

Adventure Hooks

The Continent of Kesuril:

- 1) The Demonspine Mountains once housed a large number of portals to various planes of existence. During the time of the Gate Wars it seems thousands of demons and devils found their way to the world from the infamous mountain range. The power of the Twilight Dragon sealed these portals long ago. Now, a night hag sorceress is trying to re-open one of these portals for her own dark purposes.
- 2) In the nation of Valin were-creatures are held as sacred beasts. A young were-bear has been captured in the forest, surrounded by an area of desecrated woodland that none of the druid circles dare penetrate. The druids have petitioned the nation's government for assistance in rescuing the sacred being from the clutches of unknown evil.
- 3) Every year, when new students are accepted to the Illurian Academy of Malla Zhaunil a flying ship transports them from their home cities to the academy. On their most recent trip one of the students fell overboard while the ship was traveling over the Illurian wastelands; an area dominated by negative energy and considered extremely dangerous. She is the daughter of the Valshari noble house of Fel'Rueth in the capital. A House with no small amount of power and influence.

The Continent of Slarinka:

- 1) In the north the twilight gnomes live in harmony with their beloved and mysterious forest. However, something has tilted the scales of that balance. One of their own has bent and twisted the power of nature to their own design. A twilight gnome Blighter has corrupted a part of the forest, and created an evil treant to serve him. If he is not stopped the food and water supply of the gnomish settlement of Berligburrow will quickly disappear.

The Desert Continent of Shirán:

- 1) The Sultan of Calatāin has been obsessed with finding a way to elude his own death for decades. It seems his mystical advisors have clued him in to the possible location of a powerful artifact that will allow him to transcend death and become something infinitely more powerful than a simple human man. It is believed that this artifact is hidden in a temple, long ago buried beneath the sands of the Rasharin desert.
- 2) For many years adventurers have tried to conquer the Wall of the Gods. Legend says that any who reach the peak of these unnaturally tall and sheer cliffs will be welcomed into the ranks of the gods. None have yet succeeded. Wizards have flown until their spells fade, mountain climbers have fought their way up, but never reached a plateau to rest. It is believed that there is a cave in the cliffs somewhere, that will allow a worthy person entrance. It is believed that beyond the Wall of the Gods, lies the Valley of the Dragon. None have ever found it, but sages say that after the rage of the Twilight Dragon was played out so many ages ago, it sealed itself away in that valley in order to prevent itself from doing any more harm to the world.

The Frozen Continent of Ezalyth

- 1) Frostnight, an old white dragon has been frozen in the depths of the glacier since before the divine plague slaughtered his kind. Something is thawing out the cavern, and soon he will awaken and begin a reign of terror across the frozen lands.

Adventures on the High Seas:

- 1) For years the elven nation of Aruna-nigh on Slarinka, and the human nation of Valin on Kesuril have been trying to establish a safe sea route between their nations, across the Alzarin Sea. While not a particularly dangerous stretch of ocean when compared to other places in the world, it is still frequented by numerous sea creatures. Sahaugin raids have sunk many ships that have attempted the journey, and large lizards and serpents have crippled or destroyed many others. Now the two nations are in the final stages of their negotiations. The government of Valin has arranged a convoy to escort a diplomatic envoy across the sea to the shores of Slarinka in order to discuss the final terms of the trade agreement. What dangers await ships on such a journey? Will the player characters be able to keep the envoy alive long enough for her to complete her mission?