

CAMPAIGN IDEAS

By Daniel Schenström

Presented here are several campaign ideas, some in a few sentences, and some in some detail. My hope is that they will inspire you to create your own.

Something's Rotten in Waterdeep/Nabourne

This campaign was originally set in the city of Waterdeep from the Forgotten Realms setting from Wizards of the Coast, but I am working on writing up the full campaign and set it in the city state of Nabourne which will be available on Loke's Library in the future. I played this using AD&D 2nd edition.

Style: Political intrigue

Story summary: A member of one of the noble houses of the city suspects another noble houses of dealing in illegal goods and recruits the PC's to help him in his investigation. (Alternative intro: One of the PC's is a member of the crooked noble house and notices his relative's dealings). The fact of the matter is that the noble house's involvement is just a very small part of a much bigger threat.

10 years back *Orcus*, the demon lord of undead was hindered in sending his right hand man through a portal to this world because of other PC's doings and ever since then he has plotted revenge on the world and those that would stop him. He appeared in a vision to the necromancer *Karlaz* and instructed him to do his biddings. In short Karlaz was asked to summon a great army of undead by means of an artifact known as the Bones of the North. A lot was needed to realize the plans and slowly Karlaz began to build a net of contacts. At the time that the PCs enters the story this net has become a web that has grown beyond the necromancer's control.

The campaign takes the PCs from 1st level as investigators to near 20th level as they go head to head with the demon lord himself. This campaign was played for 10 months straight with 3 sessions a week, every week. I expanded the experience table to include higher compensation for detective work, doubled experience for monsters, no experience for treasures found, experience gained for successful use of proficiencies and experience for attendance.

Setting: If you're familiar with the *Forgotten Realms* you'll recognize *Waterdeep*. I'll assume that you're not. The main action takes place in the city of Waterdeep, a large city of several hundred thousand citizens but there are wilderness treks, some dungeon crawling and some dimension hopping involved. You'll need one fairly developed large city with noble hoses or families, one large wilderness area (mine used the North, a cold wilderness that becomes decreasingly populated the farther away you travel from Waterdeep), and two alternate worlds (I created one and used one of my old campaign worlds. Any fantasy setting will do except more extreme ones like Dark Sun). Detailed areas include the city sewers (*Undermountain* if you have it), Karlaz headquarters and Orcus' castle.

Characters: Orcus is detailed in various sourcebooks depending on what edition you play. If you don't have that just make him up. Just make sure that he's a real challenge for the characters when they do meet him.

The Mindflayer *Ajanz*. Unbeknownst to all in this great criminal conspiracy this is the real leader, appointed by Orcus.

"*The Spider*" is an old thieves' guildmaster and is the person who is in contact with most of the others involved.

Karlaz, the necromancer is the head of Orcus main force. He knows nothing of Ajanz but knows of "The Spider". Under him are his three apprentices. They run the day to day maintenance of Karlaz's headquarters and are the once responsible to keep Karlaz's orc and bugbear forces happy. These forces are also kept in check because the orcs shaman wants to learn the necromantic secrets Karlaz has promised them. They serve as errand boys and guards for the necromancer.

Anteos family is sort of the centre, or at least that's what it will seem to the PCs in the beginning.

From their mansion in Waterdeep is run a slaving business which is hugely profitable. They were offered part of a drug running operation but limitations forced them to contact the *Stormweather* family for this part. The Stormweathers get help from Karlaz's undead but doesn't have direct contact with him (Anteos handles this).

The *Undermountain Orcs* (or the city sewer orcs) protects Anteos' cellar for food and the occasional monetary reward. The cellar is used to store various illegal items.

Tesper family is also part of Anteos scheme. They have contact with the few thieves' and assassin's guilds that operate in the city. The thieves procure items needed and the assassins off anyone that isn't doing his part or stands in Anteos way. Tesper got involved because they owed Anteos a lot of money (which was lost in business dealings and ventures) and perform this service against their will.

"*The Shadowrunner*" is an old guild leader who was forced to leave the city when the city watch destroyed the guild. For many years he has bided his time in the far south, rebuilding a new guild. He was contacted by "The Spider" to assassinate some high level opponents. More and more of his organization has transferred to Waterdeep and they make their home in the sewers/Undermountain. The organizations main goal is to retrieve its treasures that they were forced to leave when the watch barged in. This treasure is hid in their old headquarters which the city watch now uses as a prison.

Pasha Alima is the southern crime lord that runs the main drug trade from his plantations in the south.

The *Aboleths*. The Bones of the North is in fact an old Aboleth device constructed to help Aboleths survive and fight above water and the activation of this device has brought their attention.

The *Harpers*. An organization of rangers and druids who fight evil wherever it rises.

Plot: These are the objectives that the PC's will accomplish.

- Discover the web of criminal activities led by the Mind Flayer Ajanz
- Put an end to the slave trade run by the Anteos family
- Put an end to the drug trade run by the Stormweathers and Pasha Alima.
- Help the Tespers break free from Anteos grip and put an end to the thieves and assassins of the city.
- Put a stop to Karlaz undead army and the necromancers.
- Put a stop to the Aboleth threat.
- Uncover the returning Shadowrunner and his thieves.

Subplots: These are some sidetrek that can be used as you wish. Subplots may also develop as the campaign evolves. None of my subplots were established from the beginning.

-Romance. If you like to add some pressure on the PCs have them be romantically involved with a lady of a noble house that's involved in the conspiracy and play up the economic disaster that the house will face when the PCs destroy part of their income, not to mention if they kill off some family members.

-Rivalling adventurer groups. To add to the fun you can introduce one or more adventuring bands that compete with the PCs for the fame and fortunes.

-Any extra adventure needed. Players being what they are may want some hard hitting action complementing their socializing and detective work and for this I used Undermountain. It's generally a deep dungeon with plenty of traps, monsters, abandoned dwarven temples and such. I used the first three levels of it but there are more available. These extra adventures, if you have full control, should be inserted if the players need to raise their levels for their trials ahead if you run by the conventional experience point rules.

Story Structure: Apart from the introduction I allowed my players great freedom. It is very important in an adventure as large as this to be flexible.

-Introduction. See story summary above. It's important to have this set the tone of the campaign with lots of detective work and interaction with the NPC's. If you're starting a game from scratch tell your players that it will be largely city based so they should go for social proficiencies but they should not ignore wilderness and adventuring proficiencies totally. I allowed my players any choice for race and class including kits but be sure to read through what they want to play to see if it fits

your vision of the adventure. If they do make new PCs make one of them or several of them be noble. This will have them adventure not for money but for fun, to prove themselves, to help their families or to gain independence from their family. My final group consisted of a human ninja, a human mage, a svirfneblin fighter, a lizardman fighter/mage, a human priestess and a fighter of a race that will be mentioned later. My suggestion for a well balanced group would be two priests, a fighter, a thief, a bard and a mage. Races should preferably be any non-monstrous, reasonably large type (that is, no giants and such). It's really best with any of the standard races.

In the introduction the players will notice that the Tesper family is dealing with criminals (a small thieves guild) and will stop this in whatever way they choose, either by force or by detective work and leave the fighting to the city watch. Either way they should learn that another noble house is behind it all (Anteos).

-Part 2: Now the players will have to find out what Anteos business is. Before they will get a chance to investigate they are asked by one of the PC's noble houses (or the man who hired them, as in the story summary above) to find a caravan that was lost in the wilderness between two villages/towns/cities/trading posts. Have one of the caravan members be someone important to the PCs so they will readily accept this. They will travel to where it was lost and find the remains away from the main route. None of the caravan members are found and whatever the caravan was transporting is either eaten or trashed. It looks like it was attacked by trolls so noone would have survived. The PCs return and report. (In reality the caravan members are now slaves to Karlaz.)

When the PC's return they will be told that Anteos will hold a banquet soon (as in a day or so). That is nothing unusual, noble houses have them all the time and it's part of their socializing. Good food and entertainment...and an excellent opportunity for the PCs to sneak around the Anteos estate. Here they should somehow discover that Anteos is making a lot of money on whatever they're shipping out from a harbor on the coast some distance away from the city. How they discover it depends, they can overhear a conversation, find ledgers detailing incomes and so on. This first noble house party should be an opportunity for you to introduce some of the others involved in the story. Which ones and in what way is up to you. If you feel the need for fighting have them find the secret entrance to the sewers/Undermountain and bash some orc guards and find some of what is stashed there.

One major NPC that should be introduced now is a member of a noble house of your naming choice. (Mine was named *Helve* which is what he'll be referred as to in the text.) This NPC could be the one that first hired the PCs to help him in the investigation or he could be new for now. He should mention that he is interested in helping/getting help from the PCs. This NPC is to be used mainly as a driving force if the players miss a clue or need direction.

-Part 3: This is the main body of the adventure and as such it should be structured as you feel you like to play. I usually let my players roam around and go about their normal lives among the adventuring and investigation but it can be played in a more focused way as sessions. A lot of things will happen here and the order you spring it on the players is up to you.

Helve's reason for getting involved is because his younger sister (named *Miriam* in my campaign) has disappeared. Helve has taken it on himself to find her even though the head of his noble house has enlisted others to find her (another adventuring band/the city watch) and in his investigation he has found out some interesting things. She was kidnapped because she was an easy victim by thieves and sold to Karlaz. (This served as an additional threat to the Tespers what could happen if they should try to oppose the Anteos family.) Helve managed to trace the thieves to Tesper and has found out that they were forced to do this by orders of Antos otherwise they would be bankrupt. Antos now has the Shadowrunner and his thieves to perform the same functions Tesper once did. From observing Anteos various family members he has found out that they run a slave trade from a sheltered bay north of the city. He has been there and knows of Karlaz by name and that he is looking for something called the *Bones of the North* by following the Ancients Way.

Pasha Alima moves to town. He is favorably welcomed to the city as he brings a printing press to the city as a gift to it's library. He moves into a mansion. He brings a retinue of 40 men, most of which are Shadowrunner's thieves.

The PCs will be attacked by the Shadowrunner's thieves and be alerted to their comeback. To show the PCs what level of threat these thieves present you can have them off the PCs' friends, family, or if you have introduced other adventuring bands have one of those be killed except the survivor who can tell what happened to the PCs.

If you wish to run with the Aboleth invasion then this is the time you should let them find a portal that takes them to one world that the Aboleth have conquered and see what will happen. They will notice that the waters of the big seas has turned black and poisonous, large tracts of land has been devastated and plants are dying. Around the beaches at an even distance from each others are what look like three long bones tied together with string. This is exactly what the Bones of the North look like and they function as alarm beacons in addition to changing their surroundings to fit the aboleths, that Aboleths use to protect their territory. The artifact bones have been enchanted above this of course but still retain their warning function and that's why the Aboleths will notice when Karlaz uses them and so start on a new conquest. (Depending on when you let them pass into this conquered world they might know or not what the Bones look like. If they do know this can lead to some fun red herrings.) Whatever device you let them travel to the Aboleth conquered world they should be able to travel to it once per week at most. The first time they travel there they should be able to explore and meet the conquered peoples (I had two main races, the greys and the greens. The greys were long, thin, agile and the greens huge, supermuscular and mute.) The second time the Aboleth will have their pearl fortress rise to the surface and go to attack against the last of the peoples. The third time the Aboleths will have won and a fierce winter storm plagues the land. This visit is to show how dangerous the Aboleth are.

After that visit I let the PCs visit another world and this time they could warn the authorities of the threat the pearl fortress is and what the three-bone items are. The word was sent to all heroes and together with this world's heroes the PCs could defeat this invasion. This time they learned some of the aboleth weaknesses and so will be prepared when they invade your world. (This second world was my own homemade world but any will do as long as it has water enough for the aboleth to survive.)

During this time you should stage enough noble house parties that the PCs can collect enough information to later justify their bashing of them/indite them for their crimes.

Sometime the players should check up on the harbor Antos use and either destroy it or at least scout it out for later.

The aboleths attack, starting with your chosen city. The PCs have fun kicking them back into the sea and become heroes of the city.

-Part 4. The Harpers contact the PCs and reports that they have seen Miriam in the far North, in what the Harpers suspect is a necromancers lair. They want the additional help of the PCs before they assault the place. This attack should be a nice tactical "military style" outing with scout reports, maps, miniatures if you have some, and discussions about the best way to attack it. My necromancers lair was a long natural cave with several entrances and exits so that the villains and PCs could flee if they needed to. The cave system was up in the mountains and went through, from one side to the other with the necromancers hideout near the far side. There where also enough place to house the orcs and bugbears that guard Karlaz. This should be the time where the players get their hands on the Bones of the North. If the necromancer dies, fine. If he escapes have him return in either Ajanz's fortress or Orcus' palace. In the necromancer's lairs are found the members of the lost caravan from earlier, and Miriam unless you are evil, in case they will find their corpses.

-Part 5. Now it's time to tie up all the loose ends from earlier parts. Which way is up to the players. Either discriminating evidence that leads to the convictions of the involved or a big battle if that's more of their style or both. During the investigation evidence that points to Ajanz whereabouts must be found.

-Part 6. Ajanz is discovered and the players must enter his fortress. Make this a unique place that reflects the alien illithids culture. (Suggestions include a flying fortress, an underwater fortress, a spelljammer, a demiplane.) What they find here is among other things a gate to Orcus palace.

-Finale. The heroes travel to Orcus fortress where Orcus assault the PCs with their now undead

former allies (which may be actual people that have been killed during the campaign, during the PCs assault on Ajanz, or just illusions to throw them off). Anyone that the PCs got close to during the adventure is fair game. Try to make this exploration/sneaking in the beginning then add some creatures (minor demons perhaps) that can hunt the PCs. Make the palace huge, this is the grand home of a being that has lived since the beginning of time. Use PlaneScape for flavoring but be sure that this does not suffocate your chosen worlds style. The artifact should be destroyed at this time (throwing it into the hellfires and such.) This will end with a hard battle in the main audience chamber. When Orcus is killed the campaign adventure will be over. The PCs will receive no reward for this last part other than what they loot from his castle.

DragonLens Cronicles

Style: Quest

Story Summary: Renegade wizards wants to lay Ansalon under them by using the remaining Dragonarmies. The PCs have to find and assemble the DragonLens, an artifact that can control dragons. The campaign takes the characters from levels 1 to 10.

Setting: Ansalon of Krynn or any reasonably small continent. The adventure is 5% city, 25% wilderness and 70% various dungeons, ruins, abandoned temples and underwater caves.

Characters: Knights, mages and whatever else you need.

Plot: The PCs goals are to:

- Uncover the mages plans and put an end to them.
- End the threat of the Dragonarmies
- Find and use the DragonLens

Subplots: These subplots where part of the PCs backgrounds. You might want to do something else.

- The mages test of sorcery.
- The knights quest to join the knighthood.
- The knights search for a castle or a good site to build it.
- The retrieval of a barbarian's tribes stolen artifact (not an artifact in the sense that it has incredible power but important to the morale).

Story Structure:

-Introduction. I had all the characters meet up at the Inn of the Last Home, a famous place from the setting. Their reason for being there where different from character to character but all were good, outgoing people so they quickly got interested in each other's doings and lifes stories. The starting group was a mage, a knight, a thief (kender), a barbarian, a priestess and an inventor (tinker gnome). The mage was travelling the world, the knight was there with his superior on a mission to tie up loose ends from the recent war, the thief was wandering the area, the inventor were looking for other cool inventions. The priestess was travelling, spreading the word of her god to the people. The barbarian was searching for a man who had stolen his tribe's artifact. The intro adventure involved a mage taking control of the knight and the others assisted him in breaking free, killing the mage in the process and discovering an old temple. The main important part of the adventure was setting the theme of the world.

-Main adventure. The knight and his master travels around looking up what needs looking up. In a visit to one city the thief and the inventor are kidnapped by lizardmen (draconians) and brought to their base in a ruined castle to work on the lizardmens catapults. The others go off to save them. Thereafter they travelled to some old friends of the knight's master and they learn that advance troops of one of the dragonarmies are advancing on a nearby barbarian tribe. Most of the group stay with the barbarians while the mage and the knight are sent on dragonback to the knights council on a far away island to get help. When they're there some of the troops test the barbarians defenses. The mage and the knight returns just as the main troops arrive with reinforcement that helps the barbarians. The dragonarmy retreats back into the mountains whence they came. All heroes return to the knights' council for the knight's master is finished with his journey. The mage decides to travel to take his wizards test and the others tag along when the knight takes his test.

After the tests they reconvened at the knights council and they were privy to plans to find the legendary DragonLens. First stop is to talk to dwarven sages in one of the dwarven kingdoms. After they speak to the sage they're kidnapped by lizardmen and brought to an underground base where they're imprisoned. They break free and flee on a raft on the underground river that supply the base with water. The river becomes more rapid and the raft breaks apart. The PCs go numb in the cold water but are rescued by tinker gnomes in a submarine and let off on the gnomes island. As they go topside they find an old palace, never finished. From there they reach mainland by boat and continue to another dwarven kingdom where a tablet is that details how the DragonLens looks and operates. They also learn the final resting place of the lens. This is in a third, fallen dwarven kingdom whose inhabitants have degenerated (gully dwarves) and who are now slaves to the dragonarmy that uses the upper floors of the dwarven kingdom as their base. They find parts of the DragonLens but not the lens itself as they flee the dragonarmy base. It has been stolen by a mage so the chase is on. They meet up with the mage whose fortress they reach by dog sled in the cold wastes. They kick his behind and travel through lots of enemy territory to get back to civilized areas and deliver the artifact to the knights council. The artifact is successfully used and victory is won.

Endgame: Depending on what you want, the number of dragonarmies you have can determine how much is left for the knights to fight. I plan to continue this campaign with another that takes my PCs from level 10 to 18 (the max allowed on Krynn). It will probably revolve around various geographic locales and be shorter adventures rather than a really long one. It will end with peace in all the lands as I plan that to be the last Dragonlance campaign I run ever.

Demons, Demons, Everywhere

Style: Something of everything

Story summary: Several forces of evil want to conquer all of the Flannaess. The heroes will rise from anonymity to celebrated heroes. This campaign takes characters from level 1 to 10. It's designed to be the first campaign of three with the same characters.

Setting: Oerth, the World of Greyhawk was where I ran this campaign. If you don't have that you need an area that has one large city where people of all countries can associate freely (City of Greyhawk in my campaign). You need one nation run by an evil demon overlord (or other evil ruler with really dangerous allies, Iuz in my campaign) and one bastion of good country (Furyondy) near the evil one.

Characters: A demon overlord, one lost heir to the throne of good, one lich and one association of archmages are the main NPCs.

Plot: The PC's goals are whatever the players write/tell them to be. This is a more traditional campaign with a series of adventures rather than huge conspiracies.

Subplots: Depends on the players doings. Here are some that was in my campaign.

-An elven knight that one of the PCs befriended was falsely accused of something and went into self exile to find an item that could clear his name. This item is in a dangerous part of the Demons country.

-One of the PCs befriended an heir to a dwarven kingdom and just as the elven knight has been falsely accused of treachery and he has bided his time and awaited a moment to launch an expedition to an abandoned dwarven kingdom to find the Crown of Truth to prove his right.

-Diplomatic missions. My players freed the king from the clutches of evil, were knighted and worked as ambassadors. This can be used to test their roleplaying skills or so when they negotiate with foreign powers, spy on foreign powers, hinder the ambassadors of other powers.

Story structure: A lot of this campaign consisted of pre-made adventures but I'll tell you what they were about so you can make your own versions. My PCs in this campaign were an elven fighter/mage, a dwarven fighter, a human ranger and a human cleric. Later they were joined by a half-elven thief/fighter. Near their higher levels they also received their followers.

-Introduction. The first adventure was Thief of Time in which the PCs hunt for a thief that has stolen a holy book from the priesthood of time. The thief is a priest of the Demon. The demon takes notice but not action. This adventure should get the players to level 2 if they succeed in the

undertaking.

-Part 2. Caravan to Greyhawk. The PCs work as caravan guards as they travel from the city they're currently in to famous Greyhawk. The travelling time is 75 days and they're ambushed by evil knights, bandits, wild animals but mainly this adventure is used as an introduction to some of the legends of the world as the caravan leader tells stories around the campfires. If the PCs are really lucky they should reach 3rd.

-Part 3. Wine Harvest (Pre made adventure from the City of Greyhawk boxed set). The adventurers are asked to help with spirits that haunt a winers yards. A faeriedragon and some pixies are playing pranks on goblins. Can be solved by force or negotiations or both. The players should reach 3rd level.

-Part4. The winer gets a letter from a relative in Hommlet that says they are having trouble. The PCs travel there to the adventure Temple of Elemental Evil (pre made). A temple to evil elements have started to rebuild after previous defeat 10 years earlier and evil humanoids flock to the area making travel hazardous and life hard on villagers in the region. The temple consists of two parts, an outpost (some guards and a drow leader) and the main temple. The main temple consists of a building and four levels of cellars below it. Four magic seals keep a demoness in check, one on each floor. The temple should be filled with humanoids, evil clerics and such, not all who work together. The kidnapped king of the big good country should be kept prisoner somewhere in the temple. If the players free him he knights them and grant them small fiefs. The players might or might not release and fight the demon. Whatever the case, the Demon overlord now takes notice of the PCs and become wary of them. By the end of this arduous adventure (20 sessions of gaming for my group (average 6 hours per session), 2 months for the PCs) the PCs should be between 6th and 8th level.

-Part 5. The PCs travel back to Greyhawk where they are told to leave in mysterious messages. Apparently other adventurers have been told the same and been forced away. What is happening is that a Demon cult is starting to rebuild and they don't want adventurers around to stop them like the first time some 60 years earlier. (again I used pre made adventures Falcon's Revenge, Falcon Master and Flames of the Falcon). PCs hook up with a paladin, son of the original band of adventurers' paladin that first stopped the cult. The PCs in the first part learn of the cult through finding one of the member's pendants and the old paladins diary describing it, how the cult was defeated and the leader, the naga Iuz, imprisoned in a demiplane. The first adventure ends as the PCs stop the freeing of the naga and the city watch arrests them all. Or so the PC's think. The guards are in liaison with the cultists and as soon as the PC's leave the naga is freed as is the cult leaders. In the second adventure PCs get help from the returning constable who was on vacation in the first adventure. She knows that the cultists were freed but not who the traitors are so they arrange a setup and trap the traitor, the deputy constable.

The PCs search for clues to other cult hideouts as the first one (in the city sewers) is abandoned. They look up old members of the first adventurers writings and finds an aerial map showing a suspected location. PC's set off on a wilderness trek, find the place and defeat a few cultists, the place is not big enough to house all cultists. The main guys escape. And when the PCs return to the city people are fleeing the city as they have been threatened by cultists. PCs hook up with the paladin's temple and partake in a big battle on the temple grounds. End of part 2.

Last part sees the PCs meet the surviving member of the original party, a mage (who in reality is a dragon). He helps the players locate the cult's final headquarters in natural cavern near the city. The PCs have to wade through the caverns natural inhabitants before reaching the cult HQ and defeating the naga. Once again the Demon notices, angrily he decides to do something. The PCs should be between 7th and 9th level.

-Part 6. The Demon goes to war and so does a lot of other countries. The wars rage for three years (Greyhawk Wars boxed Set) which was played out as a boardgame in which the result determined what really happened. How you run it is up to you but I suggest having the PCs act as diplomats for their country and act in some large battles, add some tabletop battles for some strategic fun.

-Part 7. Isle of the Ape (pre made) sees the PCs travel to a dinosaur filled jungle island to find an artifact and return it to one of the mages in the association of archmages. The island is in a

demiplane and they have to find their own way out. This should challenge them and bring them to 8th to 9th level.

-Part 8. Baklunian Days. The PCs are asked to help a prince gain his kingly status by getting him a queen. The father of the queen to be isn't all that happy about it though since their countries are long time rivals. When the PCs come to take her away the father takes her and flees into the desert. He flies on a flying carpet into a sandstorm, the PCs are after him on theirs. They lose conscience as they fly into it and as they wake up they can't remember a thing. They wear nothing but simple robes (this I played out by switching who played who some PCs being the NPCs, the players will not use their character sheets and fight as 1st levels again till they regain their memory). They will slowly realize that they are in the palace of an ancient and very feared lich. Luckily for them he's not home. They will explore and find their equipment (have a list of what equipment fits who, they don't know which is whose, so have them pick and choose and try on stuff). The amount of resistance is up to you. I had absolutely none since I knew the fear of realization of where they were was enough to keep them on their toes. When they regain their memory (when they exit the lich's palace) the father says the skills of the PCs are obvious, they are worthy champions of the prince and he can have the daughter. All is ended with a big banquet.

If you feel like having this be the end of the campaign let them fight the lich and the Demon. If not then it's up to you to continue it. In my campaign the PCs were slain on the way home, but their souls were intercepted and placed in donor bodies and the next part of the campaign takes place in the Planescape setting. We just managed to start it before several of the players went away to other countries, to higher education and so on.

Thieves Guild Campaign

Short story: The PCs are all thieves and assassins and the adventures revolve around this. This is a campaign that works well if the number of players that can play from session to session varies. The first adventures should be missions from the guild leaders (my first ones was guard a store for the treasurer of the guild and find the kidnapped poison maker) and then later they can choose their own. All should be city based, steal the king's crown, assassinate evil clerics, fight other guilds. For more ideas read the AD&D 2nd Edition Sourcebook Complete Thieves' Handbook.

Royal Troubleshooters

Short story: The PCs work for the king or government and are sent out to do whatever is needed from collecting taxes, capture thieves, fight evil humanoids on the border, negotiate with other countries and nobles, investigate missing court mages, put a stop to evil priesthoods, mediate between factions, and everything else. This could easily be combined with any of the other ideas here. Additionally, one idea was having the players do several characters and choose the best one for each mission like the setup for the tv-series Mission Impossible.

Blood of My Blood

Short story: The PCs are recruited to find an ancient elven library which holds the secret to defeat an otherworldly evil. The beginning of the campaign was as Part 8 of the Demons, Demons Everywhere campaign with the PCs awaking with no memory etc and exploring the area they're in. Every now and then they get flashbacks in which they play through the parts that led up to their current state.

The Winged Pig Journals

The Winged Pig is an airship capable of travelling through dimensions, alternate worlds and time. Go crazy with strange new worlds. Nuff said.

Origins of my campaign ideas

The ideas from my campaigns come from various sources and it takes so little to get an idea. But it takes a lot of work to get the whole campaign to work. I'll tell you the inspiration behind these

campaign ideas I've presented to you so you'll see what I mean. For *Something's Rotten in Waterdeep* the inspiration came from a review I read on a few Warhammer Fantasy RolePlay adventures, *Something's Rotten in Kislev* and *Shadows over Bögenhafen*. (And their covers, one of which showed a renaissance man standing besides a mirror but the mirror showed the face of a demon) I knew they were part of a campaign called *The Power behind the Throne* and that it was about undead and demons. That was all. From that I decided that a necromancer and his demonlord would be the main bad guys and that it would take place in a large city with noble houses involved as the pawns of the Power behind the Throne so to speak. I chose Waterdeep as the city because it was the only one large enough and detailed enough for me and it also felt more close to the renaissance than Greyhawk does to me. From there it was all a matter of deciding how many bad guys were involved and who did what. The power behind the throne was also the catalyst for the long chain of command between the first noble house and Orcus.

As for *DragonLens* I felt that I hadn't done a straight quest campaign yet and so it was time. All that was needed was to make up the backstory for the artifact the PCs would quest for and all else would fall into place. Since dwarves were the only race I had a lot of info on when it came to *Dragonlance* (the world was decided by vote) it became natural to have them be the manufacturers. It would also give me less maps to do as they were included in the *Dwarven Kingdoms of Krynn* box. The intro adventure was from *Creative Campaigning* and from there I basically built in some of the characters specific goals. Since travel was a big part of the campaign I tried hard to have them travel by as many different means as possible.

Demons, Demons, Everywhere had no campaign direction in the beginning. All that held it together was the world and the characters. But after *Temple of Elemental Evil* and the *Falcon Series* it was pretty obvious where it was heading, towards a confrontation with the demon lord Iuz. The latter half of the campaign was about half the players' wishes and half my direction of the world. The real story for it was done at this time. The whole story will be told through three campaigns. The first would now set up the main antagonists of the world, Iuz and the lich Vecna, and the evil monk order, *The Scarlet Brotherhood*. It would also teach them the geography of the world and give them a place in it. The second part is theme based and called *The Madness Plague*. Its mission is to show some of the unpleasant sides of the medieval ages diseases, filth, low knowledge of science) and play up the threat of Iuz and another demon infested country, Aerdri. The idea stemming from the fact that these parts of reality were absent from all other campaigns I was running. It will also show the PCs part in the multiverse. Vecna will be mostly absent from this campaign. In the last campaign an ancient race returns to once again lay the world beneath them. Vecna has known about this for a long time and is the main protagonist together with the PCs in this part which end with his redemption, Iuz defeat and such. The idea for the last part came from all the references of ancient races that were scattered in the Greyhawk books.

Thieves Guild Campaign. It's not more complicated than the fact that I wanted to try an all single class campaign and since I have all the *Complete Handbooks* and like thieves best myself I made it so. It has no great goal, no grand artifact but just fun, one or two session adventures and the goal for the PCs are to get rich and settle down. I placed it in Lankhmar.

Royal Troublemakers are not a campaign I have started yet but an idea I got from when I decided to write this down. I based it off of selected adventures from other campaigns. The goal of the campaign is just to protect the kingdom/country. If one or more of the PCs are the prince or princess they have added incentive.

Blood of My Blood came from the desire to run a campaign for people that would use all the tricks of the trade that I have learned when I've DMed. It's run via e-mail and is still part of the big picture (all my worlds are interconnected in different ways) and the otherworldly evil is actually Vecna from Greyhawk.

The Journeys of the Winged Pig takes its cue from *Star Trek* with all its anomalies, its parallel worlds, temporal distortions and its ship. Transferring it to a fantasy setting takes away the obvious plagiarism and that can be done with other sources as well.