



## ADVENTURE HOOK #4

Rescue the evil  
kidnapper, save the  
world

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

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## THE KIDNAPPED KINGPIN

*The great city of Palistrade is a city of millions, seat of royalty, and a critical port of trade in luxury goods. The much-maligned Akbari Thieves' Guild holds a grip on the underworld, running the black markets, operating the brothels, kidnapping royalty for ransom, and always evading the city guard. You've tangled with Akbari in the past, but you've survived with your coin purses intact.*

*So when the Akbari come to you with a job, you're taken aback. The leader of the guild, Mepheros the Collector, has gone missing. The guild has become fractious and no one within can be trusted. Of course, the city guard is more than happy to let Mepheros stay missing. One problem. Mepheros recently came into possession of a powerful magical gem, one that, if not handled correctly, will level an entire city to the ground. The clock is ticking.*

Use this hook when you want to run a mystery that isn't another "rescue the missing princess" trope. Players have to wrestle with a force powerful enough to kidnap a thieves' guild leader, and with a "victim" that doesn't necessarily want to be rescued by the players.

Players won't have a simple map to get the next point. They will have to use their minds and player abilities to follow the few available leads to find Mepheros and the destructive gem he holds, if he even still has it.

### Prompts for Dungeon Masters

What are three clues players can investigate at the crime scene to figure out what happened?

Why was this destructive magical gem crafted in the first place, and does it have another intended use?

Are the other Akbari guild members bystanders, traitors, sellouts, or a combination of the three?

Is Mepheros a victim, or part of the plot?

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