

100 Fantasy Adventure Seeds!

No. 1

Seafoot



Games

Written and Illustrated by Rianna Stahl

A handwritten signature in the bottom right corner, likely of the author/illustrator Rianna Stahl.

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1. You walk into a lumber camp where lumberjacks are being slaughtered by elves; they broke their peace-treaty when they entered their forest, and terrorised the land by building the camp. The elves ask you to leave and let them serve justice—the lumberjacks beg you to save their lives, claiming they were sent in by their lord, unaware of any treaty. They were just trying to feed their families...
2. Families in the nearby village haven't seen or heard from their lumberjack men for quite some time, and their loved ones, worried, have sent you to investigate. But the lumberjacks have been slaughtered by the elves for trespassing, and the stench of death has attracted large and terrible creatures...
3. The lumberjacks are rallying to attack the elves, after they nearly killed them for cutting down trees. They had watched many of their loved ones slowly starve to death before the noble came and employed them with this new industry. The noble had tried to ask nicely, but the elves had refused—so the lumberjacks had taken the trees anyway. The elves were being unreasonable, and wouldn't accept any payment. The lumberjacks won't go back to the way things were before—war is better than starving, and if you help them now they might just stand a chance.
4. A wizard has placed a spell over a lava-filled mine, rendering the air breathable, and the heat bearable. You are gathering rare and incredibly valuable ingredients in the mine; the enterprise will make you rich. But something else is down there with you, and when the wizard is found dead, it is a race against time to escape as the environment becomes more and more deadly—but whatever the creature is, it certainly does not want you to leave.
5. A wizard has placed a spell over a lava-filled mine, rendering the air breathable, and the heat bearable. Fire creatures have risen from the magma, and you have been hired to protect the miners (and, most importantly, their wizard) while they extract their precious ingredients. But the creatures are willing to make a deal that promises you more wealth, if you but let the miners die...
6. A wizard has placed a spell over a lava-filled mine, rendering the air breathable, and the heat bearable. Hired as a bodyguard for the miners wizard, you chance upon a local inhabitant of the fire caverns, and in so doing discover that the magma chambers used to be their sacred worshiping site for an ancient fire serpent. They plead with you to get the miners to leave, as the atmosphere required for their survival is killing their deity.
7. A beautiful woman has lured you off the path in a dangerous forest, requesting help for her wealthy husband, whose horse spooked and now lies injured. When you exit the trail, she turns into a terrible monster, intent on eating you.
8. There is an evil wizard capturing the souls of the dead, who has found you. But life gets in the way of his preservation of your essence, so he must remove it first. He is doing you a favour, really.
9. You came into a cave system looking for treasure. Instead, you found fresh murder—and the killer is somewhere in these tunnels.
10. Entering caverns on a bet, you are now being hunted by a dangerous and mythical creature. You didn't believe it was real, and have since discovered that it all too terribly is.

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11. Your party stumbles upon an ancient ritual site—one which has summoned a strange and mysterious being from the depths. It seems too twisted to be real, but luckily, there is a wizard skilled in illusions who can come to your aide—for a hefty price in gold...
12. Assassins surround you from the shadows. You have inadvertently killed one of their targets—you have two choices; join, and provide them with another life for the murder you took from them, or die.
13. In a city's alleyways you stumble upon a standoff between a small portion of city guards, and a handful of smugglers. The smugglers offer you a handsome reward if you help them, but if you do, none of the guards can live to tell the tale.
14. Thieves attempt to jump you from the shadows. Little did you know, but one of the coins you hold is a sacred artifact given to them by their goddess, and they want it back.
15. Bandits have captured a strange woman who they believe is from your party. They demand toll as her ransom, otherwise they will kill her.
16. A strange knight paces up and down a stretch of road, waiting for passers-by to duel to the death. He has vowed to win 100 such battles for the hand of his rather un-interested love, Joanne.
17. There is a large pile of bodies on the side of the road, just beyond some bushes. Atop the pile is a knight, and—strangely enough—all the corpses appear to have their belongings. But the stench of death has attracted monsters, and the promise of fresh blood is too much for them to resist...

Elves attack you; their leader has been slain from their camp nearby, and you are the only foreigners they can find. Who are you, if not assassins?
18. You are in a forest. A tree spirit attacks you, its mind twisted. It seeks to use your blood to nourish woods now dying, from the pollution of nearby industry, not realising that it, in turn, has been poisoned.
19. Bandits rush you from the bushes. They need you to save their leader, who has become possessed—they don't know how, or what they were doing really. Mostly they were just in it for the women.
20. You have been ambushed from behind a rock by bandits. Defend yourselves!
21. You have accidentally ambushed some bandits, who have made camp behind a rock. They have taken insult to this.
22. You stumble upon two sets of groups who have ambushed each other. Though originally arguing about who ambushed who first, upon your success on surprising them both they now want you to teach them how to be better at ambushing—and they'll kill you if you don't.

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23. There are a group of cultists sacrificing a young woman. Only, unknown to you, she is really a demon possessing the human's body.
24. You walk into a room with a dying thief, who hands you a strange piece of treasure with his last breath. As he dies, more cloaked figures enter—you don't know the power of what you have, and they want it—without witnesses.
25. In sewers, you are witness to an assassin's apprentice disposing of a body to his pet alligators, and he sends them to attack you. They are very large, and frighteningly intelligent—and they love the flesh of humans...
26. You have been sent by a man in the nearby village to find his uncle; an old man who lives in a remote hut. The uncle has been eaten by a changeling, who has taken his place.
27. You have been sent by a man in the nearby village to find his uncle; an old man who lives in a remote hut. The old man is only symbolically called the villager's uncle. In reality, he is a misunderstood water monster, who relies on the nearby stream for survival.
28. You have been sent by a man in the nearby village to find his uncle; an old man who lives in a remote hut. The "uncle" is a vampire, and wants to eat the players. Does the villager send strangers up as food?

You have been sent by a nearby settlement to reinstate an abandoned lighthouse, so it can be manned by scouts and lit at any sign of the inspected invasion. But the land is filled with large spiders, who must be killed before the scouts can man the tower.

29. A sorceress died in this tower long ago, and you have been sent to recover a precious artifact of hers. But when you arrive, the beautiful woman is alive and well. In reality this impostor is a spider who can take a woman's form, and she will try to seduce your party as a means of hunting.
30. A powerful wizard once lived in the tower in this forest, before the creeping evil overcame it. He was an exiled elf, who wiled away the days in solitude and studies from his tower. You have been sent now to recover his notes regarding the cure to a dangerous virus, now threatening a nearby village—but large spiders infest the woods, and they haven't eaten anything but each other for a long, long time...
31. You have been sent by a priest, worried about his sickening villagers, to recover the notes of a long-dead wizard who lived on an isolated island, studying how to cure the plague. But, unbeknown to you, he performed tests on peasants—tests which failed, and transformed them into hideous creatures which live still—and hunger...
32. A two figures teleport in front of your party. One is a young mage, fighting his father to the death. He claims the man betrayed him, and intends on turning his sister into a banshee. His father, a necromancer, claims that she's going to die no matter what they do and they might as well use her strength to defend against encroaching evil forces. The son claims that the sister might survive yet, and her powers of prophecy could greatly help against the coming evil. Both seek your aid; choose a side.

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- 33. A local sea deity demands a virgin from the village.
- 34. A young child has been kidnapped by cultists for sacrifice.
- 35. The local fishermen keep disappearing. Perhaps it has something to do with the mysterious pillars?

Note: this one was linked to a unique map by Seafoot Games, called the Sacrificial Altar.

- 36. You are hunting a fire serpent which lives in the lava. It can be lured out by a sacrifice.
- 37. Cultists are doing a summoning ritual to open a portal to the hells.
- 38. You have been sent to acquire some rare herbs to save someone from dying in the village.
- 39. Sirens are seducing and murdering fishermen. Soon there will be no men left alive in the nearby village.
- 40. You have been sent to capture some sea creatures from the local seaside. The problem is, they have rather large teeth, and quite like where they live thank you very much.
- 41. Unbeknownst to the tropical beach locals, a sex addict rehabilitation centre recently opened nearby. Since then, fishermen have been disappearing. Their wives, worried, have sent you to look for them. All you can find are pairs of bikinis on the beach...
- 42. Stumbling upon a pirate fortress you are invited in for dinner, as dinner, and discover too late that the pirate king is a higher vampire, and thinks your party looks delicious.
- 43. In a pirate's fortress, unknown to her husband, the pirate queen has invited you and your group in to her residence for a spontaneous and wild orgy—for your party is exactly her type. But, just as she is making her intentions known to you, her husband returns...
- 44. Stumbling upon a pirate king's fortress, the pirate king is only his second identity. Really the man is a noble, believed to be dead, who is plotting his vengeance against those who wronged him. Upon seeing your party, he believes he recognises one of your members to be indirectly responsible—and in need of justice. He invites you in, intending to exact vengeance...
- 45. You have been sent to recover the daughter of a local merchant, who has been captured by bandits. In reality she ran away from an abusive father, and now relishes the life of a rogue. She refuses to go back, and to prove her capability in her new life will kill you and your friends.
- 46. You have been sent to recover the daughter of a local merchant, who fears she has been captured by bandits. When you find her, she is in the midst of tying up the unconscious bandits, whose drink she has spiked and who she now intends to drag back to the village for bounty—but as she is doing this,

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one of them wakes up; intent on vengeance...

47. At a lagoon, a pack of creatures stop for a drink. Catching your scent, they decide to try for a tasty meal, as well...
48. A group of fish-people have made their home in the lagoon, using the nearby campsite as a trap for unsuspecting travelers. They get a high-protein meal, and rid the world of criminals whilst doing so—for who else would travel so far away from civilization?
49. Paid to guard a pregnant village healer while she gathers herbs, you stumble upon a starving demon in the guise of a man. It has been preying upon animals for too long, and will reward you with great powers if you bring it sacrifices—starting with the herbalist. But the herbalist is secretly a sorceress, and was searching for the demon all along—to destroy it for killing her child's father, by possessing his form...
50. At the Waterfall Lagoon (Monster Lair), a devil is worshiped as a deity by the local villagers, who drug unsuspecting travelers and offer them up as living sacrifices, chained to the rocks. But now it's possessed human form is dying, and it needs a new body to possess—one that's stronger than an average villager. One of your party members.
51. A monster has made its home by a teleportation stone, preying upon unsuspecting travelers who jump right into its lair, so-to-speak.
52. You are in an elven village. But the elves who live here are really sentient monsters that have taken their guise, intent on consuming your party the same way they did the elves who lived here before. Just as well you stumbled upon them; they were beginning to think of moving on...
53. In a treetop elven village, you have been sent to recover the rare herbal moss that grows near the tops of these trees. But the moss is protected by a small, sentient colony of ant-like creatures—who worship it for its intelligence-giving properties.
54. You are unwelcome in this elven village, and the elves attack you in defence of their homes. They were nearly wiped out by shape changers before, and cannot afford to trust outsiders again.
55. In the desert, monsters are eating the corpses of foolish travellers. Upon seeing fresh, and mouth-wateringly succulent fresh, they decide your party is the far richer reward...
56. A wraith bound to haunt her bones attacks your party, claiming to have been slain by the chief of a nearby village—and knowing only that she wants retribution, whatever the cost. If enough travellers die here, she knows that, eventually, the chief will have to come and inspect their deaths himself...
57. A ghost which locals know to avoid has been luring travellers to their doom by tricking them into following her into a monster's lair. But what will she do if your party kills the beast she was using as

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a tool for her vengeance? An abused woman who killed herself, she was eternally bound to the mortal plain hundreds of years ago by her abuser, but she doesn't know how much time has passed.

Believing he is out of reach of her vengeance, and unable to leave, she vents her fury by killing whoever she can. If someone were to grant her mercy, perhaps they would find the man who did this to her, and bring him here. Short of that, perhaps they would find and bring his bones—doing onto him what was done onto her, so that she might finally have closure...

58. A prominent researcher has vanished from his isolated hut, leaving only his valuable notes. All too late you realise his killers have been lying in wait for his companions, leaving the notes as a trap in the hopes they'll come to salvage them. Upon seeing your party, they logically conclude you are his companions, and attack.
59. In an isolated hut, a mage who sucks the life out of his apprentices to stay young preforms his dark ritual. But he has only just finished, and—with his notes lying scattered about—thinks you know too much...
60. A teenage boy attacks your party. He has the powerful abilities of a magus, who's soul accidentally flew into the body of his apprentice after his original form was killed. They now co-possess the body, and the mage—his memories hazy—compels the boy to kill you; believing your party to be the culprits...
61. A unicorn dashes out of a beautiful primeval forest to attack your party. It knows your party are murder hobos, and will not let you kill the innocent creatures of this forest as well.
62. An ancient water being lives beneath the waterfall in a beautiful primeval forest. It is rumoured to know of great treasure—but only to those who can best it in combat, or provide it a sacrifice. It holds an insatiable hunger for sentient flesh...
63. A great forest dragon, Vlerundéus, lives in this primeval forest; buried in the mossy undergrowth. He is blind, and in last waning years of his life—but you have awakened him from his slumber, and he does not take kindly to strangers... Perhaps he will let you live if you entertain him in a game of riddles. And perhaps, if you win, he will tell you the whereabouts of ancient ruins, lush with treasure and forgotten secrets...
64. You have been sent to inspect a long-abandoned fortress by a wealthy proprietor, who seeks to purchase and restore it. But the ruins are overrun by a ghostly legion of warriors, from both sides of the war—and neither wish to see it fall into anyone else's hands. Would the ghosts be willing to listen to reason?
65. You have been offered bounty by a noble to capture or kill local pirates, who have made the fortress their stronghold. But they are freed slaves, and the noble himself a slaver. The pirates claim they attack his vessels, as well as that of other slavers, as a means to bring freedom to the oppressed. If they skim the cream from the occasional passing merchant ship, well, the vessels have more than enough to survive, and the pirates have many helpless mouths to feed until they can rehouse the freed slaves.

But the noble has only become a slaver to save his people from the famine, which has caused many

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a child to see their parents starve—and sometimes, even then, they don't make it. If you bring the pirates back alive, they will be forced into slavery themselves—and the slaves they kidnapped, of course, will be re-sold. If you don't hand in the pirates, you will also make a powerful enemy of the noble.

66. You have been offered bounty to capture or kill local bandits, who have made a fortress their stronghold. But they are desperate, and have only become bandits as a means to survive the famine without starting a war, unlike the other peasants who breached the elven peace treaty by cutting down their trees for their noble. They only attack those who have more than enough; for them, it was the lesser of two evils.

But the peasants have the backing of a noble lord, and you will make an enemy of him if you return empty handed. In his eyes, you're either with him, or against him. Perhaps, if you bring the bandits back alive, he won't torture them in his dungeon. Perhaps, like the noble said, they will have food, and be well provided for...

67. A beach resort has popped up within the ruined tropical fortress, advertising itself as giving ghost tours for those daring enough to attend. But people have died, and you have been hired to investigate. It appears that, although the tours were fake, the ghost that was rumoured is all too terrifyingly true...

68. Your party has found an ancient treasure map, and followed it to an abandoned fortress. Only, at the disturbance of the treasure, the two ghosts of young nobles appear—both of whom do not wish you to have it. As it turns out, they both loved the same woman (the duel over her was the cause of their deaths), and the chest is filled with her jewels.

However, they suppose they could part with it, if you but exorcised the other noble's spirit, so they could win, once and for all...

69. On a cliff, you have been sent to gather a rare sample of rock for a mage studying the cliff's history. But the land is filled with endangered flying monsters who nest here, and to get to the sample you have to go past their nests—which they will defend with their lives.

70. A reptilian man has emerged from a cave in the cliffs, intent on defending rare and endangered flying monsters who nest on the cliffs. He has made it his life's work to study and protect them against those who would kill them for their valuable ingredients. Travellers like your party. The last people he trusted killed nearly half the flock, and left him unconscious—he won't make that mistake again.

71. At a steep cliff, you have been sent to investigate a new and seemingly living vegetation that is rapidly spreading into the surrounding lands. You track its source to dark centre that lies beneath the cliff. To investigate it, you and your party will need to find a way to get to the bottom, and survive...

72. You have been sent from a nearby village, only recently re-settled after its discovery a few years ago, to track down a monster which has been snatching people in the night. Upon entering its cave-lair, you discover it to be a deformed, pale skinned human with a ravenous look upon its face—the reason the original inhabitants of the village fled, so long ago...

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73. A cave is the home of a wizard who studies and protects rare and endangered monsters that live nearby. He does not welcome strangers, as the last people he trusted betrayed him. He won't make the same mistake again.
74. There is a cave filled with ancient mysteries, but also a small hoard of monsters who dig up from the ground, intent on eating you and your party.
75. The ghost of a father doesn't understand how his daughter died, and, confused, attacks you, thinking it to be in her defence. The last thing he remembers is she was looking for her doll, while he was up in the laboratory, studying the stars...
76. The guards of a corrupt lord illegally demand toll for use of their road. What will you do?
77. A merchant's guards attack your party, thinking them to be bandits, whilst traveling on a road.
78. Bandit women attack your party, having escaped brothels and abusive relationships for a new career. They are distrustful of men.
79. The heirs of those who once built this fortress (before the lava surrounded it), having fled generations ago to escape the noxious fumes, sent your party to recover an ancient heirloom, buried in the hidden cellar. But when you arrive, you discover new inhabitants have settled in—inhabitants who do not welcome strangers...
80. A bandit's wife has begged you to help get her husband out of a lava-surrounded stronghold, which is slowly killing them. He was once falsely accused, and only turned to banditry as a means to keep them alive. But their leader won't recognise the threat the toxic fumes hold, for the symptoms are not immediate. He claims he will kill any deserters while he is alive.
81. Your party of heroes has been charged with defending a great city against a powerful wizard, who has captured a nearby fortress and summoned magma to surround it. He is amassing a force of fire creatures to wreak destruction upon the King, who he perceives wronged him and many others.
82. Freedom fighters have requested your aide in the defence of their stronghold against slavers and their mercenaries, who they expect to attack any day now. They have been rebelling against the lords who betrayed them to become slavers for nearly a year—guerrilla attacking their merchant caravans, freeing slaves, and doing whatever they can to disrupt their trade. But the slavers won't tolerate their behaviour any longer, and are determined to wipe this inconvenience from their lives forever.
83. Bandits are using the river fortress as a toll bridge, having reinstated the old building's original purpose for illicit means.
84. A old, retired adventurer—in the twilight of his life—begs for your aide. Elves, he says, have attacked his home. He barely escaped with his life, and is terrified as to what has befallen his two daughters. He has treasures aplenty to reward you with, if you but help him return to his home and learn of their fate.

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Upon arriving, however, you find the daughters alive and well. They are in love with their elven captors, or so they claim. They say they have enlisted their help to seek vengeance for their elven mother, whom their father killed when they were still children—a vengeance that can only be repaid with blood.

Their father claims that their mother, tripped, and fell—but the daughters, knowing his wealth and power, never believed it, and have been harbouring this hatred for years. Their father is shocked at this, for only he knows the truth—that his wife, his beloved, couldn't handle the thought of his death from old age, while she remained young. She had wanted to leave then, to escape the pain—but he had reminded her of the loss his half-elven daughters would know growing up. He had placed his hand on her arm, and in her distress, she had backed away—and slipped, and fallen, from the stairway in their bedroom...

85. You have been paid to track down some sirens, who have supposedly been luring men from their boats and killing them—but the burly seafarer who hired you insists on coming along. Clues lead you to an ocean cove, which is filled with human bones, yes—but also booted footprints. There is a mermaid hanging around shore, who claims her kind have been rescuing slaves from the grasp of evil merchants, who take them here to sacrifice to dark gods. But the burly man works for the merchants, and will not allow the mermaid to survive—nor your party, if you side with her.
86. A cold water sea serpent has been attacking any boats that come nearby. However, its species usually never comes into this area, as it's too warm. When examined, the serpent looks sickly; its blood is black, and its soft skin is covered in a poisonous purple substance. Could this be the cause of its aggressive behaviour?
87. Long ago, a beautiful woman made a deal with a deity, to kill her first born son in return for immortality and beauty. Unable to fulfil her promise, she was cursed instead with immortality, and a gaze that turns anyone who might love her to stone. She has gone mad as the years pass by, and will kill any living beings she finds. This was ok, until a town was settled nearby, and locals began disappearing. You have been sent to investigate the rumoured “Medusa”, and clues have lead you to her lair...
88. You have been sent by a local village healer to save her two children from an angry mob. They have been collecting bones and storing them in a cave they used to play in, from a mix of morbid curiosity and a desire to learn the anatomy of different creatures. But the peasants believe the healer is a witch, and that her children must be teethinglings—teethinglings who have clearly been worshipping dark gods to bring trouble upon them all, and deserve to die.
89. You've been sent to investigate a monster that's been killing all the merchants along the desert trade route, effectively starving the connecting town (which relies on the supplies). But when you arrive, he is a man who claims to have been the lone survivor of a bandit raid, the stagnant water and shelter in this arid cave saved his life. When the first merchant caravan came, he begged them for help—and they laughed at him. The next, starving, he killed and cannibalised—and, not knowing the way to civilisation, he's been doing the same ever since.
90. The water of a local pond has become toxic, and has since been killing all the animals who drink it. The deaths at the site has caused a monster to move in for free food—and it's right on the trade-route to a large desert city. While it wasn't a problem before, it's grown large—and powerful—and begun

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hunting living prey, such as merchant caravans. This beast must be stopped, and the city guards are willing to pay a good price if you do.

91. A local huntsman has returned to town severely injured, insisting he was attacked by an owl griffon. When you arrive at its lair, you discover that it's half-starved due to the hunters taking more than their share, and is desperate to feed its dying babies food. But the hunter's refuse to hunt less, as times are hard, and they don't want to see their own families starve.
92. A sorceress has cast the illusion of water in the woods, which she now uses to lure in unsuspecting peasants, who she then kills and sacrifices to a dark god. She came to the local village as a healer, and was instead spurned by them for their superstitious ways—and now she is exacting vengeance. But after she takes a young child, the villagers plead your party to save him and kill the foul witch. When you arrive, the child is alive and well, and she is packing up her things. She will take him on as an apprentice, and teach him her ways—but she doesn't want any witnesses.
93. Your party has been sent into the mind of a dying, comatose wizard from his pleading apprentice in an attempt to discover what ails him. Within his mind you find him sitting in a large throne, on a floating isle surrounded by stars. You must defeat his nightmares, which plague him as they have been sent by a demon who holds his mind in torment—while his body wastes away forever.
94. Upon walking through a portal to a demi-plane, you are attacked by a young silver dragon. She has been imprisoned on a floating isle surrounded by stars, and her memories stolen—confused and afraid, she suspects your party, for you are the only beings who have managed to find her—and, by entering the demi-plane, awaken her from her enforced slumber.
95. You have been sent by a wizard who gave your party the task of entering a mythical demi-plane—a floating isle surrounded by stars—to which he gave you a map and a key. You have been sent after a treasure of inestimable value, and the batty old man didn't seem to be concerned that your party might run away with it. Only, when you arrive at the dimension, instead of “treasure” you find a very old wizard, who thanks you for freeing him, summons dead minions to kill you, and teleports away... In hindsight, he might have been a lich...
96. For a large sum, you have been sent from a nearby village to hunt down an unusually large griffon that was seen flying overhead, with some kind of dying, humanoid victim in its claws. The trail of blood and tracks has led you to a snowy mountaintop. Only, when you find the griffon, it has the accoutrements of an elven rider, and you find his master at its side; unconscious, with an arrow in his belly, and a scroll-case by his thigh. But the griffon, enraged by pain, won't let your party come near without a fight.
97. Your party has been sent to negotiate with the Ice King; a frost giant whom no more villagers have had the courage to parlay with after he ate their last messengers. Desperate, they have offered you their daughters in return; hoping your peace negotiations might put an end to his raids, which snatch innocent people away in the night, never to be seen again. But when you arrive at his mountaintop throne, the Ice King won't listen to your plea, and instead sets his frost hounds on you. Perhaps, if you can beat them in combat, he will respect your party enough to listen...
98. You have been paid to kill a wyvern, which has been stealing local livestock. But when you track it back to its mountaintop home, you find it being petted by its master; a weathered giant, older than ages the mortal mind can comprehend. He claims that he is waiting for his queen to return, and

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tames local animals to hunt for him, for he requires it for his survival. Whenever they die, he trains a new one—but the wild animals have died off from plague, and his wyvern has been forced to hunt further and further into domesticated lands for their survival.

99. Sent to investigate the strange lights dancing at the top of the mountain, you discover glowing purple, blue and red runes. Before them, standing over the corpses of giant and a wyvern, is a dark wizard, chanting in an ancient language. Intent on his work, his followers deal with your party for him.
100. Your party stumbles upon an eccentric martial artist, who jumps from behind some rocks to attack. He is famous, you see—and so many young pupils make the arduous climb up the mountain to find him and beg he teach them, that he assumes your party are the same. As he does with many peasants, he is trying to test your mettle by using his unique, jumping martial art and long, wooden pole to vault around and attempt to beat you up.

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Rianna & Luke