He can see pirates dropping anchor and sending a boat out.
3. The protagonist finds good weapons among the wreckage.
4. The pirates have not seen him on the island yet.
5. The pirates discover another person and chase them first.
6. The last pirate spots the protagonist hiding in the brush.
7. The protagonist charges the lone pirate.
8. The pirate is cowed and surrenders.
9. Seeing that the other pirates are returning, the protagonist hides with his captive.
10. After killing the other fugitive, the pirates start searching for their fellow.

Story Arc 2

1. The protagonist and pirate find a recently killed, large predator.
2. They discover a potent, acidic poison coming from the brush.
3. They have a close call when the pirates come by looking for them.
4. The protagonist is ready to kill his captive if he makes a peep.
5. Heading back to shore, the protagonist decides to take his captive to the ship.

Story Arc 3

1. The pirates on the ship prepare to attack the approaching stranger.
2. The captive pleads for the pirates to let the protagonist on board.
3. The protagonist does not persuade the ship captain to give him passage.
4. The captain challenges the protagonist to fight his best fighter.
5. The protagonist has earned his passage, and pledges his sword in battle.
6. The protagonist vaguely remembers being attacked and kidnapped.
7. Suddenly, an enemy ship closes in on them and begins an attack.

Story Arc 4

1. The enemy ship is after the protagonist, considering him a wanted enemy.
2. The ship captain chooses to help the protagonist, and returns the attack.
3. The good guys' ship is damaged lightly and moves to flee the attack.
4. A saboteur attempts to damage the good guys' ship... and fails.
5. The battle continues for a time, until the good guys' ship is badly damaged.
6. The bad guys are near enough to board, with the protagonist facing an enemy.
7. The enemy is an assassin from a powerful criminal or religious group.
8. The goods guys are defeated, and the protagonist captured by the assassin.

Story Arc 5

1. The ship captain and assassin argue as the protagonist is separated from the others.
2. The saboteur kisses up to the assassin, but he is spurned and still thrown in irons.
3. The protagonist reveals his secrets, not expecting the assassin to believe him.
4. The ship is delayed and weakened by a long-lasting storm.

5. The protagonist manages to overcome an oppressor and removes his bonds.
6. The protagonist and other escaped prisoners run into armed opposition.
7. The prisoners reach the armory, and prepare to battle in the midst of the storm.

Story Arc 6

1. The prisoners storm the deck and combat the enemy, while the storm rages.
2. The ship starts falling apart and large waves sweep friend and foe overboard.
3. Both sides take heavy losses, yet they continue to battle in the storm.
4. The enemy is finally subdued and the protagonist takes charge.
5. The enemy crew is left marooned on an island, with the ship heading elsewhere.

Story Arc 7

1. The protagonist interrogates the enemy captain about his lost memories.
2. The protagonist becomes aware of an artifact that could remove his haunted curse.
3. The enemy captain reveals how and why the assassin commandeered his ship.
4. The ruling hierarchy wants the artifact to control a powerful, haunted ghost ship.
5. The protagonist and the enemy captain agree to search for the artifact together.
6. The ship reaches port, making repairs, while the protagonist fishes for new info.
7. People at the port recognize the protagonist, and are under orders to capture him.

Story Arc 8

1. The protagonist avoids an incident at the port, and hurries back to the ship.
2. The protagonist overhears talk of another threat, and heads off to investigate.
3. Meeting with the threat starts off tense, but the protagonist manages to calm things.
4. The protagonist is not trusted, and must prove himself to the threat's approval.
5. The protagonist must now travel to a ruin and retrieve an artifact for the threat.

Story Arc 9

1. The artifact location is cold and dangerous, possibly full of traps or flooded.
2. The threat has accompanied the protagonist, but now cannot or will not enter.
3. Soon after entering the location, the protagonist comes across the first danger.
4. The protagonist discovers bizarre clues inside, perhaps alchemical or magical.
5. The protagonist identifies a trap that has killed countless others before him.
6. The protagonist comes upon two wounded looters fighting over loot or wealth.
7. When one looter is left alive, the protagonist demands knowledge about the location.
8. The looter refuses to talk, only cautions, leaving the protagonist to venture alone.

Story Arc 10

1. The surviving looter is killed by an unexpected trap.
2. The protagonist forges on, finding a tomb with a fresh corpse beside it.
3. The protagonist braves past multiple traps to find a secret door.
4. The protagonist enters a chamber dedicated to a deity, with more traps.
5. Past the chamber is an underground cavern ebbing with magical power.

6. The protagonist must reach a natural or artificial monument of power.
7. Deity speaks to the protagonist, revealing that it has followed his travels.
8. Deity reveals memories the protagonist has not been able to remember.

Story Arc 11

1. The protagonist realizes he has asked this deity, whom he dislikes, for help.
2. The deity transports the protagonist far away so he can continue his task.
3. The protagonist goes on to appease the threat, who will help with the task.
4. The threat reveals the protagonist has lost days and memories, due to the deity.
5. The protagonist is rewarded with a small being who may grow into a companion.
6. The protagonist avoids trouble and finds his way back to the ship.
7. Meanwhile, the enemy crew marooned on the island is about to be rescued.

Story Arc 12

1. New and more powerful enemies are now chasing after the protagonist.
2. Through mystical means, an enemy is abducted/transported to the protagonist.
3. A mystical entity or creature is now trying to abduct the protagonist.
4. After prolonged combat, the protagonist and allies manage to drive it away.
5. The good guys manage to figure out who created the mystical entity.
6. The abducted enemy reveals that new, powerful enemies are searching for them.
7. The ship changes course, now heading to the island of the mystical entity.

Story Arc 13

1. The protagonist's new companion is steadily growing in size.
2. The captain reports that the mystical island is now in sight.
3. Once the ship sets anchor, the protagonist and allies approach the island.
4. They enter a tower, soon encountering obstacles or traps.
5. They also encounter strange, misshapen beasts with unusual powers.
6. After surpassing the obstacles, the heroes meet the wizard of the tower.
7. The wizard is after the same artifact the protagonist is.
8. The wizard wishes to use the artifact, offering an agreement to the heroes.
9. The protagonist considers the offer before returning to the ship.

Story Arc 14

1. The ship travels into the deep ocean, reaching a location shown by a map.
2. The protagonist dives into the water, searching for an artifact on a shipwreck.
3. An artifact is recovered that leads the ship toward a remote island.
4. The protagonist and several allies disembark on the island and explore.
5. The heroes look for clues or artifacts, perhaps on the top of an active volcano.
6. The heroes find a clue that will lead them to a governor's mansion.
7. As the volcano rumbles, the heroes hurriedly return to the ship.
8. In the distance, closing in, is a dark ship full of new, powerful enemies.

Story Arc 15

1. The enemy ship launches an attack, hoping to board and capture the good ship.
2. Meanwhile, the saboteur on the good guy ship manages to escape his bonds.
3. The saboteur raids the protagonist's bunk, hoping to find valuable artifacts.
4. The protagonist discovers the saboteur in his bunk, and prepares to attack.
5. The reptilian companion is in the bunk, moving to protect the protagonist.
6. The saboteur evades the protagonist and manages to make his way to the deck.
7. The protagonist and allies move to capture the fleeing saboteur.
8. The enemy ship continues to attack, but the good guy ship gains on them.
9. The erupting volcano becomes a hardship to the enemy; the good guys escape.
10. The good guy ship gains distance and must make repairs as it travels.

Story Arc 16

1. The ship arrives at the next port location and needs to see the local magistrate.
2. The protagonist and allies must avoid guard patrols to make a stealthy entry.
3. The group may attract the attention of a guard as they try to enter the fortified port.
4. Once inside, the protagonist and allies must now avoid patrols within the port.
5. The haunted curse which afflicts the protagonist appears with a wild vengeance.

Story Arc 17

1. Meanwhile, the enemy ship closes in, planning to kill the protagonist this time.
2. Back at the fort, allies break the protagonist out of his cursed panic.
3. The group must find another way to get into the local magistrate's dwelling.
4. The clue they seek is found in a flooded chamber that will be difficult to access.
5. Once again, the group must make their way past another bunch of guards.
6. The protagonist finds the clue, that will lead them off in another direction.
7. The group must backtrack and make their way back to the ship.
8. An ally has a chance to be rid of the protagonist, but does he take it?

Story Arc 18

1. Through magical means, the bad guys know everything the protagonist does.
2. The protagonist's curse may be leaking information to the bad guys.
3. The group reaches shore, finding the ship's crew hanging around the beach.
4. The reptilian companion has grown full size, and scared the crew off the ship.
5. The companion has injured or killed crew while seeking to kill the saboteur.
6. The companion has killed a crew member, but the saboteur escapes harm.
7. The delay allows the enemy ship to gain valuable ground after the good guys.
8. The crew worries about the protagonist going insane, and the large companion.
9. A mutiny against the protagonist begins, led by none other than the saboteur.

Story Arc 19

1. The protagonist hears the mutineers as they approach his sleeping quarters.
2. The protagonist and reptilian guardian engage with the first wave of mutineers.

3. After the protagonist asks for aid, the mystical entity sends several menaces.
4. The battle for the ship begins: the protagonist, allies vs mutineers and menaces.
5. With all that going on, a dreaded ghost ship appears and heads to the fray.

Story Arc 20

1. The captain rallies crew and mutineers to unite against the various threats.
2. The mystical entity calls off its murderous menaces, as the ghost ship comes.
3. The curse of the protagonist must be dissuaded from confronting the ghost ship.
4. The curse slows the ghost ship, and the crew manages to pull away and escape.

Story Arc 21

1. Even after the captain rouses the crew, the crew refuses to sail any further.
2. The crew boards the lifeboats and leave, with only a handful of loyal men left.
3. The protagonist pleads to the mystical entity, who has no remaining power to help.
4. In a desperate gamble, the protagonist calls upon a trickster deity for help.
5. The trickster deity arrives and offers to help, but only for a heavy price.
6. When the protagonist is unable to accept, the ship's captain takes his place.
7. The ship starts moving again, in the right direction and at great speed.
8. The ship arrives at a key location, but the dreaded enemy ship is already there.
9. The protagonist reaches a short distance from the enemy captain and assassin.
10. The enemy captain surprises the protagonist with an unprovoked attack.
11. The curse, the assassin and enemy crew turn all against the enemy captain.
12. After killing the captain, the enemy urges the protagonist to find the lost artifact.

Story Arc 22

1. An energy vortex opens up, swallowing souls, and everyone jumps into it.
2. Remains of previous explorers and captured souls are seen inside the vortex.
3. The trickster deity appears, revealing it is behind the vortex and lost artifact.
4. The deity challenges the group, but if they fail their souls will be forfeited.
5. The group is in a race to reach a catalyst artifact, which the protagonist wins.
6. The group is transported into the past, to a key scene with the protagonist and curse.
7. The protagonist must now face off against the captain of the ghost ship.
8. As they fight, the curse sees into the past; the protagonist did not cause its death.
9. The fight between the protagonist and the ghost captain continues for a long time.
10. The ghost captain is defeated, and a new realization is shown to the protagonist.
11. To manipulate the lost artifact, the protagonist's soul must be given to the deity.
12. The curse intervenes and allows its soul to be taken instead of the protagonist's.
13. The protagonist uses the lost artifact to release allies from curses or binds.
14. The survivors sort themselves out, get promotions, bonuses, and move on.

#####

Michael Moorcock Fiction

Elric Of Melnibone

Story Arc 1

1. The ruler of a once great and historic land knows the time of his people is coming to an end. This troubles him much, but it troubles his peers even more, because the ruler is not doing things in accordance with the old ways, and not doing much at all. One relative, in particular, has his eye on the ruler's throne.

2. The presumptuous relative challenges the ruler before a crowd of nobles, but is subtly rebuffed and swears to himself revenge, swears even to take the throne.

3. The ruler spends time with his lover, out in a beautiful, remote location and away from their guards. Later, a great storm appears, seemingly out of nowhere. It is a portent of doom.

4. Spies have been captured. After interrogation and torture, they admit that enemies will soon come to attack the kingdom.

5. The fighting forces are prepared and hidden. When the raiders come, they are encouraged by the apparent surprise, moving into an ambush they cannot hope to escape from. The ruler enters into the battle, dispatching a few warriors before facing the enemy leader, taking that person down as well, but left brooding at the enemy's last words.

6. A few raiders have escaped. The ruler's allies and enemies both want them all chased down and killed. Begrudgingly, the ruler agrees, and also accompanies them. Once the remaining raiders are routed and killed, the ruler's relative seizes an opportune moment and causes the ruler to be left behind, left for dead.

Story Arc 2

7. The protagonist is at the brink of death, even welcoming it, when a divine intervention occurs and pledges to help.

8. The corrupt relative returns to the kingdom, gloating that the ruler is dead, making plans, issuing orders, enjoying his newfound power. When the relative enters the throne room, a figure already sits there. This is revealed to be the supposedly dead ruler, come back from the dead.

9. The relative and a cohort are captured, with the latter to eat the former at that night's banquet feast. Before this takes place, the relative uses sorcery to escape, taking loyal men and the ruler's love interest away.

10. For months, the ruler languishes in impotence. At the end of the rope, the ruler consults the darkest sorcery, calling upon the same evil forces the relative used. When the ruler succeeds, the evil force reveals the location of where the relative has been hiding all this time.

11. The location is far away, the ruler learns. Unless divine forces are called upon, it will take much time to reach it. The gods are called and they respond by presenting the ruler with a fantastic vehicle that will travel over land or sea.

12. The fantastic vehicle takes some getting used to, causing even the death of a crew member before it is fully under control. Or perhaps other gods are jealous and want the ship for themselves. Despite the setbacks, the voyage is underway and the mission begun.

13. The vehicle nears a seedy port, the place where the ruler's relative has gone to. The port's defenses are aimed toward the sea, and to avoid being seen, the vehicle travels over land to

circle to the rear. Unfortunately, another god shakes the vehicle, killing more of its crew, before the god decides to limit the vehicle's mobility for good.

14. Through sorcery, the ruler gains the help of elemental forces, which help him attack the city. They counter the port's magic defenses as well, but at a heavy cost as many of the crew are killed, and so are many of the enemy, and even innocents from the magical backlash. Before he is found, the evil relative curses the ruler's lover with a death sleep, before escaping through a dark portal. A dark deity tells the ruler to enter the same portal, but before reaching the relative, the ruler must acquire two ancient, powerful weapons.

Story Arc 3

15. The protagonist enters the portal, finding the world beyond it unlike anything ever seen before. After an encounter with a strangely dressed archer, the protagonist begins the search for the elusive, mystical weapons.

16. Following an ambush, the protagonist and ally meet a forgetful sage, who somehow recalls the way to where the mystical weapons may be found.

17. The heroes take a dangerous path, braving past terrain and muck, finding a structure with a symbol carved onto its face. They enter the structure, exploring it until they come across the relative, who is about to take the two mystical weapons. The ruler tells the ally not to interfere, as the battle with the accursed relative is about to begin.

18. The ruler manages to defeat the relative, in the process causing one of the powerful weapons to vanish, but another problem arises. They cannot easily escape the chamber they are in. With the relative and ally watching, and gripping the remaining powerful weapon, the ruler calls for the dark deity to release them.

19. They return home, where the relative revives the love interest. The protagonist stuns all around when deciding the relative will not be killed, but left alone. More revelations follow this: the protagonist will not wed the love interest for a year, and in that year he will travel the world to see the affairs of men. In his stead, the defeated relative will be left to rule.

20. The protagonist sees a new day, and is ready to embark onward, toward new destiny.

#####

Modiphius Games Youtube Channel

The Kordava Campaign

(Using Conan RPG. Well thought out and entertaining to watch!)

Allies

1. Knight
2. Mage
3. Barbarian with dangerous pet(s)

Bestiary – Story Arc 1

1. Enemy combatants
2. Dire wolves
3. Assassins

Story Arc 1, The Dire Wolf Of Kordava

1. Protagonist is hired to rescue / escort to safety a young person of nobility.
2. Protagonist must cross the lines where opposing factions clash.
3. The young noble has been poisoned; find a healer, fast!
4. Animals / assassins are sent to kill the noble, and you.
5. Reach the bridge / waypoint, just as the noble awakes.

Story Arc 2, The Pirates Of Kordava

1. Using a disguise, take the noble into a potentially dangerous, familiar city.
2. Convince a tavern keep / other person to watch the noble while you investigate.
3. You are attacked while meeting family / friends at a public event / venue.
4. While you were out, the noble was kidnapped, and his watchers killed.
5. You learn where the noble was taken, but no one will help you to rescue him / her.

Story Arc 3, The Blood Pits Of Kordava

1. The noble ends up in the fighting pits, and so do you.
2. Reclaiming the noble, you rush back to a safe location, where more trouble awaits.
3. You or a party member are captured due to your shady background.

Story Arc 4, The High Priestess Of Kordava

1. You are approached by a surprise figure, who wants someone assassinated.
2. Still held captive, you must devise a way to break free, and perhaps strike back at the sorcerer who has been experimenting / torturing you. OR You are outside the prison but watched carefully, and must maneuver to break your ally / hireling free.
3. An assassin attempts to kill you / your ally in prison, but the assassin is killed and suddenly you / your ally are chased as an escaped prisoner. OR In your attempt to free your ally, you investigate a suspect's chambers, only to be brutally attacked from behind by assassin #2.
4. Somehow, incredibly, the captive escapes from prison, and arrives in the surprise figure's chambers just after the brutal attack, with assassin #2 on one side, and a number of prison guards running up behind you. Fight! Or escape through the window!
5. You find a safe haven and mend your wounds, only to learn that the young noble is still in mortal danger.

Story Arc 5, The Cauldron Of Kordava

1. Find the location where the noble is and attempt to stealthily breach it.
2. You discover the noble, about to be sacrificed by cultists to their dark god.
3. You stop the end of the ritual, but not before a Lovecraftian deity is awakened and begins killing everyone in the chamber / location.

4. The floor collapses in the middle of combat, and lava begins to rise from the corners of a large, underground, ancient chamber, just in time for the climax.

#####

Mythica Movie Series

Mythica Campaign

(From the TV movie series, 2014 - 2016)

Allies

1. A bumbling, unproven mage who shows instances of darker powers that may one day challenge her sanity.

2. A drunken, brawling swordsman with a soft heart.

3. A womanizing thief who carries a bow.

4. A priestess with healing powers and limited fighting skills with staff.

Story Arc 1 – Bestiary, A Quest For Heroes

1. A small army of orcs.

2. A reptilian, horned wolf-like canine.

3. A 12-foot ogre who captures and eats humans.

4. A mini-boss sorcerer who commands squads of orcs.

Story Arc 1 – Events, A Quest For Heroes

1. After suffering through much abuse, a young / unproven fighter or mage escapes his / her slave master and chooses to become a hero.

2. The protagonist finds allies in unlikely places, including brawlers and womanizers.

3. The band makes an ill-fated attempt to rescue prisoners, resulting in injuries and with some questioning whether or not to continue.

4. After taking time to rest and bond, the band continues on their journey.

5. In another agonizing setback, every member of the band is captured, save one.

6. Following a daring rescue / escape, the band picks up the trail of the Minor Boss.

7. The band enters the lair of the Minor Boss and the final showdown begins.

* The Big Boss acquires one of four parts of a powerful artifact.

Story Arc 2 – Bestiary, The Darkspore

1. Bands of evil humans and orcs.

2. Fairies that snare humans in webbing and eat them.

3. Clammy undead that emerge from a swamp / sewer / damp place.

4. A ruthless slaver / debtor with many assets.

5. A powerful necromancer who sucks vitality from victims, and who may end up becoming the Big Boss of this adventure.

Story Arc 2 – Events, The Darkspore

1. After a supporting character is killed and a powerful artifact stolen, protagonists must mourn first, and head out to find another, related artifact right after.
 2. Bands of evil warriors brutally search for the artifact in likely places.
 3. A party member angers a wealthy citizen enough that assassins are sent out.
 4. Rescue a captive who seems good, but may not be, and who joins the quest.
 5. Travel so long the party begins to bicker about their long-term goals.
 6. Protagonists reach the place of the artifact, closely followed by a band of foes.
 7. Protagonists lose the second artifact, and very nearly their lives.
 8. The party members regroup and rest, and get ready for the next adventure.
- * The Big Boss acquires the second of four parts of a powerful artifact.

Story Arc 3 – Bestiary, The Necromancer

1. An outbreak of the undead, possibly stirred up by a necromancer.
2. A greedy merchant with several bodyguards, including one that has minor magic skills.
3. The necromancer, who could make one or two appearances, but he always eludes the protagonist and any allies.

Story Arc 3 – Events, The Necromancer

1. The protagonist rests, heals and / or sharpens her skills.
 2. A vengeful merchant captures an ally, forcing the protagonist to do his bidding, which could involve retrieving a stolen shipment of valuable goods. The merchant also assigns a tough mercenary to travel with the protagonist.
 3. They come across a battle in progress, where the injured captain of one side tells the protagonist where a smuggler may be found.
 4. The smuggler is tracked to a remote brothel and forced to lead the protagonist to where the shipment is hidden.
 5. The protagonist must sneak around an enemy mining camp, into a tunnel, with a minor commotion occurring where the smuggler tries to leave with the loot. The mining camp is digging for a mystical and narcotic substance found in that area.
 6. The ruckus alerts the enemy camp, who rush into the tunnels. The protagonist and smuggler flee, while any other allies are captured.
 7. The protagonist discovers the artifact she seeks, only to find it is the source of the narcotic substance. The smuggler attacks her and steals it away.
 8. The protagonist seeks divine guidance, which may or may not work, eventually finding the smuggler, who was killed by cave creatures. The artifact and shipment are recovered.
 9. The enemy necromancer tries to turn the protagonist to the dark side, with the power of the artifact affecting her judgment.
 10. The protagonist returns the shipment to the merchant, only to have the merchant kill or try to kill the captured ally anyway. The merchant's soldiers rush in to attack.
- * The Big Boss acquires the third of four parts of a powerful artifact.

Story Arc 4 – Bestiary, The Iron Crown

1. A ruthless female admiral with a war wagon that can fit eight inside and several more on top, a dirigible with a handful of soldiers, plus half a dozen crossbowmen in hang gliders.
2. Three minor bosses, undead skeleton demons summoned by the necromancer.
3. A trio of mercenaries after the same artifact, including a sorcerer, a dual-wielding axe fighter and a dual-wielding dagger fighter.
4. The necromancer, who appears several times to harass and goad the protagonist. One could say the necromancer is holding back, as if the protagonist is doing exactly what he wants.

Story Arc 4 – Events, The Iron Crown

1. The protagonist and allies must attack an enemy war wagon to retrieve the fourth of four powerful artifacts.
2. During the skirmish, the necromancer appears with powerful minions, also after the same artifact. The skirmish becomes chaos.
3. The protagonist and allies take the war wagon and flee.
4. Later, a group of mercenaries confronts the protagonist. After battle, the mercenaries end up with the artifact, but not for long as the protagonist battles to get it back.
5. Days later, the necromancers' minions catch up with the wagon and fight.
6. The protagonist is able to outrun the minions for a time.
7. The admiral attacks, but the protagonist fends her off.
8. Later, the mercenaries catch up. Just as the skirmish starts, the necromancer's minions join the fray. More battle chaos ensues, with the protagonist and allies defeating all others.
9. The protagonist travels, until the admiral in her dirigible returns with many men in gliders. As yet another skirmish begins, the necromancer arrives, decimating all sides and taking the fourth and final piece of the artifact.
10. The protagonist manages to enter a temple where the necromancer can't follow. Once there, she wins the favor of the gods and allies are rejuvenated or revived.

Story Arc 5 – Bestiary, The Godslayer

1. Doves and droves of undead.

Story Arc 5 – Events, The Godslayer

1. Doves of undead are razing the major cities.
2. Doves of undead are terrorizing the countryside, razing settlements.
3. The band of heroes travels the country, searching for a holy artifact.
4. A dying man at one location sends the heroes to a second location.
5. The second location is full of dangers, and many underground tunnels.
6. The heroes discover an ancient map, leading to an ancient battlefield.
7. Meanwhile, droves of undead are razing the few major cities still left.
8. The gods / powerful forces, intervene at the ancient battlefield.
9. After besting / distracting the gods, the necromancer captures crucial allies.
10. The remaining heroes recover the needed artifact, but is it too late?
11. The necromancer attempts to win over the taken allies.

12. The heroes track the necromancer down for a final showdown.

#####

One Stop Co-op Shop Youtube Channel

Call To Adventure: Stormlight Archive Campaign

Player 1 Attributes: Student, Trained By A Master
Hidden Destiny – (Magic Weaver)

Act 1 Events

Round 1: Gain Fervent Prayer, Leave No One Behind

Round 2: Fairy / Magic Bond, Gain Experience

Round 3: Desert The Area, Gain The Next Ideal

(Huge magical storm negates success in Round 3.)

Round 4. Study At The University

Act 2 Events

Round 1: Track A Monster

Round 2: Take The Next Step

Round 3: Gain Child, Uncover Secrets, Gain Embrace A Thrill

Act 3 Events

Round 1: See The Future

Round 2: Gain Brave Stand, Survive A Major Adversary

(Ravages Of War, sacrifice an ally)

Round 3: Wield Powerful Magic

The powerful magic attracts the attention of the corrupt deity of this world / dimension. It will take all the might and abilities you have to defeat it, or at least banish it for a while.

#####

Rollplay Cafe Youtube Channel

Time Wizard Campaign

(Using Basic Fantasy RPG.)

Story Arc 1

1. Heroes seek treasure in a tower that only appears every 50 years.

2. As they enter, statues begin to warn that they shouldn't enter.

3. When the heroes persist, the statues leave their pedestals and attack.

4. The heroes are able to outrun the slow statues and go up a set of stairs.
5. They enter a social room with several skeletons chatting casually.
6. The skeletons are confused, unable to see the heroes clearly.
7. When the heroes try to loot the room, the skeletons attack.
8. Further investigation results in tripping a poison gas trap.
9. The heroes step into what looks like an alchemist laboratory.

Story Arc 2

10. The room begins to tremble hard enough to shake off masonry.
11. A great explosion kills the entire group of heroes.
12. Strangely enough, they reappear alive right before they enter the lab.
13. While not repeating their actions, the heroes work to open a locked gate.
14. Past the gate, another set of stairs and trap door lead into a new chamber.
15. In the chamber is a young sorceress busy performing magic spells.
16. The sorceress is haughty, poised to strike, but the heroes attack first.
17. Just as the sorceress is subdued, her future self arrives with a weapon.
18. As the older sorceress attempts to kill the younger, the room starts shaking.
19. The old sorceress sends the heroes through a portal, before killing the other.
20. The heroes reappear... so far into the future their home city is in ruins.

#####

Sergio Leone Movies

Man With No Name Campaign

(An outline of all three Sergio Leone movies starring Clint Eastwood as the Man With No Name. I've arranged them here as a single campaign, but each story arc has enough events to be a campaign on its own.)

Story Arc 1 - A Fistful Of Dollars (1964)

1. The protagonist arrives in a village controlled by 2 opposing gangs.
2. Early on, there is trouble with the weaker gang.
3. The protagonist maneuvers to be employed by the stronger gang.
4. In a murderous ruse, the stronger gang attacks a third faction, massacring many, taking their wealth and weapons.
5. The protagonist figures out what is going on, and prepares deception.
6. Mentioning the third faction, the protagonist manages to get the 2 gangs to arrive at the same place, at the same time.
7. A battle erupts between the gangs, the strong faction captures a rival lieutenant.
8. The protagonist captures a significant person / lieutenant from the strong gang, delivering the person to the weaker gang, for a price.

9. Tension is high as the two gangs exchange prisoners. So far, the gangs have not figured out the protagonist is manipulating them.
10. The protagonist rescues the significant person and puts them beyond harm.
11. The strong gang becomes aware of the rescue and tortures the protagonist.
12. The protagonist escapes!
13. The strong gang ransacks the town looking for him. Thinking the protagonist is hiding out with the weaker gang, the strong gang massacres them.
14. Taking time to recover from his wounds, the protagonist returns for vengeance.

Story Arc 2 - For A Few Dollars More (1965)

1. A bounty hunter shows how tough he is by killing his bounty.
2. The protagonist does the same thing, in another location.
3. A notorious criminal is broken out of captivity by his henchmen.
4. A bounty is put up for the criminal; he is wanted dead or alive.
5. The protagonist and bounty hunter anticipate the criminal's next move, and head to a likely location for his appearance.
6. Sure enough, the criminal sends a scouting party ahead of his next target.
7. The protagonist and bounty hunter decide to work together.
8. In a ruse, the protagonist must join the criminal's gang of outlaws.
9. After joining, the protagonist picks off several henchmen.
10. The protagonist creates a distraction that emboldens the outlaws.
11. Despite setting up an ambush, the protagonist and bounty hunter are left holding an empty bag. The outlaws successfully pull off a brazen heist.
12. The protagonist and bounty hunter reluctantly work together, tracking the outlaws to a secluded location.
13. The protagonist and bounty hunter must separately prove their worth to the gang.
14. The gang leader figures out they are bounty hunters. The heroes are caught and beaten.
15. The gang leader comes up with a twisted plan. He arranges the escape of the heroes and kills his own men. Next, he sends the rest of his gang out to finish them off. And what does he do? He plans a quick getaway with his most loyal henchman and the loot.
16. The heroes take on most of the gang. When they are done, they take on the gang's leader and an important henchman.

Story Arc 3 - The Good, The Bad And The Ugly (1966)

1. The Ugly escapes an ambush attempt by three mercenaries.
2. The Bad collects on a bounty, and then turns on those who hired him.
3. The Good and the Ugly run a scam, pretending to turn the Ugly in as a wanted criminal, then rescuing him from execution, while keeping the bounty money.
4. The Bad tracks down info on a fugitive who may have a hoard of wealth.
5. The Good abandons the Ugly in a desolate, isolated location.
6. The Ugly vows revenge on the Good and seeks allies.
7. Meanwhile, the Bad gets more info on the fugitive.
8. The Ugly sets up an ambush against the Good, but it fails when a battle commences.

9. The Ugly tracks down the Good, finds him, and leads him out to a desolate location.
10. While out there, they run into the fugitive, who is mortally wounded. In his last dying breaths, the fugitive reveals the location of the hoard, but the Good and the Ugly each only have part of its location. Neither trusts the other with the full truth.
11. The two enter the war zone where they are captured and put into a prisoner camp.
12. As it happens, the Bad is in that very same camp, and soon figures out the Ugly was using the fugitive's name for a time.
13. The Bad tortures the Ugly until he learns the hoard's partial location. The Bad also learns the Good knows the rest of it.
14. The Bad, and his henchmen, take the Good prisoner and head out.
15. The Ugly escapes from his captor and takes up the trail.
16. A showdown occurs, between the Good, the Ugly and the Bad's henchmen.
17. The Bad heads off for the location of the hoard.
18. While following, the Good and the Ugly are captured by combatants and put on a side quest. They must destroy a bridge where many battles have been fought.
19. The Good and the Ugly forge on, arriving at the location of the hoard.
20. The Bad is waiting for them. Cue the music. The final showdown begins.

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Tales From The Grim Youtube Channel

Conan RPG, An Age Undreamed Of Series

The Heart Of Crom Campaign

Story Arc 1

1. A band of heroes is conscripted to enter a vault, to steal a priceless artifact.
2. The heroes enter a cave and jump into a round tunnel with rushing water.
3. After having trouble, they find a chamber with artistic walls and much treasure.
4. The largest gem in the chamber has a booby trap built in.
5. Finding a tunnel, the heroes enter, only to have it shut behind them.
6. They reach a ruined fountain, with cultists chanting and bowing.
7. Cultists sneak up behind the heroes.
8. In front of them, they see a head cultist on a raised platform.
9. Drugged incense begins to fill the chamber.
10. Somehow, the heroes must avoid the cultists and go through the fountain.

Story Arc 2

11. Cultists are coming from another direction, forcing the heroes to move or act.
12. Action erupts all over, and the heroes disarm the head cultist's staff weapon.
13. Certain dead cultists bleed green and show reptilian features.
14. The head cultist is badly wounded and decides to flee.

15. A giant serpent appears and attacks the heroes.
16. After harrowing battle, whoever is left dives into the pool of ichor.
17. The heroes manage to swim out of icy waters, finding their exit.
18. A hired man with the horses is there waiting for you all.

The Way Of Teeth Campaign

Story Arc 1

1. A band of heroes is conscripted to investigate the loss of many trade ships.
2. They are confronted by a rival group who tries to convince them to leave a beach.
3. A skirmish breaks out against one leader and several underlings.
4. In the belongings of a dead rival group, there is a writ sending them to investigate, and also to take advantage of the situation for a different leader.
5. A natural phenomenon in the distance looks to be caused by sorcery.
6. Below the atmospheric disturbance are dozens of dead bodies and scattered treasure.
7. Unexpectedly, several bodies are arranged side by side in a pattern.
8. Some heroes loot the bodies, while others trigger sorcery around the bodies.
9. Monstrous creatures begin to emerge from the surf, ready to attack.
10. The arranged bodies have become a door that opens to... what?

Story Arc 2

11. The first attack against the monstrous creatures has no effect, frightening the heroes.
12. The heroes recover quickly to take down the monsters.
13. Meanwhile, the body-door opens, revealing a wounded soldier who asks for death.
14. Below the wounded soldier, is a stairway that will unleash many horrors.
15. The monsters and soldier are finished off, and the heroes enter the stairway.
16. They arrive in a chamber with a raving man and several dead bodies.
17. The dead bodies stand up and attack the heroes.
18. After the battle, several missing sailors must be rescued.
19. A boss monster appears; if it gains a few more souls, it can physically incarnate.
20. The heroes, if they survive, are able to shut the doorway.

#####

The Wandering DM Youtube Channel

The Beast Of Oxenfurt

(Using The Witcher RPG)

Story Arc 1

1. The heroes are hired to investigate why an academy student has gone missing.
2. After a night at the inn, they head to the road, asking questions to village folk.

3. They hear hesitant rumors about a gang of bandits in the area.
4. Befriending the village folk, they admit a beast could be lurking about.
5. A beast has stolen a farmer's livestock, and after a search, you find its tracks.
6. Thinking the beast, or beasts, is close, you set out animal bait for it to scent.
7. The beast is spotted near the river! If there is a party, the fastest members run ahead. A slower member trips into the water and must be rescued.
8. One beast is downed by a lucky strike, but more still remain.
9. Defeating or chasing off the threats, you drag your way to the nearest tavern.

Story Arc 2

1. Take a load off, mend your wounds, chill with your allies for a time.
2. A local man reveals how a great beast killed his son and several other strong men.
3. The next morning, head off to the beast lair to investigate further.
4. You follow the smell of death to an old shack.
5. The shack itself is empty, but animal bodies are buried all over the place.
6. You begin to suspect that a dark, demonic ritual may have recently occurred.
7. Tracks lead to the cemetery, where you discover the heads of the dead are missing.
8. Strange eyes stare out at you, but the full form is hidden in a nearby cave.

Story Arc 3

18. The strange eyes vanish shortly after.
19. The village folk help re-bury the dead who were just unearthed.
20. Plans are made to enter the cave and finish off whatever hides there.
21. Just past the cave entrance, you are attacked by the beast.
22. Behind the beast, deeper in the cave, you find the Big Bad.

#####

The Witcher Netflix TV Series

Witcher Season 1

(Season 1 has 8 episodes, but every episode has multiple sub-plots in it. My suggestion is to roll 1d8 for as many Events as you'd like, choose a sub-plot from each selection, and randomize the results into a new sequence.)

Bestiary

1. A band of mercenaries / outlaws led by a disgraced noble woman.
2. An 8-foot satyr (half man/ half goat).
3. Elves who may be good or evil depending on what they want.
4. City soldiers who are 'just following orders.'
5. A cursed human / monster that escapes its crypt at night to devour humans.
6. Angry or traitorous nobles.

7. Road bandits.
8. Several teams of competing / backstabbing rogues after the same objective.
9. A mob of skeletons and undead.
10. An army of enemy knights.
11. An assassin who controls a man-sized killer bug.
12. An assassin who can take the form of the people he / she kills.
13. An enchantress with a sexual deviance who can control an entire town.
14. A selfish sorcerer / witch who wants it all.

Story Arc 1

1. 2 subplots to choose from. Protagonist brings in a bounty, becoming mixed into a power struggle between a sorcerer and a disgraced brigand. OR Protagonist must help defend a kingdom under siege, where the stubborn monarch eventually succumbs in battle.
2. 2 subplots. Protagonist is hired to hunt down a creature stealing grain from the farms. OR Protagonist must escort a young noble out of immediate danger.
3. Protagonist is hired to deal with a noble woman cursed to become a vicious monster that haunts her manor / castle.
4. 3 subplots. An unwanted guest crashes a feast. OR A protagonist must protect a noble through several dimensions as an assassin follows. OR A protagonist is captured by unfriendly elves who want something.

Story Arc 2

5. 2 subplots. Stop an enchantress who can put an entire town into a sexual orgy or succumb to it. OR Stop a shape-shifter from taking a nobleman's child.
6. 2 subplots. Stop a shape-shifter gone mad and killing everyone. OR Take part in the hunt for a dragon egg, with an unexpected twist forcing the protagonist to defend the egg instead.
7. 3 subplots. Protagonist is captured and jailed after making a just demand. OR Protagonist must decide whether or not to help a friend / city / nation who has been troublesome in the past. OR Protagonist who is wanted by the authorities is chased by rogues / outlaws who may want to turn him in, or do something worse.
8. 2 subplots. Protagonist steps on cursed land and is attacked by skeletons and undead, resulting in a serious injury. OR Help a group of powerful mages defend a stronghold that is found on a key strategic location.

Witcher Season 2

Bestiary

1. A lighthearted beast-man who is also a trickster.
2. An attractive succubus that turns into a giant bat.
3. A cursed tree-monster that could have once been your friend.
4. A tree-monster gives you trouble, until an even bigger monster arrives.
5. An entire city's worth of guards, soldiers, dock workers, etc., who are dead set against the cause / faction you represent.

6. A fire mage who sometimes shows up with hired muscle.
7. An ally taken over by possession, who has the power to open portals allowing strange beasts to come in and attack you.
8. A powerful witch trapped in another dimension, who constantly schemes to escape and who can, through visions, manipulate others to do her bidding.

Story Arc 1

1. 2 subplots. A close friend / ally is missing after a battle, possibly dead or captured. OR An old friend has been cursed to turn into a beast-man, who has fallen in love with a deadly female / male creature.
2. 2 subplots. You are captured and willingly / unwillingly participate in a ritual that shakes you to your core. OR Your ally is cursed to turn into a large monster.
3. 3 subplots. You must train a troublesome, immature sort into the ways of a warrior, where it seems that certain monsters are attracted to her / him. OR You or a close mage must deal with the dilemma of having lost your magic powers. OR You must kill a prisoner before witnesses to prove your loyalty to your faction.
4. 3 Subplots. Try to escape from a fortified city / similar place. OR Train hard to reach the next level of excellence. OR Investigate why or where so many new threats are coming from.

Story Arc 2

5. 3 subplots. Rescue your friend, who has been captured, and then you are captured yourself. OR Investigate the strange ruins which may hold the key to great power, or perhaps they are gates to another dimension. OR Return to your homeland after being missing for a time, and reclaim your rightful place among the elite.
6. 4 subplots. A mage attacks your allies, but can you stop what you are doing to go after him / her? OR Protect a friend / ally from the supernatural creatures tormenting her / him. OR There is tension among two distrustful factions, and you are right in the middle of it. OR An ally mage and friend of yours suddenly shows a lot of interest in the important person / holy relic you've been protecting.
7. 3 subplots. Two factions are at odds, when one side makes a surprise and lethal strike on the other. OR A selfish trickster leads you on a wild goose chase, costing you valuable time and resources. OR You happen upon a group of allies, who aid you in reaching a destination, but when you arrive it seems that your goal may have eluded you.
8. 2 subplots. A faction who has been struck against hits back, against the wrong faction. OR A witch / demon takes over a powerful ally, making the ally an extremely dangerous threat.

#####

Titan Quest Video Games

Titan Quest 1

(The original Titan Quest has nearly 60 main quests and side quests in it. A few were omitted. They were repeated from the end of one chapter to the start of the next one. I've gotten the list down to 56. These 56 quests will be sorted into seven sections of eight quests each, or 7 Parts, to give you plenty of choices for a short or long campaign. You can use these Parts in 2 ways. 1 – roll 1d8 for each Part and get a random quest, choosing as few as you'd like or one from each of the 7 Parts. 2 – Roll 1d8 for a result between 1 and 7, and play that single Part as a full campaign.)

Story Arc 1

1. A Troubled Village - Discover who is responsible for attacking the town's horses and fields.
2. The Poisoned Spring – Search for the reason the water is poisoned and defeat those who are responsible.
3. A Master Blacksmith – Find the reclusive blacksmith and see if he has any good armor and weapons for you.
4. Under The Labyrinth – Find a reliable source that will tell you how to enter the labyrinth and where to search for the precious artifact.
5. A Promethean Surrounded – Find and kill the monsters surrounding a camp, where a sorceress will give you a reward.
6. Caravan Woes – Protagonist must kill the chief raider, to stop the many raiders who are attacking travelers on the road.
7. A Mystery In The Mountains – Defend the villagers in the snow / mountains / high place from Neanderthal men, and find one villager's son, who may not be alive.
8. The Emperor's Clay Soldiers – After a clay army has come alive and is destroying a city, find and kill the clay sorcerer and his few but powerful clay minions.

Story Arc 2

1. Monstrous Brigands – Help the shepherds fend off attackers and rescue a shepherd who has been taken into a cave.
2. The Words Of The Oracle – Travel to another city, facing dangers along the way, to speak to the oracle / prophet.
3. Goods Abandoned – After camping near ruins, a trader is attacked and leaves his entire load of goods behind. Whoever finds it can keep it.
4. Xanthippus The Healer – After attackers release a plague, you must find the healer before everyone dies.
5. The Invocation – Bring a previously acquired scroll to an oracle / prophet, who will tell you where to find 2 artifacts. The first is a holy relic protected by a 1d4 statues. The second is an artifact for Far Sight (seeing far away / the future) and is held by a powerful mini-boss. The oracle / prophet will attempt to merge the two objects together, but fail and destroy both.
6. A Telkine In Egypt – Explore the tombs / cemetery to find an important artifact possessed by a mini-boss.
7. Caravan In Trouble – Find and rescue travelers on the road who have been attacked by many monsters.

8. Terra Cottas At Large – Find and kill many clay soldiers, with little or no help from the local soldiers because they are afraid of them.

Story Arc 3

1. The Cornered Man – Help the lumber camp fend off attackers and rescue a lumberjack.
2. Skeleton Raiders – Help defend the town from bands of angry villains, find where the villains are coming from and explore those ruins, possibly with help from an ally.
3. The Grieving Widow – Help the grieving widow avenge the death of her husband by killing the mini-boss that slew him.
4. – The Undead Tyrant – Help find the undead tyrant who has risen from his grave to plague the local village.
5. Lowest Of The Low – Help the residents of the poor end of town defeat the many monsters plaguing them.
6. The Corrupted Priest – Find and kill a priest / holy figure who has been corrupted into an undead, and who has several animated statues guarding him.
7. The Child And The Raptor – Help a mother find her missing child, who was taken by a raptor / flying creature.
8. Behind The Waterfall – Travel into a cave behind a waterfall, where you must kill many monsters and recover a village shrine.

Story Arc 4

1. Medicines Waylaid – Help the healer bring medicine to one or more towns.
2. News Of A Shipwreck – Search for a recent shipwreck's treasure, where the ship was lured too close to shore by sirens, and battle many monsters along the way.
3. The Battle For Athens – Help defend the city and receive a bonus.
4. The Blindness Of The Gods – Find the boatman who will take you to another location over perilous waters.
5. The High Priest's Request – Protagonist must recover a holy artifact from the tombs / catacombs, so the priests / holy figures can awe the crowd with its power.
6. The Sick Of Cronos – After a priest / prophet deciphers a previously acquired artifact, the protagonist must travel to a temple / religious site to recover a sacred weapon, but a powerful boss whisks it away at the last moment.
7. Stalker In The Woods – Explore the road through the woods and find the creature preying on travelers.
8. The Hermit Mage – Worried villagers ask the protagonist to find the reclusive mage in the forest / jungle, but only the mage's destroyed home remains.

Story Arc 5

1. Spartans At War – Travel to a soldier camp and defeat a persistent mini-boss tormenting the soldiers.
2. The Source Of The Monsters – Fight your way through an enemy war camp, where you find a captive who will tell you where the mini-boss is.
3. Trapped In The Ruins – Help the soldiers kill the monster they have trapped.

4. The Family Heirloom – A guard asks you to retrieve a favored weapon.
5. The Missing Brother – Protagonist must find a woman's brother, who has gone to the tombs / cemetery to wake a guardian creature, but the creature has instead become a mini-boss with no minions.
6. The Hunt For The Sickie – After a sacred weapon has been stolen by a powerful boss, the protagonist arrives to the location and must finish off any remaining monsters, and get clues from the survivors.
7. The Wealthy Collector – Find two artifacts in two different caves, for a nice reward.
8. The Three Sisters – Find and rescue 3 sisters in the mountains / high places.

Story Arc 6

1. The Lost Dowry – Help the father of the bride recover the dowry, which has been stolen by attackers.
2. A Proper Offering – Bring a suitable offering to an oracle / prophet / religious structure, and receive a blessing / bonus / information.
3. Spartans Lost – Help find the lost scouts.
4. The Beast Of Legend – After traders warn of a power monster nearby, explore the caves to find and kill it.
5. Khufu's Curse – Protagonist must stop monsters who have broken into a pyramid / tomb, before they can defile a sarcophagus / grave and cause a dire plague.
6. The Seeds Of Destruction – Defend the peasants in the fields and town from many roaming monsters.
7. A Lesson In Despair – Find the soldier hiding along the riverbank and kill the monsters who are tormenting / hunting for him.
8. Under Wusao Mountain – Using a previously acquired weapon, find and kill two mini-bosses in a city, but you only kill one and the other escapes.

Story Arc 7

1. The Ancient Of War – Help find the old warrior who has wandered away from the soldier camp.
2. The Good Centaur – Help the 'good' monster recover a favored weapon, after his fellows have gone insane and a mini-boss has taken it.
3. The Order Of Prometheus – After attackers invade a fortified city, explore the catacombs / tunnels / sewers to find and kill them.
4. Plight Of The Nile Farmers – After farmers warn of many monsters coming into the floodplains, explore the marshes and kill them.
5. A Hidden Treasure – Protagonist must brave past many monsters to find a tomb / grave with great treasure.
6. A Gargantuan Yeti – Explore the ice caves / underground and find a powerful monster who has cold elemental attacks.
7. Journey To The Jade Palace – Search a location for a monster carrying an important relic, before the monster releases another powerful monster, only to find nothing.

8. A General In Repose – Explore a long underground tunnel, facing many monsters and finding great treasure.

Final Act

Olympus – Find and defeat a boss monster in the home of the gods / holy city.

#####

Titan Quest 2

Titan Quest has 2 expansions with a total of 60 major and minor quests. These have been re-organized into 10 Parts with 6 quests each. The same as with the first TQ Campaign, you can roll for 1 quest from as many Parts as you'd like, or roll 1d10 for a single Part to create an entire campaign in an instant.

Story Arc 1

1. A Mysterious Message – A portal / divine message appears to the protagonist, telling him to kill the sorcerer in the woods.

2. The Road To Hades – Travel through a half-destroyed city, searching for an oracle / prophet who will send you toward your next quest.

3. An Invitation – As the spirits of slain warriors help you, find and destroy a ship / caravan taking a large amount of supplies to the enemy.

4. The Shades Of Erebus – With the help of another warrior, find and destroy d4 artifacts that control that same number of monster groups, to scatter the groups and make them easier to get rid of.

5. The Power Of Nerthus – A nature cult is plaguing a city. Find the nature cult in the wasteland / location away from the city, enter their underground tunnels and slay four mini-bosses who control the artifact causing all the trouble.

6. The Restless King – A woman has been scorned / captured for claiming she is the descendant of an ancient king. You must find the king's barrow / resting place and see if the crest on her brooch / artifact matches the crest on the dead king's items.

Story Arc 2

1. A Crab Story – Destroy the giant crustacean / insect plaguing the fishermen / villagers.

2. Among The Ruins – Help a soldier at a refugee camp, who is organizing warriors to fight the monsters destroying his city.

3. The Necromanteion – Help the priest, whose temple / holy place has been taken over by demons / monsters, and rescue the other priests.

4. Hade's Generals – With the help of a formerly heroic, but now weakened deity, find and destroy d3 of enemy generals, who have taken the deity's power and are using it to control large groups of demons.

5. Wine From The Rhine – A noble farmer asks you to recover a special barrel of wine meant for the prince / city leader, from the bandits who have stolen it.

6. The Magic Cauldron – Find d4 scattered fragments of a magic cauldron, which when put together does... ?

Story Arc 3

1. An Impossible Task – Protagonist must find a cure to heal a villager's daughter, but the person with the cure wants an artifact in exchange.

2. A Dangerous Mission – Travel to the half-destroyed city, searching for a healer who was to bring back a hoard of food and medicine.

3. Admetus Among The Dead – Find and rescue the youth from the captive camp, who will then tell you the location of d3 treasures.

4. Troubles Of A New Age – Residents celebrate a recent victory against a powerful enemy, but many monsters remain in the harbor / port.

5. The Troubled Son – A cooper / tradesman will give a reward if you find his missing son.

6. The Survivor – For some strange reason, holy warriors have attacked and destroyed a village. A fleeing woman asks you to find her husband, but he or someone else in the village may be at fault.

Story Arc 4

1. A Torch-Lighter's Gauntlet – Protagonist and another person must travel to the bluffs / high place and light beacon fires for the incoming ships / travelers.

2. The Enemy's Captain – Travel to the half-destroyed city, to kill the leader of the dangerous enemy army.

3. An Inside Source – After their village is overrun by attackers, find the peasant leader and ask him where your skills will do the most good.

4. Festivities – As residents celebrate a recent victory against a powerful enemy, dig out survivors from the rubble, one of whom will have information for your next quest.

5. Celtic Plaid – A weaver asks you to collect special dyes from several locations.

6. The Rescue -An important noble woman has been captured by an opposing group of deities / gods. It will be a long and terrible journey to get her back.

Story Arc 5

1. Outpost In The Woods – After a fleeing guard tells you he was sent out to find reinforcements, you must decide if you will help the outpost under siege.

2. The Stygian Lurker – Find and kill the monster hiding in the swamp / forest near the river.

3. The Battle For Elysium – Find the oracle / prophet, who will say you are uniquely qualified for the next quest you are about to undertake.

4. Sciron – Find and kill a notorious outlaw and his band, who are terrorizing the coastal roads and attacking travelers and merchants.

5. Little Friends – A beekeeper ask you to collect honey from several locations.

6. Dvergar History – A noble historian is investigating the decline / cursing of a formerly great empire. She asks you to travel there and find written records of what happened.

Story Arc 6

1. Medea's Price – For some reason, you need to travel to the underworld, but the only mage who can help demands an artifact in exchange.
2. One Who Would Lead – Find the missing leader of a group who refuses to move to safer grounds without him / her.
3. The Siege Striders – After other forces have destroyed one, find and destroy the d4 remaining and powerful battle monsters.
4. A Northern Contact – After having no news for a time, a religious figure asks for you to seek out a religious figure in another city.
5. The Trapped Nixie – Help the stubborn homesteader relocate, after he / she has waited too long and there are many monsters around his / her isolated home.
6. Squabbling Merchants – After their father passes, two smiths / merchants argue over who will get the well-known forge / family business: the older brother or the younger and better smith / merchant. It is up to you to resolve this issue.

Story Arc 7

1. The Stolen Sigil – Help a sorcerer recover a powerful sigil, from the powerful monsters who have stolen it.
2. Judgment Of The Living – While traveling to a city under siege, you are stopped by an unlikely source and given information for your next quest.
3. The Flight Of The Messenger – Find and escort the frightened messenger to the location he needs to reach.
4. The Warrior Princess – A noble woman from the far north asks you to travel to her lands to find out why the gods of her people are attacking their lands.
5. The Kornwyf's Scythe – While on the road, defeat a mini-boss and discover a strange, possibly powerful artifact, and then try to find out who the artifact belongs to.
6. The Craftman's Passion – A trapper asks you to find d3 gems / small artifacts that he will merge to create a powerful piece of jewelry. Unfortunately, you don't find them all and the trapper changes his mind, giving you what he's done so far, which someone else might finish or be left useless.

Story Arc 8

1. The Wealth Of The Ancient Kings – Travel to the swamps / woods / jungle, searching for an ancient city where a king buried a great treasure.
2. Hade's Treasury – Kill the monster trying to enter a place with great treasure, and keep the treasure for yourself.
3. The Achaean Pass – Join or lead a small group of warriors to hold the crucial pass before the enemy fights their way through.
4. Heart To Stomach – The tanner asks you to find his wife, who has gone to purchase food from the outlying farms, but hasn't come back yet.
5. Scandia Under Siege – The king / ruler / leader sends you to find a missing noble woman, who may have been taken to a shrine / temple to the north.
6. Legendary Craftsmanship – After you defeat a powerful mini-boss, a master smith will take one of your weapons and replace it with a more powerful version.

Story Arc 9

1. Lampido's Potion – Travel to the swamps / woods / jungle to obtain three ingredients for a powerful potion, which a sorcerer is willing to share with you.
2. The Dust Of A Titan – Find the ashes of a slain deity, which a sorcerer can use to make a powerful elixir.
3. A Noisy Diversion – Joining the next battle movement, you must choose whether to help storm the palace or become part of the diversion that will draw the enemy away.
4. White Gold – Find out what is happening inside the salt mine, so the workers can get back to work.
5. Giesel – After a heated argument with her lover, a woman flees into the forest / dark place full of monsters and wolves. Naturally, the lover asks you to find her.
6. The Wisest Being – After accomplishing a difficult task, you find out it was a deception that could lead to catastrophe / nations at war / apocalypse, and you must quickly find the wisest beings around to ask for their help.

Story Arc 10

1. The Treasure Hunters – Find and reunite the two treasure hunting brothers who have become separated and lost in the woods / jungle.
2. Eurydice And Orpheus – Find an artifact and give it to a person, who will use it to locate her missing, musician lover, which you must then rescue.
3. The Immortal Throne – After a deity grants you god-like powers, find her lover, another deity, who has gone insane and must be killed.
4. The Golden Sickle – Go into the woods to find the monster that stole the druid's / religious figure's golden artifact.
5. Fir Cone Liquor – You need to cross a body of water / dangerous place, but the one person who can take you demands you bring a specific item. Problem: you don't find out until later that the item does not exist.
6. The Burning Sword – One army of powerful soldiers / monsters attacks a large city. Before a second army is unleashed, you must travel behind enemy lines to thwart its advance.

#####

About The Author

Raymond Towers is an author of fantasy, horror and science fiction that strays away from the mainstream, plus a little in the way of true paranormal and other genres. He has written and independently published a good number of titles, most of them full-length novels and collections, with several more on the way. The author has been a lifelong resident of warm and sunny southern California, a location that pops up frequently in his writing. At the moment, the author is looking for ways to reach new readers all over the world, in addition to pursuing his great love of writing and taking it to the next level.

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Raymond Towers on Drive-Thru RPG
<https://www.drivethrurpg.com/browse/pub/17953/Raymond-Towers>

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<https://www.smashwords.com/profile/view/raymond towers>

#####

(In Progress! Coming soon! Venture ye not past this point!)

Mayday Roleplay

Ironsworn RPG, Eye Of The Storm

Story Arc 1

1. The protagonist feels compelled to impress his fellow villagers.
2. He travels into the wild and comes to an abandoned village.
3. The protagonist decided to search for resources or wealth there.
4. The resource is strangely tainted; it may have been a former villager.
5. The protagonist may have to remove a part of the village to verify identity.
6. The protagonist presents the person's fragment to elders or relatives.
7. The elders/relatives react badly and may want to threaten the protagonist.

Story Arc 2

1. The protagonist is adamant he made the right choice in bringing the fragment.
2. After being chased away/harassed by the elders, the protagonist must be consoled.
3. To impress fellow villagers, the protagonist investigates the dead villagers.
4. While away from safety, the protagonist is approached by a large menace.
5. The battle is not going well, and that's before a second, different threat arrives.
6. The protagonist is adamant to return the first threat to the village, for redemption.
7. The threat is hungry, so the protagonist sneakily leads it to the dead villager.
8. The villagers and the second threat find the protagonist and the first threat.
9. The protagonist and first threat avoid the second, entering the village like victors.

Story Arc 3

1. The villagers respect the accomplishments of the protagonist, forgiving him.
2. The arrival of the first threat is seen as an omen, causing strife in the village.
3. The protagonist becomes protective of the first threat, wanting to care for it.
4. Certain members of the tribe, perhaps a sect, are hostile toward the protagonist.
5. The protagonist must next travel out to an ancient site, seeking a missing leader.
6. The protagonist and hostile villagers find an ominous sign revealing past calamity.
7. The villagers want to rush into the site, while the protagonist is wary of danger.
8. The protagonist loses sight of the others, and must hurry to find them, or else!
9. The group enters a new area, possibly where the unknown danger will be found.
10. The protagonist manages to rescue the others just before structural collapse.
11. That same collapse reveals a new threat, which revives or awakens right away.

Story Arc 4

- 1.

#####

Mayday Roleplay
Ashoka Precious Cargo

Story Arc 1

1.

#####

Kill Ten Rats
Ironsworn RPG – Chapter 1

Story Arc 1

1. The protagonist is the lone survivor of a shipwreck.
2. The protagonist explores the shipwreck for supplies and weapons.
3. Others are scavenging for the same supplies and could become threats.
4. The protagonist hides and waits for the chance to ambush the scavengers.
5. After the encounter, the protagonist is haunted by a person he thought perished.

Story Arc 2

1. With more scavengers coming, the protagonist tries for a subtle escape.
2. The protagonist runs into a helpful NPC who directs him toward a village.
3. The protagonist comes across a man-made anomaly he could explore later.
4. The protagonist reaches the village, finding a helpful guard NPC.
5. The protagonist will soon travel north, in the company of a caravan.

Story Arc 3

1. The protagonist rests and replenishes at the home of helpful NPCs.
2. Meanwhile, murderous scavengers have been tracking him down.
3. As the scavengers quietly enter the village, the protagonist senses them.
4. The protagonist quietly warns the villagers, and prepares an offense.
5. The fighting begins with stealth, but it eventually becomes a battle.
6. The battle causes the village to start burning, and a larger enemy force arrives.

Story Arc 4

1. The larger enemy force is tougher, rougher than the initial attackers.
2. The enemy force begins to sack the village and takes many captives.
3. Other villagers petition the enemy, finding out they want the protagonist.
4. The enemy force demand a trade: the protagonist for the captives.
5. When the villagers begin to bicker, the enemy leader calls for a duel.
6. The protagonist is pitted against the most vocal of the villagers.
7. The protagonist will not kill a villager, and ends up fighting an enemy.
8. The protagonist weakens the enemy, choosing to barter with the leader.

9. The leader agrees to spare the villagers, if the protagonist brings wealth.

Story Arc 5

1. The protagonist returns to the man-made anomaly, looking for treasure.
2. The enemy leader forces the protagonist to take the weakened enemy along.
3. Guarding the entrance to the anomaly is an aged, proud defender.
4. The defender gives a dire warning against the protagonist and many enemies.
5. The enemies push the defender out of the way, giving the protagonist entry.
6. The protagonist and an unwilling enemy begin exploring the anomaly.
7. They come to a strangely crafted, partially flooded, rusted metal door.

Story Arc 6

1. The protagonist has trouble getting past the rusted metal door.
2. The chamber within is haunted or protected by the spirit of an ancient leader.
3. The chamber within is like a labyrinth, full of narrow passages and corridors.
4. The chamber was not built by any known peoples, but from an ancient race.
5. The protagonist and ally encounter a pair of sword-wielding guardians.
6. The heroes defeat their enemies, advancing into a strange grotto.

Story Arc 7

1. After the skirmish, the protagonist and unlikely ally begin to bond.
2. Continuing their exploration, the protagonist and ally run into more threats.
3. The protagonist finds a crack in the wall, glimpsing a strange hidden chamber.
4. In the chamber, they sight several old corpses, who were buried alive there.
5. The hidden chamber is an ancient shrine, and in it, they find a strong threat.
6. The strong threat has control over large bats, and commands them into battle.
7. The protagonist and ally flee and evade the threats, heading into a corridor.

Story Arc 8

This episode deals with NPC backgrounds and motivations. No action!

Story Arc 9

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