



## ADVENTURE HOOK #3

A city under siege  
demands new plans

Ogres and frost giants are  
attacking a remote city

Take charge and prepare  
against the invasion

Work under limited time until  
the next attack

Experience the fog of war from  
both sides

Uncover the real reason why  
you were hired

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## INVASION OR INVADERS?

*The city of Winterspier, up in the arctic north, has been a jewel of civilized society for over a hundred years. But barbaric ogres, led by crafty frost giants, are attacking this poor, defenseless place! Your reputation precedes you, and you have been summoned to save the town from this evil invasion. How will you protect the people? Will you focus on repairing the damaged walls, improving security at the harbor, ferreting out spies, or venturing out into the windswept mountains to kill the leaders behind this dastardly plot?*

*Alas, once you arrive, the ogres do not seem to be the faceless hordes of evil as advertised. They are organized and passionate with their struggle, saying they are fighting to reclaim their stolen land, their holy birthright. What did the rulers of Winterspier do to their native people? Who is the true enemy, the attacking ogres or the ones that hired you? What side will you choose, and how will you manage to keep the civilians of Winterspier alive in the process?*

Always be on the lookout for opportunities to put key decisions into the hands of the players. City defense is a complicated task with no one obvious solution. Characters can play to their strengths to beef up the city before the next invasion, creating a richer and more invested combat experience.

In this hook, players are not restricted to simple tower building either. They can engage in social intrigue and delve further into the mystery of the war, or even leave the city entirely to protect it in a different way.

### Prompts for Dungeon Masters

What strange event caused ogres and frost giants to start working together?

Why doesn't Winterspier have some kind of standing army to solve this problem instead?

Is the capture of Winterspier by the ogres a goal, or a distraction?

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