

The following document contains campaign ideas/start points.

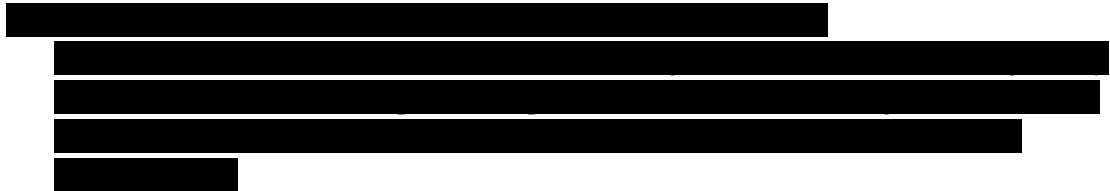
Rindar:

Starting at 3rd or 5th level.

1. **Starting location:** The Empire of Rhunere, near the city of Gentum. (5th)
A few squads from the local garrison have gone missing, those who return from these groups cite a great winged beast - either a wyvern or dragon. No bodies have been found so far, which would be strange for a wyvern - as they usually eat their prey as soon as possible.
Tags: Draconic, Renaissance Fantasy [0 Votes]
2. **Starting location:** The Gray Kingdom, near the city of Isfjell. (3rd)
The Crown Prince of the Gray Kingdom has been missing for a week. Posters have started to appear in every town and city for his safe return, a reward of 500gp for his safe return. Prince Voreg went missing on his way to Isfjell from the capital of Nordstjernen - the Prince opted to take the overland route as he visited the towns and villages along the way there.
Tags: Humanoid, High Fantasy [0 Votes]
3. **Starting location:** The Shahdom of Irhanes, near the city of Yukari. (3rd)
Cultists of the old evil god, Grutoz, have started to make moves again... they seek to try and split the deity Avalar back apart. How they would do this is beyond all of you, but the cult cannot be allowed to undo the efforts of the Pantheon.
Tags: Occult, Dark Fantasy, Political [0 Votes]
4. **Starting location:** The Paranasian Confederation, near the city of Oleior. (3rd)
You are contracted as crew members by one Captain Thalia Coralborn - a triton captain of some renown. Pirates have been spotted in the area and captain Thalia has been contracted to hunt them down to make the seas safe for merchant vessels once more.
Tags: Seafaring, Humanoid, Renaissance Fantasy [0 Votes]
5. **Starting location:** The Shahdom of Irhanes, near the city of Maragheh. (5th)
Maragheh has transformed much over the course of time during this new age. Once, it was the heart of foreign trade, but now it acts as a bulwark against the undead. Spiritual undead have been plaguing nearby farmers and must be cleansed, and the nearby necromancer must be put down.
Tags: Undead, Dark Fantasy [0 Votes]
6. **Starting location:** The Princedom of Rodenkrai, near the city of Zapad. (5th)
Shifter blood can sometimes mutate, and its mutations lead to... complications. The village of Olin has reported a handful of shifters strangely transforming into full blown lycanthropes, who lose control when night comes. Perhaps a group could subdue them and rid them of their newfound curse.
Tags: Shapechanger, Gothic Fantasy [0 Votes]

Insanligin:

Starting at 3rd or 5th level.



Tags: Dungeon Crawl, High Fantasy, Construct, Elemental [VETO'D]

2. **Starting location:** The Kingdom of Pelar, near the city of Amador. (3rd)
The Gnolls who have taken residence in the hills of Amador have begun to raid the farms and villages of the region once more, raiding and looting everything they can. What's caused this change is unknown, as only a decade ago they were primarily herdsman, but the Lord of Amador is offering coin for any who assist in defending his lands or ending the gnollish threat.
Tags: Occult, High Fantasy, Humanoid [0 Votes]
3. **Starting location:** The Republic of Maradon, near the city of Maradon. (5th)
Karamvar, the Dwarven hold that lies within the massive metropolis, has reported issues with Drow deep in their tunnels. They've seemed to encountered a large group of drow in deep caverns below the city, and the hold is offering wealth to any who help them deal with this problem. (Maradon is the most steampunk city in my world!)
Tags: Steampunk, Underdark, Humanoid [+1 Vote]
4. **Starting location:** The Isle of Dragons, near the Eldest City. (5th)
Each of you are slaves under the tyrant dragons of Insanligin, taken from the mainland or born into slavery you now work as laborers within the Eldest City. You have all been gifted to a Young Deep Dragon for its 10th birthday - an age that grants autonomy within their society, and a small tract of land. Where once an Ancient Deep Dragon owned all of you, a Young one now has your charge. This is your moment to try and escape this draconic hellscape.
Tags: Draconic, Dark Fantasy [+1 Vote]

Dokunulmaz:

This continent is isolated from the rest of the world and does not contain humans.*

Starting at 3rd or 5th level.

1. **Starting location:** The Order of Helfor, near the fortress of Smiteful Solace. (5th)
Villages have started to go quiet, and more and more folk report seeing spirits in the night. Refugees from border villages have started to flow into the fortress-city. A new undead threat awakens within the Hills of the Dead, and those who wish to stem this tide must come forth to destroy those raising the dead.
Tags: Undead, Dark Fantasy [+1 Vote]
2. **Starting location:** The Kingdom of Samdur, near the city of Phorj. (3rd)
The Kingdom seems to be on a knife's edge. More and more nobles of the city in Phorj seem to be abandoning the Pantheonic faith and coming to worship strange otherworldly beings. The Kingdom has always seen issues with cults, but now you all have been hired by the Pantheonic lord Therol Velonis to assist him in discovering exactly what being has enthralled his peers.
Tags: Occult, Humanoid, High Fantasy, Political [+2 Votes]
3. **Starting Location:** The Kingdom of Viduryje, near the town of Ragana. (5th)
Forto Kraujas has gone silent, and most doubt it was the Blood Elves that have done this. Captain Thoreg Grimshaw has hired all of you to scout ahead and figure out what happened to the orcish fortress as he leads a force of a few hundred after the group of you. Thusfar you all have only heard word from one other scout, who encountered a corpse that seemed to be drained of all liquid - effectively mummified.
Tags: Undead, Gothic Fantasy [+2 Votes]
4. **Starting Location:** The Kingdom of Viduryje, near the city of Susibrimas. (3rd)
“Hey you. You’re finally awake.” The group of you find yourselves in a caged prison cart, rolling down the cobblestone street. Each of you know what you’re accused of, but you also know them to be false charges. The Church of Valma has charged each of you for some sinful crime, which could be for any manner of Anathema designed by the church. Cowardice, poison, even being humble could garner the ire of the church. The Church has been gaining more and more power in the north of the kingdom, and it was common knowledge they were *very* unhappy with the “long peace” of the last century. Perhaps they even sought to make all of you martyrs to start a civil war if they couldn’t get one externally...
Tags: Humanoid, High Fantasy, Political [+4 Votes *Vote Winner?*]

Interactive world map:

<https://www.worldanvil.com/w/illnaya-yippid/map/32376c99-bf5d-4540-a3f4-487b8ebad64d>