

[NOTE: The following are adventure seeds I created for my wife, Ann Dupuis, to assist her (in a tiny way) with her authoring of *Poor Wizard's Almanac & Book of Facts Edition for AC 1012*, originally published in 1994. The adventure seeds were originally hand written notes I discovered in July of 2015, stashed away with some unrelated BECMI adventure materials. These were generated to help with the Current Events section starting on page 150. Since my handwriting would be illegible if I scanned the notes, I transcribed them into this document as they were (misspellings and all). Any current comments, like this introduction, are in square brackets "[]". So there are what they are. Any one is free to use them as they like, however, if you end up using them in any published product (commercial or free), I'd request a mention.]

Darokin. The impact from the meteor hit that made the crater has caused fissures in the mountains near the north end of Lake Amsornk to open passages to the deep under earth. It is rumored that some bold explorers have found valuable gems and metals deep in the caverns, but the number of attacks by strange horrible new monsters have also increased. If to make matters worse, piracy on the lake has increased. Later in the year, certain deep underground monsters may emerge that force Darokin officials to seek the expertise of the Shadow Elves in dealing with these particularly powerful creatures. The escalating stories of riches (which far exceed any actual treasure brought from the fissures) leads to increasing piracy on the lake with much fighting between rival pirate groups. One enterprising family engages in an engineering effort to improve ship portage from Elstrich to Akorrus. Rival merchant families may try to block or sabotage the project. Additional Darokin militia (or police or troops) are dispatched to Nell and Runnets to police conflicts with Shadow elven groups travelling between Aengmer and the Broken Lands. While occasional conflicts with Shadow Elves concern people in Corunglain and the forts, many merchants welcome trade and interaction with these new elves. With knowledge of the Hollow World spreading, many merchants will be hiring adventurers to make forays into the under earth in search of a route to the Hollow World based upon vague comments, stories, and such gleaned from the Shadow Elf parties.

Due to increasing reports of monster attacks along the road from Selenica to Darokin, where it passes through Aengmore, Duke Steffan sponsors a program to improve the land route from Luin to The Shires. Adventuring parties will be hired to provide safety for work crews and engineers and to scout and map the area more thoroughly. Completion of the road will provide an alternate land route from Specularum to Luin to Shireton to Darokin.

A series of large and continuous eruptions of the volcano on the south side of Ierendi Isle will cause problems to navigation (poor visibility from smoke and ash) and to crops on the island (Ierendi will need to import some food stuff), but over a period of many months will add hundreds of acres of new land to the island (once it has cooled!) [NOTE: This made it to print on page 164, Vatermont the 28th]

The island town of Crossbones is terrorized by a deserting Thyatian naval ship turned to piracy. A few of the townspeople who escape in a small fishing boat wash up on the shore along the coast of Karamaikos (blown by a strong westerly wind) report the brutal acts of the pirates to the first adventurers they find

(or find them). If Karameikan adventurers attack and defeat the renegade Thyatian naval ship, they will be rewarded by the surviving villages (as best they can) but it may provoke an incident as Thyatis has not recognized the ship as a deserter and attacking it or its crew could be considered an act of war between Karameikos and Thyatis or at the very least, making the PCs criminals in Thyatis.

A group of militant were-creatures seize a public building and hostages in Favaro demanding “were-rights” in Darokin. PCs may be weres, or more likely, called on to save the hostages. Whatever the outcome, Darokin will put pressure on Glantri to curb were-activists believing that this incident was somehow driven by Glantri weres. [NOTE: This one was due to my wife writing Night Howlers, I had to come up with something for weres!]

A land scam in Specularum sells dozens of plots of “perfect farm land” near Castilan Keep. This makes big news in Specularum when discovered. The king will order an investigation. A number of other groups may enlist PCs to investigate as well. Meanwhile, many families who have purchased these plots of “farm land” will be making the trip north through Kelvin to Castilan Keep and then will need the PCs assistance or they may even be the PCs!

In Thyatis City, the city is cast in a state of great pride and mourning when 13 of the city’s firefighters died battling a massive fire at the city’s key granary. The firefighters of the city managed to put out the fire without losing much of the grain, but at a significant loss of their members.

The Great School of Magic in Karameikos comes under fire when a student is (pick one: badly injured, killed, eaten, etc.) by a summoned monster that gets loose. Accusations of improper safety procedures and negligence by instructors and staff arise. The family of the student demands monetary damages for the incident. The outcome of all this is left to the DM. PCs could be investigators, or hired as added security, or have been present to stop the monster so that there was only one victim instead of dozens (in that case they would be witnesses and have their lives interrupted by the trial, press, etc.)

Representatives from a Yalari tribe of the deep desert show up in X (town or city of your choice) seeking a wizard to make their well give water again (it went dry). These warriors, while being talented warriors, know nothing about what wizards look like or do, but are very desperate. They will try to locate and latch onto a “wizard” and offer said “wizard” their valuables (some tea, herbs, pottery, old battered swords, etc.) to come with them. If refused, they may kidnap the “wizard”.

The new Darokin Trust Bank (sponsored by a number of important merchant houses) is offering a reward of 10,000gp to any thief who can penetrate its security. This is a ruse to find a thief good enough to break into a mage’s house in Glantri (with similar security) to steal documents incriminating certain members of these Darokin families in a plot to control some portion of the Darokin economy (like insider trading on Wall Street). The bank and its security is legitimate – select officials at the bank simply have additional motives to find a good thief.

A traveling theater troop in the Shires is caught up in controversy as they are suspected of a series of ghastly murders – PCs are hired to prove their guilt or prove their innocence.

A 30-40 year old document, rediscovered in the libraries of Thyatis City, indicates that the original charted boundaries of the Duchy of Karameikos were the (fill in the name) river flowing through Machetos. While neither Thyatis nor Karameikos wish to get into a dispute of their mutual border, a great many people will be interested in obtaining the document and verifying its authenticity. (This could be a good tie-in to the rats under Thyatis City as the rats have come into possession of the document, perhaps not realizing its value).

A Darokin merchant family suffers a major financial loss – a whole block of warehouses in some Darokin city burn to the ground. Darokin public officials (firefighters) indicate that a LARGE amount of highly flammable lamp oil was the source of the fire, possibly ignited intentionally (arson). The family claims that they had no oil stored in the warehouses. A rival family may contact the PCs explaining that a large sum of oil was stolen from their warehouses just the day before the fire. They fear the first family will blame them for the fire and is trying to frame them. They want the PCs to investigate and find the truth of the matter.

King Steffan hosts a conference/summit of representatives from Darokin, the Shires, Karameikos, Ylarum, Ierendi, and Glantri on the improvement of trade and commerce. Although invited, the Minrothad Guilds and Thyatis did not attend. At one point in the conference, a band of NPC adventurers attempt to kidnap the Darokin representative. If the PCs are involved they could try to foil the attempt. In any event, the attempt is foiled and the Darokin ambassador is rescued with only minor injuries. Who the terrorists NPCs were working for is never revealed. [NOTE: The PCs may be hired to find out who was behind the attempt]

With significant destruction in past years in southern Glantri from the war, many people have slowly migrated to north eastern Glantri near Vladimirov and Tchernovodsk. Efforts are being made to improve travel of people and goods to this area by finding new trails through the mountains or from Monteleone east over the hills and north along the Ethengar border. Magical methods to improve travel may also be explored. [The PCs may be enlisted in any number of capacities]

Adventure seed in the new elven domain. An increasing number of incidents of disappearances and attacks by unknown assailants from the woods on elves exploring their new dominion “Riverfork”. Adventurers (elves or humans) are recruited to investigate – which will reveal a band of human refugees from the Black Eagle Barony who have been so out of touch with the world that they: (a) don’t know that the Baron has fallen and won’t believe it, suspecting the PCs of being Black Eagle spies or assassins; (b) have almost become “wildmen”, having learned for survival woodmanship and camouflage skills as good as any elves. The PCs will need to somehow convince them the elves are not enemies – but even then the elves may want the 30-50 families to leave their domain – to which they may refuse as they have made it their home.