



Adventure Hooks

Everybody loves a head start. We've put together a number of adventure hooks that you can use with Nobis or with your own campaign world. There are also a number of campaign hooks in the campaign setting book Nobis: The City-States. If you haven't picked up your copy of Pantheon Press products, stop by the marketplace today.

Step Right Up

When mysterious tents appear in The Fairgrounds overnight, the PCs are called to investigate. Once they enter the Carnival of Damned Souls, however, they must battle twisted freaks, vicious clowns, and a demonic ringmaster to escape!

A Thousand Tiny Cuts

A seemingly routine mission to pick up a crate of Etchstone plates becomes a nightmare as the characters get caught up in the petty rivalries and miniscule power plays of paranoid bureaucrats and other minor officials. Will the PCs try to work within the system or will they simply slaughter everyone?

Cat's Paw

High Councilmember Claudio Dur asks the PCs to pick up a small package. The delivery goes off without a hitch, and the characters are rewarded handsomely. After a few more simple tasks, Councilmember Dur's final request seems quite strange – steal a peacock from the Sti'alsinia Zoo. Will the PCs comply, and what do they do when they discover that Claudio is secretly a rakshasa in disguise?

Money Talks

The characters are hired to test a bank's new security system by breaking into the bank's vault. The defense measures work all too well and the PCs get trapped within the bank. When their rescuers are killed by the security system, the players have to find their own way out of the vault before they too are eliminated.

Paper Tigers

The PCs are visiting the Library of Oris for their own reasons when a member of the Silent Circle pleads them to travel into the furthest recesses of the massive library to find some lost members of his order. An ancient tome, The Penumbrian, has exerted its influence upon reality deep within the stacks, and the characters must fight aberrations and keep their sanity in order to affect the rescue.

The Dead Never Rest

Restless spirits roam the Heartsrend Cemetery. The PCs must infiltrate an elaborate tomb to discover the reason. Defeating the psychotic necromancer lurking within the crypt solves only half the problem however, as the characters learn that the villain was funded by the Brookfield Institute. Why is the organization for arcane study collecting the newly risen undead?

Points of Light

Sunpoint's Azure Lighthouse stops working suddenly and the PCs are called in to investigate. They find that a crazed planetar angel named Zacharael is responsible. The angel believes that a plague ship is bound for the City-State that will kill thousands. Will the PCs side with Zacharael or will they put the tortured angel out of his misery?

Time Will Tell

Many young Illysium survivors have grown up resenting the City-States. Just children (babes by elven standards) at the time, they have grown into angry and dangerous adults. A small band of elven warriors and mystics conspire to strike a blow deep into the heart of the City-States. They have paid dearly for a magical device capable of amplifying black powder's destructive power - and they plan to use it on The Gatespan

Bringing Down the House

Torgrim's Tables is one of the most popular gambling houses in the Lamplight District. Fortunes have been made and lost here, but the house always manages a tidy profit. Griffen Hinterhold is a notorious thief and con man. His latest scheme is to break into the house's secure underground vaults and make off with a fortune in gold and precious stones. Will the PCs hire on with Torgrim's Tables to stop them, or will they join Griffen and break into one of the most secure locations in the City-States?

The Plight of the People

A new cult has suddenly risen up in the poor settlements surrounding Stormbreak. With seemingly unlimited funds the cultists have clothed and fed the poor, built houses, brought healers and medicine and built a temple to their god, but it is a god unlike any the City-States have seen before. The Silver One as their god is called seems to be a force for pure good in the world. Hundreds of converts flock to the temple. They are sent across the Azure Sea to learn the true mysteries of The Silver One, but when a lone boy suddenly returns horror-struck and insane, the priests of Syndana fear the worst. They hire the PCs to investigate. How will they react when they learn The Silver One is a gaping maw into another dimension where humans are considered a delicacy?

Things Best Left Forgotten

The PCs are hired by a mysterious woman claiming to work for the Horizon Society. She gives them a map to a forgotten stronghold deep in Emberstone and asks them to retrieve a set of ancient maps thought lost to time. If the PCs can make their way deep into the heart of Emberstone they may survive long enough to uncover her true ends - resurrecting the terror, Jalin Feirsha, who 900 years ago, almost came to dominate the world.

Man of the People

Borist Blackclaw is the first mongrel candidate with a real chance to win a council seat in the City-States. The Sorgil elections are only three weeks away and Borist's campaign has polarized the populous. His many supporters see him as a man of the people. Borist made a name for himself as a brilliant office in The Arm, and he has proven himself an eloquent speaker and effective administrator. Those who oppose him, fear change and resent the idea of a mongrel in such a position of power. Death threats have been the norm throughout the campaign, but when Borist is wounded by an assassin's arrow, the PCs are called in to investigate. If they can track down the conspirators in time, only then will they learn that Borist is really a Restorationist operative and that he manufactured the assassination plot to sweep him into office.



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