

ADVENTURE HOOK #5

Gather allies to face a formidable foe

A phoenix is ravaging the countryside

Persuade the neighboring nations to take action

Charm the elves

Outdrink the dwarves

Uncover the truth behind the Phoenix's rise

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THE PHOENIX BALL

You've had a rather impossible time putting a stop to the phoenix terrorizing the countryside and covering the duchy of Brisbane in flames. You've tried killing her, but the problem with phoenixes is that they just keep coming back. That's why you've come to Ashrelene-Lothgarm, the forest-covered mountain kingdom with a reputation for solving big problems, IF the royal council can be convinced to persuade the king to take action.

You've scored exclusive tickets to the royal ball, an upscale but also rowdy annual celebration of the treaty of friendship between the forest elves of Ashrelene and the mountain dwarves of Lothgarm. The royal council will be in full attendance, and you have only one night to convince them to bring their elven magic and dwarven weapons to your side. If you can't charm both the elves and the dwarves, then Brisbane will continue to burn.

Use this hook when you have a group of dynamic players that you want to throw into a high-stakes social event. They will need to use their class skills to charm, persuade, strongarm, or steal their way to get what they need to counter the approaching threat.

Players are unable to simply kill the big attacking monster because the phoenix is either too strong or just keeps coming back. The only way to quash the problem is to get the magic and weapons needed to take down the phoenix for good.

Prompts for Dungeon Masters

Who are the royal members in attendance with the means to get what the players want?

Have these nations confronted a phoenix before, and how did they stop it then?

Why is Brisbane even under attack? Have even darker forces come to attend this royal ball in disguise?

Is someone or something threatening the treaty of friendship this night?

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