



NETBOOK OF PLOTS & ENCOUNTERS

A DnD Community Council Initiative

DISCLAIMER

Before you dive into this book and begin reading it, ask yourself one question. Am I a DM? Most of the information contained herein is of no help to the everyday player. This netbook is a great source for DMs that are in need of ideas for things to incorporate into their missions. It however is of very little value to people who do not DM adventures. So, if the answer to the question "Am I a DM?" is YES, then please, enter the netbook and enjoy the resources before you. However, if the answer is NO, you may want to pass this Netbook onto any DMs you know and not read it yourself. You will thank yourself in the long run.

LEGALESE

This is a fan created project. It is in no way connected or affiliated with Wizards of the Coast or any other gaming organization or company, except for the creative ideas that we have lifted in an attempt to show our undying addiction to a game that was created a long time ago in a land far away and has grown into something that has taken on a life of its own and will not and can not ever be destroyed except by taking it to sixth plane of hell, wrapping it in the stomach of an elder red dragon, and then pouring 40's over it as a tribute to its "peeps", after which you then hand it over to an albino bugbear with one eye who will then devour it in one gulp. Only then...wait...what the hell was I talking about again? And no, this is not the way the official legal section will read.

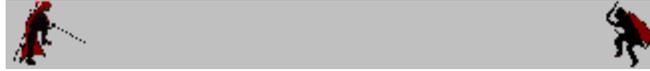


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***Please note: This TOC is unfinished because the book itself is unfinished.
Content submissions can be sent to nboplots@dragoncon.net***

INTRODUCTION

Ideas are sometimes hard to come by. As a Dungeon Master, you have to plan out the mission, the battles, cities, treasure, story and everything else that comes with an adventure. Even the best DMs can use some help with the planning sometimes. That's where this Netbook comes in handy. Need someplace to start your adventure besides a tavern or inn? How about a nice encounter for that trip from one city to the next to liven things up? Having problems coming up with the backbone of your adventure? Well, this Netbook can help with all of those things and a whole lot more.

The Netbook of Plots, provides DMs with a guide to help them in the creation process. Whether it be help coming up with encounter ideas or just a quick idea to get you started, we have it.

We start off in the Campaign Creation section. In this section, we will cover the different aspects of building a good campaign, and what factors to consider or use in your overall plot. How will the weather affect the mission? Is there an intriguing political system in play in it? What creatures are native or plentiful? All these questions and a lot more should be asked in the creation process of a good campaign to help build a detailed background that your players can use to better their role playing experience. This section will provide the necessary and often overlooked details for this purpose.

In the section named Starting Points/Initial Meetings, we cover many different and creative ways to bring your party together besides the old tavern idea. How about your party wakes up in prison, and can't remember how they got there? Or they all answer the same asking for volunteers to clear out some bandits? A good start to an adventure will hook your players immediately and keep them interested. That's where this section will be helpful.

Encounters will encompass those things that get thrown into an adventure to liven it up. From the simplest, like two dogs fighting in the street, to more involved ones, like a dead body on the side of the road, we will try to include as many as possible to help you fill out your adventures. Instead of having your players travel from one town to the next with no action, why not throw one or two quick encounters at them to keep them on their toes. The Encounters section will help you with this.

The Mission Plots part of the Netbook is where the meat and potatoes are. It will contain well thought out and detailed plans for missions or adventures you can throw at your players. If you are really stumped and need some fresh ideas, check this section out to see if anything interests you. These ideas will be fleshed out a lot more to contain levels, locales, background info that might help, and whatever else is deemed necessary to create a good mission plot. You will be able to find plots for all types of adventures, from cities to woodlands, straight ideas to political intrigue and whatever else we can find.

The Plot Generator section is a project all its own. It contains lists of all kinds of things to help you randomly come up with a quick idea for a mission, or an encounter or whatever you need. Roll on each table, and POOF....an instant idea that you can build on. This part will help out when you would rather build your own missions or encounters, but just need a little push to get the idea out.

Our mission with The Netbook of Plots will be to provide the best resource for you to access when you need help fleshing out your adventure or just adding a little flavor to it. Never get caught unprepared again while playing. With our Netbook, the next encounter is just a page flip away.

HOW TO BUILD A GOOD CAMPAIGN

GEOGRAPHY:

Use the local terrain against or for the adventuring party. Swamps tend to be overly dreary and wet. Don't forget to add those touches to your descriptive narratives as you expound on how wet and miserable they are while traveling. Same goes for rain too. Deserts are so dry, this too will help with your descriptive narratives as you talk about their thirst and the hot sun, not to mention the sand in their shoes. Use the geography in the plots to help lend a feel of realism to the gaming. Not only including a random or plot centered monster or two but also all the little critters associated with that geographical terrain. Things such as nats, mosquitos, ticks, frogs, lizards, mice/rats, foxes, Gila-monsters, birds, scorpions and other such mundane but annoying nuisances of certain geographies.

CHARACTER HISTORY:

Have your players develop detailed histories for their characters. Learn to use these histories to generate more encounters and side plots within the main one. Tie characters together in strange ways based on occurrences from their past. Maybe a character does not know who his/her mother is, use that within the game by having that character find something that lends a clue to his/her heritage or run into someone who might have known that person. Get to know the character's histories and use that information to create satisfying campaigns for both the DM and the players.

VILLAINS:

Developing a detailed and intricate villain can develop into a complete plot on it's own. See the Netbook of NPCs to help if you need some ideas for villains. The villain can be the reason for the adventure which is the standard with villainous plots. Also one might want to look at the villain's property for something to base a plot around. See the Netbook of Magical Items for ideas for this kind of adventure.

IDEAS TO EXPAND UPON:

- How ecology, demographics, terrain, political intrigue, character involvement, religion, etc, affects a campaign
- Holding back cool or creative ideas instead of overwhelming your party in the beginning
- Stretching and connecting plot lines and ideas over the course of a campaign

Please be aware that this section is in no way near completion it is a basic outline for what we are trying to portray in this section of the Netbook. If you have anything to add to this please send it to us.

STARTING POINTS/INITIAL MEETINGS

These would cover different ways to get a party together. Nothing elaborate with this one, as it would basically just be ideas for starting an adventure, besides the ol "Meeting in a tavern" one. This section will be split into two distinct parts. How to start a mission if the members know each other, and the other section would be how to start a mission if they don't. This section will also contain information and ideas on how to remove or add a player to a mission that is already underway.

The Members Know Each Other

Orc Muscles

Location: A woodland location, after a battle

Classes: Any

Levels: Mid

Idea: One or more of the party members have been very injured in the just ended battle with a group of suspiciously powerful orcs. The party must take their injured comrade(s) to be healed at the nearest temple/church, so they can investigate why they were so overmatched in a fight they should have won easily. Is there something behind these "pumped up" orcs?

The Members Do Not Know Each Other

The Murder in <enter city name here>

Location: City

Classes: Any

Levels: Low to Mid

Idea: A city official has turned up dead. The only clue that is left is a dart with blue feathers. Thinking that this could be an "inside job" somehow connected to a visiting VIP, the head of the guard wants an outside group to investigate. Is the VIP in danger, or is their another target that hasn't been revealed yet?

Captured!

Location: City/forest

Classes: Any

Levels: 1st

Idea: The PCs, as well as several other 0th level commoners are en-route from one city to another when the caravan is ambushed by a large group of Kobolds! All the people are taken hostage and the caravan is looted and destroyed by the pillaging kobolds. The PCs (each traveling for their own reasons) must work with the others that were captured, utilizing their skills to escape and either defeat the Kobolds or return with a militia to eliminate them.

ADDING AND SUBTRACTING CHARACTERS

Adding:

Adding PCs into the game in the middle can sometimes be a hassle or difficult to do without resorting to the old "guy tied up on the side of the road" technique. This section will deal with how to be creative when you bring in a new character.

Just Dropping In

Location: Anywhere

Classes: Any

Levels: All

Idea: A flying creature has captured the entering character and is flying over where the current group of characters are at. While in flight the character fights and struggles with the Roc getting some damage within the great bird's claws before somehow managing to make it let go and plummet to the ground near the group. (In the scene where this was used, our mage saw her falling and created a net to catch her on the ground so she would not get hurt any more from the fall.)

Don't You Think I Can Use a Hand?

Location: Any unpopulated area/wilderness

Classes: Any

Levels: Any

Idea: The group hears the ringing of steel and the sounds of battle ahead. If they go to investigate they'll find the new character fighting desperately against unbeatable odds of the enemy or other appropriately bad foe/creatures. The good aligned among the group will feel an overwhelming need to help the person out. Once the enemy is vanquished the new character will feel honor bound to help the rest out by accompanying them on their adventure.

Subtracting:

Removing PCs from the game in the middle of a mission can present problems, especially if the person leaving is a major character or is the leader of the party. This section will bring in new ways to do this without disrupting the overall flow of the mission. It will also show ways you can bring characters into and out of missions with relative ease.

I'll Wait Here

Location: Anywhere

Classes: Any

Levels: Any

Idea: Easiest one is to leave them there. For one reason or another that character can not move on or it is in the best interest of the group if someone stays behind to keep an eye out on their backs. I'll wait here is perfect for any character that needs to take a leave of absence from the game and is coming back at a later time or not. If the person does return to the game then this character can be given some news or tip for the good of the campaign that needs to get to the group and sets out to find them again. Eventually meeting up with them to relay the information and continue on with the quest.

Cut Off In My Prime

Location: Swamp/Cave best places (possibly city)

Classes: Any

Levels: Any

Idea: An earthquake is a good way to separate the character/s that need to drop out of the game from the rest of the party. They don't even need to get buried just have enough of a land fall between the group and the character that is leaving so as to make it unrealistic for the group to spend the time and energy to dig through to get that one out. They can always walk around the mountain to meet up with the others later. You can have them fall into a sink hole, down a trap door, through a shoot in a cavern wall, castle wall or other type places. In a city they can be kidnaped, detained elsewhere when the party leaves, and even thrown in jail for something real or imagined. In all these cases it not only does not kill the character off but also allows some room for them to return to the game later although a personal requirement for this is a grand tale by the character of what happened to them in the interim.

ENCOUNTERS

These would include things that could be thrown into an adventure to liven up the action, to fill in some dead time during traveling, or just for a change of pace. These wouldn't be too developed, but would include enough information for the DM to use if he wished. This section would also be divided up according to where the encounter could be used most effectively.

City

Drunk Man

Classes: Any

Levels: Low to Mid

Idea: While one of the party members is walking down the street in town, a drunk man comes up to them and accidentally staggers/bumps into the PC. The drunk man starts to make a big deal about it, but then apologizes half-heartedly and attempts to walk away. Whether or not he does is up to the PC. The guy is actually a rogue that has just attempted to pilfer something from the PC, and whether he does is up to the DM.

Mad Dogs

Classes: Any

Levels: Low to Mid

Idea: While one or all of the party members is walking down the street in town, a dog fight ensues nearby and if the characters do not try to break it up it seems to draw a large crowd all seeming to bet and hedge the dogs on. Also allowing for other encounters such as "Drunk Man" above.

Woodland

The Old Tree

Classes: Any

Levels: Any

Idea: As the party is traveling, off in the distance a ways in the woods, a loud crashing noise can be heard. The party then has to decide if it is enough of a mystery to go investigate or just keep on going. This is a very simple encounter that could very well develop into something bigger.

Ewww

Classes: Any

Levels: Any

Idea: This encounter is a very simple that could be thrown into a mission to lighten the mood or to just add some humor. As the party is traveling along, or is making camp, one of the party members feels a nice big squishy plop of a substance unknown to him/her. After further investigation, it is discovered that the PC has been "attacked" by a bird in a "special" way, forever never being able to live down the "bird poop" incident. This could also have a similar effect if the offending substance would come from below as well as above. Everything from mice to bear live in the woods and some of them leave a lot to be stepped in.

Caverns/Caves

Earthquake

Classes: Any

Levels: Any

Idea: While the party is in a cavern or a some caves, and seem to be lagging or are taking too long checking everything they come across, throw this little gem at them. Have the ground start to shake and some rocks start to fall from the ceiling. Nothing too serious, but it will probably eliminate the need to check everything.

Bats

Classes: Any

Levels: Any

Idea: This is a perfect one to fill in some dead time while searching through caves and tunnels. Have a group of bats fly down and buzz the party, making a general nuisance of themselves. The party is "invading" their home, so this would be warranted...right? Have the bats keep multiplying.

This is my Home

Classes: Any

Levels: Any

Idea: While the party is searching through some caves, have an inhabitant of the caves come upon them. You can make this creature(s) as powerful as you like, but make it fit in with your mission. The party will then have to decide how to react to this creature, especially if there is a ranger or druid in the party.

Dungeons

None as yet... please stand by for later versions.

Swamps/Marshes

Quicksand!

Classes: Any

Levels: Any

Idea: While walking through the swamp/marsh area a number of the party (1d10) falls into quicksand and depending on the construction of the group determines how hard and how fast the sand sucks the dismayed characters into it.

Deserts/Grasslands

Trap Door Spider

Classes: Any

Levels: Any

Idea: Deserts are hard open places. Not much can get you on the ground there and not be seen for a mile off before ever reaching you. However, under the ground is a totally different matter. The trap door spider lies in wait for anyone unsuspecting enough to walk by or over it's well disguised doorway. Once triggered the character/s will fall down a tunnel and into it's lair. In an game this was used in, it was not a spider that lay in wait under the sand of the desert but a party of dark riders under orders from the local evil over lord. They'd set up a web-like trigger system that when triggered sucked the characters under the sands and into their hands. It was most effective.

Water

None as yet... please stand by for later versions.

Other

None as yet... please stand by for later versions.

CAMPAIGN/ADVENTURE IDEAS

Class-Based

What follows is a collection of loose adventure ideas that a DM can use to build a more detailed game. The key word here is build, these are in no way to be considered full modules. The idea is that the DM could take any of his party members and base a campaign or an adventure specifically around them. Each class has its own unique personality, goals and worldviews such that they could be called upon by a local populace in any manner to seek aid. Some adventures are more player-centric than others, and may well use each party member's abilities. The *hook* for each adventure is listed under each party members category.

Cleric/Paladin-based

I Thee Wed

The cleric is asked to perform a wedding ceremony for a young couple. The man is a human, but the woman is a bearded dwarf. The town is in outrage because of their love, and the only priest in town (optional: priest in town is of the same god as the cleric) won't marry them. When the PCs enter town, the young man seeks the priest out. The player will have to wrestle with his own prejudices as well as that of the towns. The couple is aware that they can not have children together, but they still love each other regardless.

Resolution: Large XP awards should be given out if the players convince the town that true love knows no boundaries and get them to accept the young couple for who they are. Talking the couple out of the marriage shouldn't be an option. Each person loves the other as they are and they won't accept polymorph spells, etc. The town cleric should be a source of this problem since his prejudice fuels that of the whole town. Crafty players should figure out that if they can convince the town cleric then the town will follow suit. If the cleric fails in this mission, have the story end with the couple committing suicide and the town then shows that they really did love them and they rise against the players.

Optional follow-ups: The players find an orphaned child and give it to the couple to adopt.

Holy Visage

The cleric/paladin is asked by the church to travel to a nearby (although remote) location to investigate a recent discovery concerning a visage in the forest which the church believes to be some sort of holy visage. This could be likened to an image of the Virgin Mary in our own world. Use whatever image/form/appearance you feel is applicable given the players religion. Unbeknownst to the cleric, the image was created by worshipers of an evil god. Some villagers have gone out to visit the site to see the apparition and now they are diseased, and are slowly dying. The evil clerics have lured the followers of the good god to the relic into a trap where they disease them and make them slowly die away. The cleric is sent to the omen to determine the cause of the disease and the nature of the omen. The evil clerics are well hidden nearby in full view of the visage.

Resolution: This adventure should challenge the cleric's piety. Optional: the visage talks and asks the faithful to come test their faith in front of their god. All that come become diseased, making those doubt their faith, with the visage yelling, "You are not worthy!" Crafty (and cruel) DMs may want to borrow the players character sheets before determining that "they are not worthy". This will throw a red herring at the players making them think that they lack something and that they really aren't worthy. The PCs should be awarded if they sniff out the evil clerics and put a stop to their evil ways.

Optional follow-ups: The players are asked to find a rare herb that can be used to cure those that were diseased. See "Ranger/Druid" section.

Mommy Dearest

This adventure is designed with a Paladin in mind. The party is asked to find and kill an evil female necromancer who has a fortress deep in a forest or swamp. She has been steadily creating an undead army in hopes of gaining power and control. The players find the hideout easily enough, and venture inside. After a typical dungeon-crawl (See Netbook of Dungeons) in which the party fights its way to the necromancer (through undead mostly, See Netbook of Undead), they reach her lair. When they find her, they see that she is very pregnant! Herein lies the moral dilemma: If the party kills her, fine, but they are also killing her unborn child. No self-respecting holy Paladin will be able to kill the necromancer outright knowing that the child could, technically, grow up to be a good, law-abiding citizen. Even attacking the necromancer may present a problem as any blow to the woman could kill or severely maim her child. If the party pauses, the Necromancer will sense this and take advantage of a surprise strike. There should be undead servants, hidden, in her quarters. The party can kill the necromancer, but there should always be some lingering doubt in the Paladin's mind as to whether they did the right thing.

Resolution: Award the most XP to the party if they take the Necromancer alive. She could be delivered to the church and, under constant supervision, deliver her child. After that, she can be turned over to the proper authorities, her child being taken as a ward of the church. If the Necromancer is killed, give the Paladin nightmares about the death of an innocent child. (Optional) Make the Paladin atone for the murder of the child.

Optional follow-ups: The Necromancer escapes from jail and is at large. The Necromancer will most likely seek out her child. The Paladin may be asked to help protect the church and the child from the Necromancer. (Optional) The child is born, and it has some demonic feature about it, like a tail, or small horns. The church may ask the Paladin to take the child into the wilderness to be sacrificed, or fed to wild wolves. The baby, whether it's demonic or not, does not radiate evil, so it's up to individual DMs to determine the appropriate outcome. Maybe the Paladin seeks divination spells to determine the child's future to determine an appropriate course of action.

Save Me!

This adventure will also test the moral strength of a pious cleric or righteous paladin. The party is asked by a wealthy nobleman, or king, to rescue their daughter, who was kidnaped by a despicable ogre-magi. The ogre is hidden deep in a cave. It seeks a large ransom for her safe return, and time is critical. A few efforts to rescue her have failed since the magi commands a formidable group of ogres, orcs, and other lesser demihumans. If the party agrees to the challenge, they can fight their way to the ogre-magi. When they finally get to its lair, they find the woman in a cage, suspended above a small pit of spikes and the ogre magi on a throne, grinning evilly. After a brief dialogue concerning how the party is going to die a slow horrible death, the magi attempts to use, what appears to be a wand against them. At this point, the party is going to open a can of whoop-ass on the ogre magi with everything they have: spells, wands, potions, whatever. At the end of the first round, the ogre-magi is dead - and then the illusion wears off. The party then sees that the cage is really the ogre-magi on a throne, and that there is no pit of spikes. If anyone in the party has immunity to illusions, or natural resistances then they will see through the illusion. Do this, or else you'll have a huge argument on your hands with your players. If any party members, like gnomes, have high resistances, roll them in secret. Even if the roll succeeds, proceed as normal. Your alibi is that the check was made, but failed. (This is why DMs have screens to hide behind) The throne was the woman tied and gagged to a chair who is now an all but unrecognizable burnt out corpse. As soon as this happens, the ogre-magi attacks the now surprised party. Assuming the party defeats the magi, they have a very real, very serious situation on their hands. They have murdered the woman they were sent to rescue. The party could lie about the death of the woman, but no paladin would ever condone a lie, even in this scenario.

Resolution: If the party lies about the victim, it's a believable lie, and the nobleman is accepting of it, and at least glad that they were able to defeat the magi, so that it brings no more harm to anyone. Award the most XP if the PCs tell the truth. The nobleman will certainly not be happy and may take several courses of action.

Optional follow-ups: The nobleman becomes enraged and has the PCs arrested and/or killed on the spot by his henchman. While the PCs have to defend themselves, they can't knowingly attack the nobleman or his guards without it being considered an evil act. A Paladin may opt to spend his time in jail if that's an option, but other party members may not like that idea. (Optional) The Nobleman is upset but lays a guilt trip on the party to require them to resurrect his daughter. He may agree to pay for the resurrection or not (DMs choice). Depending on the nature of her death, resurrection may not be an option.

Thief-based

Another Fine Mess

The thief is a good or neutral thief. In order to gain initiation into the thieves guild (which, despite the obvious evil connotations, can provide invaluable benefits to a thief of any alignment), the thief is asked to burgle a house. This house is owned by prominent landowners and merchants and is well respected in their community. If the thief breaks in (not overly difficult for a skilled thief) they find, in a locked or hidden room, some servants that are imprisoned. Some of the servants are dead, and others are fastened to elaborate devices of torture and cruelty. The servants that are alive implore the thief to set them free, to release them from these cruel owners. The thief finds out that the owners worship an evil god of torture and punishment and take great pleasure in cruelly torturing the servants. The servants that are alive, are too weak to walk (one is missing legs altogether), even if the thief is able to pick their locks. The thief must decide how to proceed. Certainly ignoring the entire situation is an option, but certainly the one that results in the least XP. Exposing the landowners will certainly get the thief arrested for burglary, and the thieves guild will disavow any knowledge they had of the thief. Any high-ranking religious officials in town will be hugely skeptical unless they have definitive proof. Without it, the church will do nothing except extolling the virtues of not stealing.

Resolution: If the thief can expose the landowners without exposing themselves then that is the best possible outcome. If the party just kills the landowners, then it may be possible to make it look like something other than a murder given what the officials will find in the house. Regardless of the outcome, the thief should be able to find something unique in the house that proves that they were able to break in so they can gain admission to the thieves guild.

Optional follow-ups: If the party sneaks in and kills the owners, the church will be glad to heal the servants and help defend the parties action (after all, they killed evil followers of a dark god). Much (if any) of the magical loot in the house should be specific to their dark god. The church will help them destroy it all for further XP awards. The church will also award the players for the owners death. Furthermore, the servants may know of a hidden cache of loot in the house that the party might not have been able to find otherwise. Optional: The servant tells of a close relative, or friend of the owners that would visit and would also engage in torture. The servant may know who this person is, and where they live (probably in a nearby town). The church will certainly ask the PCs to investigate, although this operation may be much more large-scale and dangerous.

The thief is a member of the thieves guild. The guild tells the thief that a fellow member got brave and broke into a house/tower of a local wizard. Once inside, he could smell death, but many doors, chests, etc were magically locked and he was unable to unlock them. The thief is asked to seek help from a wizard party member (if any exist) to help break into the wizard's tower. The guild believes the wizard to have passed on, and they want to reek the rewards of the now-dead wizard (who was certainly very, very old). There are several possible directions here:

- ! The wizard is in fact dead, but is currently in a room undergoing the process of becoming a lich. While not a lich yet, he becomes enraged once the intruders disturb the delicate process.
- ! The wizard IS a lich and has sealed himself in one of the rooms to study over vast tomes of magic. This option is for high level parties. Despite the lich's alignment, he may not be pleased that they intruded on him. If the lich is good, he may guise the party into performing a favor for him.
- ! The wizard is indeed dead, but before dying he took care to magically trap, seal, and booby-trap everything in his entire estate. The estate is large, and the thief wasn't able to get into any room, only the hallway, which is safe. The wizard may have animated undead, or created golems to guard his treasure into the afterlife. The wizard, not needing any of the magic items anymore, has given the magic items to the undead and the golems with instructions on how to use them.

Resolution: This adventure is certainly rather cut and dry, but much loot should be available here, but regardless of scenario, it should be very hard to obtain.

Optional Follow-ups: The party members discover a strange magical item with an agenda of its own. See "Generic" adventures below. A Sorcerer in the party discovers correspondence with another wizard discussing the workings of a magic that can render sorcerers powerless. See "Sorcerer-based" adventures below.

Bard-based

None as yet... please stand by for later versions.

Wizard-based

None as yet... please stand by for later versions.

Fighter/Barbarian-based

None as yet... please stand by for later versions.

Monk-based

None as yet... please stand by for later versions.

Sorcerer-based

None as yet... please stand by for later versions.

Ranger/Druid-based

None as yet... please stand by for later versions.

Flora/Fauna

The player is asked to seek out a rare flower found in the depths of a dark forest to cure an otherwise incurable disease that has affected several people. The flower, found nowhere else (of course) is guarded and maintained by a small, hidden Brownie village deep in the forest. The location of the Brownie village is unknown to no one save for a few fairies in the forest. However, for some reason, many of the fairies have come up missing. After diligent searching (or asking the local flora and fauna), the player finds one scared Fairy. It seems as if as though someone or something has kidnaped all her friends. She agrees to show the party the location of the Brownie village if they help her rescue all her friends. <unfinished>

Generic

- A friend of the party is being charged for murder and needs his friends to find the real killer to help him prove his innocence
- A local merchant needs guards for an important shipment as it travels through an area with high bandit activity
- There are rumors that goblins and orcs are forming raiding parties up in the hills near the town, and someone needs to go investigate
- An evil overlord is stealing the region's children and using them for some unknown purpose. It is necessary to go and find this evil and destroy it

More to come of course...



RANDOM PLOT IDEA GENERATOR

This section will allow the DM to jog his mind with an idea or a plot, and then let him/her flesh out the rest. Whether or not to use it as the main plotline for his/her adventure, something in the middle, or a plot twist to confuse the party could be some of the uses the DM could decide on. It will be broken down into a series of "idea tables" that you would use to generate a random idea. The first set of tables would be "Location Tables" and the second set would be the "Effects Table". Roll 1d10 once on the following three tables depending on where the characters are. Adjust results accordingly, re-rolling any that don't make sense for their actual location.

Location Tables

Table 1.1 Town Encounters - 1d10

1. While shopping in the bazaar, the character finds a...
2. While walking down a street, a merchant drops a...
3. While seating themselves at an inn, under the tables, the characters find a...
4. While gambling at a poker game, someone raises the wager with a...
5. A small kid scurries off into the crowd after handing to the characters a...
6. After winning a game of chance at the circus, the character wins a grand prize, a...
7. The characters find a dead beggar in an alleyway, and in his hands he clutches a...
8. While paying their respects at a local church, the high priest gives the characters a...
9. While trying to get their fortunes told by a gypsy woman, she gets spooked and frightened, but before running away, she hands the characters a...
10. While in an alley, the characters are beset upon thieves. After they kill them, on their bodies they find a...

Table 1.2 Dungeon Encounters - 1d10

1. While examining some rubble, the characters find a...
2. In the monsters lair, the characters find a...
3. Submerged in an underwater pool, the characters find a...
4. After searching the chests' lining, the characters find a...
5. A medusa turned someone to stone, but they're holding a...
6. On the skeleton of a dead adventurer, the characters find a ...
7. Lost amongst some coins in a treasure horde, the characters find a...
8. In the bottom of a pit full of spikes, the characters find a skeleton that holds a...
9. Wedged in a crack in the wall of a stone corridor, the characters find a...
10. Magically suspended high in the air in an enormous chamber, the characters find a...

Table 1.3 Outdoor Encounters - 1d10

1. Buried in a hole in an old oak tree, the characters find a...
2. The characters catch a glimmer of something in a river or pond; in it they find a...
3. While searching for mistletoe, the druid discovers, in a bird's nest, a...
4. The characters are ambushed by kobolds or goblins. After slaying the creatures, among

their loot they find...

5. The characters meet a strange wandering merchant on the road. Among his wares, the characters find a...
6. While traveling on the road, the characters find a fresh battle scene between unknown groups. On one of the still fresh bodies the characters find a...
7. While wandering through a forest, a squirrel approaches the party and, before scurrying away, gives them a...
8. In the middle of what looks to be a desecrated fairy ring, the characters find a...
9. While wandering in the woods, the characters find an ancient stone with writing on it. After deciphering the writings and reading them out loud, a small hole opens in the stone revealing a...
10. While walking through an open field, one of the characters falls into a small hole, revealing a...

Now, finish that sentence with a roll on the next table. Re-roll any roll that seems inconsistent with the first roll.

Effects Table

Table 1.4 Magical Discoveries - 1d10

1. Map of a lost treasure
2. Mysterious magical cube that radiates with energy
3. Ancient urn adorned with a message written in an ancient language
4. Small crystal necklace which appears to have someone trapped inside
5. An ancient journal of a cleric from a dead religion
6. Someone's personal signet ring.
7. A crystallized flower that was thought to be extinct.
8. A tome written in a language that no one knows.
9. A strange, rune-inscribed blacksmith's hammer.
10. An odd-looking vial of ink and a quill feather pen.

Further Development Tables

Now, here's where the adventure comes in. For each device, untold amounts of adventure can spew forth. The idea here is that given some simple concepts such as any strange device, full-fledged campaigns could be generated from such simple beginnings. See if you can come up with your own entries for table 1.4 and let your imagination flow.

Technically, there's not anything that a magic item can't do, so let your imagination go wild. The great thing about D&D is that some obscure powerful magical effect can be used to explain any inconceivable concept, no matter how ridiculous. Magic can be used to build cities, or tear them down. It can be used to alter alliances, or change the nature of man; whatever you want. Be creative, but focus on our goal here - make it lead into a campaign idea. Some of the effects listed above could lead to awesome year-long campaigns. Knowing the name of a demon lord could lead the party to Planescape where they take over a battalion in the Blood War because they control the Lord controlling it. Imagine where that could lead! The key that opens the unopenable door could lead the party on a hunt to find the unopenable door. Who knows what awaits them on the other side? Some ideas have to be level-specific. Giving a first level party the location of a dead god is nice, but they probably won't be able to act on that information for another 20 levels. So, give the characters appropriate circumstances.

...Map of a Lost Treasure

If you rolled the "Map of a lost treasure" on table 1.4, roll on the following table to determine the type of map. The type of map is easy. Now that you have the idea, you can flesh out the idea, draw the map, and tie your own characters motivations to it. For instance, a mage is likely to be very interested about discovering a secluded sage's tower, or a party hungry for loot and adventure will be interested to find the dragon's lair. You can come up with your own map ideas based on the desires and goals of specific party members, or of the party as a whole.

Table 1.5 Types of Maps - 1d10

1. A map to a secret fairy village
2. A map to an ancient dragon's lair.
3. A map to a sunken city.
4. A map to some underwater ruins.
5. A map to a secret society's hiding place.
6. A map of a pirate treasure buried on a remote island.
7. A map to a secluded sage's temple high in the mountains.
8. A map to an ancient civilization deep in a jungle.
9. A map to a lost artifact deep in the frozen north.
10. A map to a fire elemental temple far into the burning desert.

...Mysterious magical cube that radiates with energy

If you rolled "Mysterious magical cube that radiates with energy", then you can have all kinds of fun. It doesn't have to be a magical cube, but any sort of obscure magical device will work. This device could be, or do anything that you want - from the mundane, to the insane. But remember, our idea here is to propagate campaign ideas. Handing out a magical device that lets the wearer attack faster is neat, but that doesn't really let us build any kind of campaign from it. We want ideas that build into other ideas. Use table 1.6 to generate ideas.

Table 1.6 Magical Effects - 1d4

1. The character is owed a favor by...Roll 1d6
 1. A powerful dragon
 2. A Solar, or powerful angel
 3. A demon or devil
 4. An elderly, wise Treant
 5. A Hag
 6. An Orc Chieftain that controls many clans
2. The character receives insight into...Roll 1d6
 1. The location of a long-lost civilization
 2. The location of an ancient dragon's lair
 3. The location of a rare magical tome
 4. The disappearance of a lost god
 5. The nature of the magic of time
 6. A beholder cult that is forming in the mountains
3. The party is whisked away to a strange land that...Roll 1d6
 1. Is controlled by faeries.
 2. Is on another plane of existence
 3. Has a degree of technology never before seen
 4. Is run by women

5. Is in Kara-Tur
6. Persecutes all worshippers of <blank>
4. The character is given...Roll 1d6
 1. The secret diary of a lord or king.
 2. The real name of a demon lord.
 3. The knowledge to cast a previously forgotten powerful divination spell.
 4. The ability to see through a doppelganger's magic.
 5. The key that opens an unopenable door.
 6. A super-strength rod of treasure-finding.

...Ancient urn adorned with a message...

If your party finds the "Ancient urn adorned with a message written in an ancient language" then roll on table 1.7 to determine what they've found. Any ancient artifact will work. It doesn't have to be an urn. It could be any form of pottery or a tablet of some form.

Table 1.7 - Messages from the past - 1d6

1. The message is an ancient, forgotten spell
2. The message is verbal directions to a map. Roll on table 1.5 - Types of maps
3. The message foretells of the coming death of a powerful deity
4. The message tells of a powerful monster's weakness
5. The message describes a ritual that will confer some power to the performer. Consult table 1.6 - magical effects.
6. The message provides information about an ancient undead being of immense power.

...Small crystal necklace which appears...

Something to really get the characters in a flurry is for them to find a small gem or trinket that has someone or something obviously trapped inside. There is a whole range of options here for the crafty DM. Roll on table 1.8 to find a suitable result. For more information and ideas on NPCs, consult the Netbook of NPCs.

Table 1.8 - Random NPCs - 1d10

1. The person is a powerful, crafty thief that was trapped by a wizard seeking revenge.
2. The person is a beautiful princess from a far away kingdom whose kidnaping went awry.
3. The person is a powerful necromancer that was trapped by wizards since he couldn't be killed by normal means.
4. The person is actually a greater Doppelganger who could appear as any of these, or others. Roll again.
5. The person is a sly, charismatic vampire.
6. The person is a polymorphed dragon of any color or power.
7. The person is a high priest of a dead religion.
8. The person is a noble paladin that was trapped by an evil wizard.
9. The person may be a new player! This could be a way to introduce a new addition to your group.
10. The person is of an unknown race, and speaks a foreign language that no one understands.

...An ancient journal of a cleric...

If the characters find "an ancient journal of a cleric from a dead religion" then there are several campaign options available. The journal itself may be nothing more than a diary of the cleric's daily activities and may not be valuable in the sense that anyone would care, but it could also contain information that may be long forgotten. The last few entries may be especially interesting as temples can, and often are overtaken by forces of evil if the clerics are no longer able to defend themselves with the help from their god. The contents of the journal could contain several campaign ideas. DMs could roll multiple times on table 1.9 for several different results.

Table 1.9 - Journal Entries - 1d6

1. The journal speaks of an impenetrable dungeon ruled by a powerful force. The location of dungeon might be vaguely described, but the details of the writers attempts at entry would be specific. Use table 1.5 - types of maps to determine the type of dungeon, or the Netbook of Dungeons.
2. The journal speaks of a secret temple to an evil/opposing god. This other god may or may not be dead. The journal entry may speak of evil activities emanating from the other temple and/or treasure that may be located there.
3. The journal describes an artifact that was brought to the temple for ritual cleansing. The journal might describe the secret location where the artifact was kept for safe keeping, or maybe there are entries concerning the nature of the artifact being stolen.
4. The journal entries describe an unfulfilled promise on the part of the cleric to perform a simple task that might still be do-able.
5. The journal describes an ancient, complex ritual to create a powerful device or to summon a powerful angelic force.
6. The journal describes the location and details of a city thought lost to time.

...Someone's personal signet ring

The character stumble upon a signet ring of a high-ranking noble. The signet ring could be anyone's. It doesn't have to be a noble. It could be the signet ring of a powerful wizard, or an evil necromancer. Whatever it is, it can only mean one thing. The wearer of the ring is dead or has been kidnaped. Most people of power just don't leave their signet rings laying about anywhere. This ring is a clear tie to the individual and may provide clues for anyone trying to track them down. This ring might be most useful to diviners, or could be used by evil parties as a way to bring some influence. Unless a character has ancient or local history, or perhaps even heraldry, they will be unlikely to recognize the ring, and may pass it off as simple rubbish (unless it's magical). But, there may well be a story here worth investigating. Roll on table 1.10 to find out what that story might be.

Table 1.10 - Ties to the Unknown - 1d6

1. The signet ring belongs to a powerful, reclusive wizard. Finding the ring might indicate that the wizard is dead, and now someone has started pilfering his tower.
2. The ring belongs to a kidnapped or missing noble. Finding the ring might provide clues (from a Diviner) concerning the whereabouts of the individual. There may be a reward involved in their safe recovery.

3. The signet ring signifies that the wearer belongs to a secret, powerful organization. Crafty characters wearing the ring might be able to sneak in under the guise of membership.
4. Divining the ring reveals the location of a strange and powerful cult.
5. The ring belongs to a wealthy merchant who's been missing for weeks.
6. The ring belongs to a member of a reclusive Druidic order.

...A crystallized flower that was thought to be extinct

The characters have discovered quite an oddity - a crystallized flower. This could be almost anything, from a box containing a rare herb, or a gem containing a rare herb or flower in a magical stasis, or something along these lines. It doesn't have to be a flower, but it should be something that can lead to something that was previously thought missing, or ultra-rare. Perhaps it's a seemingly mundane thing that turns out to be something of incredible importance, power or value.

Table 1.11 - A Rare Find - 1d10

1. The flower was thought extinct. Divination reveals a strange island clouded in mystery that houses the plant.
2. The flower or plant is a rare specimen and has powerful medicinal qualities.
3. The flower is a natural, powerful toxin that has the potential to kill.
4. The plant is a sentient being and has plans of its own...
5. The plant is a magical plant and spreads, grows and infests an entire town in days. Something must be done to stop it!
6. The plant is the last of its species. Druids want it so they can cultivate it into abundance again.
7. The plant is a magical plant that, when planted will form a mystical doorway to a strange new land.
8. The plant is a blessing from a god/goddess of vegetation/plant life/farming. Planting it will increase the abundance of crops in the vicinity 10-fold. But there's only one, and EVERYONE wants it!
9. The plant is cursed, and planting it will destroy crops in a huge radius irrevocably. Druids demand that the planter rectify the situation or face their wrath.
10. The plant is actually a city! And, there are intelligent, microscopic beings that live in it, but they are dying and need help. If only there was a way to get to them?

...A tome written in a language that no one knows

Unlike ancient urns with writing, an ancient tome can reveal a LOT more information. The information varies greatly, of course, from the useful to the mundane, from the magical to the mechanical. Of course, ancient tomes aren't the only way to deliver these messages. Such information could be found in hundreds of scrolls found scattered in clay jars (ala, the Dead Sea Scrolls), or writing upon the walls of an ancient dungeon. The message might come in the form of hundreds of tablets. Certainly, a single tome is the easiest way to deliver a message, but not all civilizations have access to this form. Particularly cruel DMs might favor the "hundreds of stone tablets" approach. Regardless, roll on table 1.12 to determine what this important information might **be**.

Table 1.12 - Lost Knowledge - 1d12

1. The book describes a lost religion. Perhaps the god can be re-awakened?
2. The book describes any kind of new technology. This could be anything from alchemy to zoology.
3. This may be an opportunity to introduce a new rule into your campaign.
4. The book gives information about how to create a new type of golem.
5. The book describes the process for developing a planar traveling device.
6. The book is a handbook for a long-lost mysterious ancient cult. Perhaps it describes secret temple locations?
7. The book is a text on a new form of magic or meta-magic. Perhaps you can introduce psionics or chronomancy into your world this way.
8. The book is a text of prophecies. Characters with ancient history might realize that some have come and gone but others have yet to occur. Can the characters alter the future?
9. The book describes the inner workings of a tremendously huge dungeon - why it was created, where it is, who created it, and the powerful artifact it was built to house.
10. The book describes, and details a map of the entire world. This would be quite a find considering that most medieval worlds are very naïve when it comes to the world. The entire world would become available to the characters and they could profit from all kinds of trade and exploration.
11. Reading the book (apparently some kind of fiction work or other) causes a strange entity to enter the characters mind. The entity can't leave without anything short of a wish. This creature may be evil, and may have goals of its own, but it's ultra-intelligent and knows many things about the world. This could lead to some interesting adventures as the character "listens to the voices in his head".
12. The book turns out to be the recipe book of some long lost cook.

...A strange, rune-inscribed blacksmith's hammer

A "strange, rune-inscribed blacksmith's hammer" is a magical variation on any kind of mundane tool. This could just as easily be a glowing needle and thread, or a pulsating carving knife. Whatever the item, it was apparently owned by some master craftsman in whatever field you deem appropriate. A blacksmith, of course, uses a hammer. The idea here is that the item itself isn't useful as a weapon or as a magic item, but is useful in creating useful things. There may also be a missing component - in this case, an anvil. You might have the needle, but not the "mystical thread of the fairy princess" or whatever. The item may, in fact lead the finder to its counter- part, having been magically bonded to it in the hands of its original owner. Whatever is created with such a thing should certainly be powerful indeed, but it shouldn't be easy. Say you find the hammer, and the hammer leads to the anvil, which is in the heart of a mountain dungeon complex. Now what? You have the hammer and the anvil, now you need to know what you can make with it. Maybe it requires a special type of ore, or maybe you need the skin of an ancient dragon to forge something special. The same could go for needle and thread. It makes clothing of incredible power, but you need the skin of a <fill in the name of some scary monster>. You get the idea. Maybe it can only create it once, or maybe many times? It's up to you. Roll on tables 1.13 or 1.14 to determine the effect of what you create.

Table 1.13 - Mystical Item Effects - Weapons - 1d10

1. When this weapon kills a creature, it kills that creature's father (or mother) in the past. Time paradoxes aside, this causes the creature to never have existed in the first place. So not only is it dead, it never existed. The corpse instantly disappears (as well as any equipment they were carrying). This could be used to correct some past injustice, but could really end up giving DMs a headache if not used properly.
2. The weapon is created solely to kill a particular type of creature. Now, which one is it?

3. The weapon, though not sentient, has an enchantment on it that makes it start to talk/sing whenever it comes near a descendent of the great King <name>, or of the line of <another name>. [hopefully to tie in a plot line in the future, that the DM can drop in at any time]
4. The weapon has a peculiar smith mark inscribed on it. Upon further investigation, it is found to be the last weapon made by the reknowned Mastersmith <name>. However, his bloodthirsty, mercenary relatives demand it back, by force if necessary.
5. The minor weapon (knife, dagger, etc.) was a wedding gift from a groom to his bride, long ago, lost after some tragic occurrence. However, the bride is currently a lingering spirit/ghost, and assumes that whoever is holding the weapon is he long lost love returned to her. [might even have some comic relief element here]

---to be continued---

SUBMISSION GUIDELINES

Full updated Submission Guidelines for the Netbook of Plots and Encounters can be found at <http://www.dndcommunitycouncil.org/~nboplots/submit.php3>

The following are the guidelines for submitting material for the 3rd Edition D&D Netbook of Plots and Encounters. Submitters should follow these guidelines as closely as possible. Deviations should be kept to a minimum and all information should be written as clearly and as detailed as the author is capable of. Bonus points will not be won for being sparse. Keep descriptions as clear as possible and describe situations clearly. If the particular question does not pertain to your plot, encounter or situation then please enter n/a in the space so that we understand you read that question. Upon inclusion into the Netbook of Plots and Encounters you will need to fill out a legal form so that the scenario or adventure that you've provided becomes a part of the DnD Community Council and the Open Gaming License. In other words it becomes Public Domain and anybody can then use it. See the glossary section if you are unsure exactly what that means before submitting plots and encounters to this Netbook.

Plot/Encounter Name: This seems to be self-explanatory

Submitter's Name: The author of the plot or encounter.

Submitter's Email: Author's email address.

Levels: Character Level(s) required. Or think more of it as a difficulty rating. Could a first level character deal with this situation? And how many characters are needed if there are a certain number needed. (eg, 2-4 players, levels 4-6)

Classes: Is this situation specific to any classes? Would there be any considerations regarding classes that the DM or the Players might want to consider?

World Requirements: Is this situation found only in a certain world? Is there something about this situation that would need to be changed or modified depending on what world it was used in? (eg; "n/a", or "any, except Ravenloft")

Location: Where can the plot be used (in a city, forest, etc.)? What kind of climate is this situation appropriate for? Desert, Forest, Swamps? (eg;"any non-desert," any populated area")

Plot Summary/Overview: For larger adventures only

Explain the actual idea here, fleshed out some for clarity. What is the overall plot or the main theme of the encounter. Provide as much detail as possible to develop the idea and make it understandable.

Background Details: Is there any background information that could be used or mentioned to help the DM if the PC's ask a question? (eg, "this is also known to happen here", or "these peoples once had an evil king")

Creatures/Antagonists: Provide some ideas as to what creatures/antagonists would work well in your submission, if any. Refer to the Netbook of Creatures, Netbook of Undead and Netbook of Monsters for further help if needed.

Findings: Provide suggestions for treasure, magic items, etc. that could be used (eg; "After defeating the giant spider if they search they find a") Refer to the Netbook of Magical Treasures and Netbook of Equipment for further help if needed.

Special information that might be needed: Anything else that is necessary that we forgot to ask that would help develop your submission can be added here.

Resolution synopsis: What happens with the successful elimination or handling of the encounter? What happens if the PC's fail to solve the situation? And what happens if they choose not to get involved at all or essentially ignore the encounter?

Optional follow-ups: What other encounters could stem from this one? Could any of the PCs get sick from this encounter? What consequences could follow a failure? (eg, "after the mage is killed, his son might not be too happy about that, and will come looking for the party for revenge", etc)

THE REVIEW PROCESS

This is where we explain what exactly it is we do on our end, how we do it, and in what order it is done. We will cover criteria for submissions and what will be considered, what we look for in a good submission, how we can help make the idea better and more well rounded, and whatever else I can't think of right now. Basically we play test the idea and then talk about it. Torment play tests the idea on her children and her gaming group.



THE TEAM AND CONTRIBUTORS

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GLOSSARY

Adventure: noun, Old French/Latin to arrive.

1. Hazardous undertaking
2. Unusual or suspenseful experience
3. Participation in hazardous or exciting experiences
4. Financial speculation or business venture

Adventures: To venture or dare, to take risks

Adventurer: noun,

1. One who seeks adventures
2. Soldier of fortune
3. Financial speculator
4. One who unscrupulously seeks social and financial wealth

Encounter: noun Old French/Latin to meet

1. Unexpected or unplanned meeting
2. Unusual brief meeting
3. A hostile confrontation
4. An often violent meeting (Clash)

Encounter: verb;

1. To meet or come upon
2. Confront in hostile situation
3. Faced with strong enemy forces
4. To meet unexpectedly

Encounter group: noun,

Unstructured therapy group in which individuals try to increase their sensitivity and responsiveness, reveal their feelings, and relate to others openly and intimately, as by touching or speaking freely.

Plot: noun, Old English

1. Small piece of ground for particular purpose
2. A ground plan, as for building
3. Outline of a plan of action of a narrative or drama
4. A secret plan to accomplish an illegal or hostile purpose

Plot: verb,

1. Represent graphically
2. Prearrange secretly or deviously
3. To conceive and arrange the action and incidents of
4. Devise secretly - conspire
5. To be located by coordinates
6. Math: locate points on a graph