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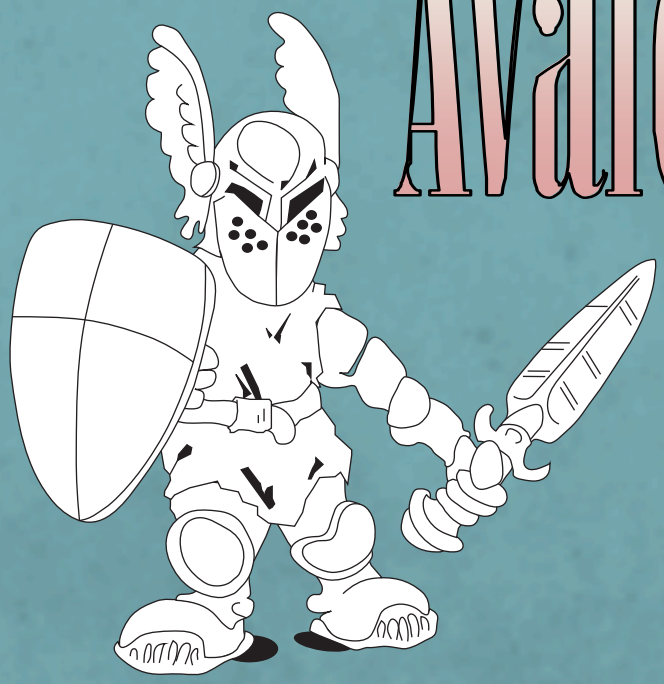
Avalon Encounters



Wyrdstorm Plains

By
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The PCs come into an area where the rain is more than just ordinary water. They may be traveling to another area or maybe even have been hired to deal with this phenomena.

Background/Plot Hooks

The locals have named this area the wyrdstorm plains due to the unnatural weather-related events that take place here. They do not know the reason for this but it is actually the results of the activities of the gods. One of their own was buried here and the storms serve to both to mark the place of burial and to keep the god interned. One group of these gods seeks to keep the storms active so as to neutralize the fallen god while another group of divine lords and ladies seeks to resurrect the fallen god by figuring out the nature of the wyrdstorms which keep him or her bound. (The exact god and their relationship will be kept open to suit your campaign needs)

The fallen one is a minor figure representing random acts of evil. Most of the local pantheon want to this god to stay imprisoned but there are others who through related portfolios or familial obligations seeks to free him once again.

The plains themselves are composed of low rolling hills, covered in short grass and brush. Few trees grow here, and so there is little cover offered to protect one self form the hard winds and rain which always falls upon the lands.

Adventure Hooks

PCs could encounter this area in several different ways. They could be simply traveling through and experience one or more of the events listed below. Another possible hook could have one side of the divine struggle hiring the PCs (through mortal agents of course) to investigate the area. The PCs could even be seekimg a solution to keeping the god buried while banishing the storms. Finally the PCs could have been told to keep anyone away from discovering the truth of the wyrdstorms or be tasked with finding a way to get rid of the magical rains.

The solution to harnessing the power of the wyrd-storms is to make a keystone and bury it in the ground at the center of the effected area. Therefore, another possible plot hook has the PCs searching for rare ingredients without being told why they are needed.

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