

DnD Outline:

This outline will be split into two sections to denote a younger demographic. The first section (Story A) will have prewritten characters and a direct path through the small, homebrew world. The second section (Story B) will be a slightly more "mature" story that moves through a similar, small homebrew world. This will give our selected DMs slightly more freedom in how they move about the game space.

Story:

(Ages 13+)

Storyline:

A series of shop owners experience the sudden and unexplained disappearance of their wares. All of the shop owners in the town of Siro (see-row) band together to get to the bottom of this issue. They can attempt to solve this mystery by doing a stakeout, using spells, asking around the town if they saw anything, etc. All will eventually lead to sightings of individuals thought missing or dead at worst. Previous tenants of the Siro, travelers stopping through, even vendors that had closed up shop suddenly...

These grizzled shop owners not only know the other side of the counter, but they are familiar with the other side of the shield as well. Former adventurers with many accolades under their belt, they swear that they will find their lost wares, save the lost individuals, and return to their normal way of life that they retired for in the first place.

Through various trials and tribulations, they realize the greater evil at hand. The Hydra, a monstrous beast named the Hoard, has capitalized on not only the stolen wares but the people it has conscripted into its service. The heads themselves have different interests, hoarding different items in an attempt to appease the split heart of the beast.

The players will go through three trials, one for each head, and then will access the heart. A organ that has gained eldritch sentience that has turned the once strong hydra into a living dungeon, turned inside out and outside in to house their beloved treasures.

Character Sheets:

📁 Character Sheets - Tanger