

A ROAD LESS TRAVELED

01

Protection, Journey, Religious

A magical device must be transported to a high priest in a distant city. Unfortunately, others who seek its power are looking for it, forcing an unusual choice of route.

Getting the PCs Involved:

- The device has been entrusted into their care by a lesser priest who promises to provide a distraction. The high priest will deal with their eventual payment.
- One of their number is a member of the religious order involved.

Encounters:

- Off the beaten path, the group are hounded by a pack of savage beasts.
- The travelers come across dangerous magical warding when they stray into tribal lands.
- Circumstances afford our heroes the chance to ambush a group who seem to be searching for them.
- The approach to the city involves heading down a precarious path.
- With the city gates in sight, the adventurers are assaulted by an unholy warrior empowered by supernatural forces.

Follow-up Adventure Ideas:

- Delivering the device, the group is held in high esteem by the high priest.
- Those who seek out the device may not be dissuaded by its new location.

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SIDEQUEST DECKS:

WILDERNESS & FRONTIER FANTASY

Need fantasy adventure ideas in wilderness or frontier areas? Use our **SideQuest Decks: Wilderness & Frontier Fantasy**. Each card is a dynamic adventure!

Draw a card for an adventure outline. The outline includes backstory, ways to get the PCs involved, encounter possibilities, and follow-up ideas. The other side of the card is the most important map for that adventure. Use maps from other cards as needed.

Each adventure in this deck has a fantasy theme in a wilderness or frontier setting.

SideQuest Decks are perfect for stocking a hex crawl or developing a side trek on the fly. You may even chain several together for an entire campaign!

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RUN AMOK (ADD PATH TO MAP)

03

Hunt, Countryside, Golem

A slain wizard's golem is destroying everything as it mindlessly roams the countryside.

Getting the PCs Involved:

- The PCs encounter a distraught farmer whose family has been slain.
- The party recognize they can save a village if they get ahead of the beast and evacuate it first.

Encounters:

- Some villagers (former adventurers or town guards) volunteer to help.
- The PCs track the golem's path. It must be destroyed.
- Alternatively, the party finds a clue to a control amulet (perhaps at the owner's home) that allows the wearer to command the golem.
- Things in the golem's path can be moved or it can be stalled to allow more time to find the amulet.

Follow-up Adventure Ideas:

- The PCs earn the adoration of the nearby townspeople.
- The slain golem may be useful to anyone who wishes to create another.

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THE DEFILEMENT

02

Summoning, Investigate, Grove, Cult

Travelers have taken up residence in a sacred grove. They have slain one of its guardians; the other has been driven off. Whatever they are planning has to do with the eclipse predicted for tomorrow.

Getting the PCs Involved:

- The PCs spot the other guardian gravely wounded in the middle of the road.
- The PCs know they are preparing some horrid rite. However, there are few details.

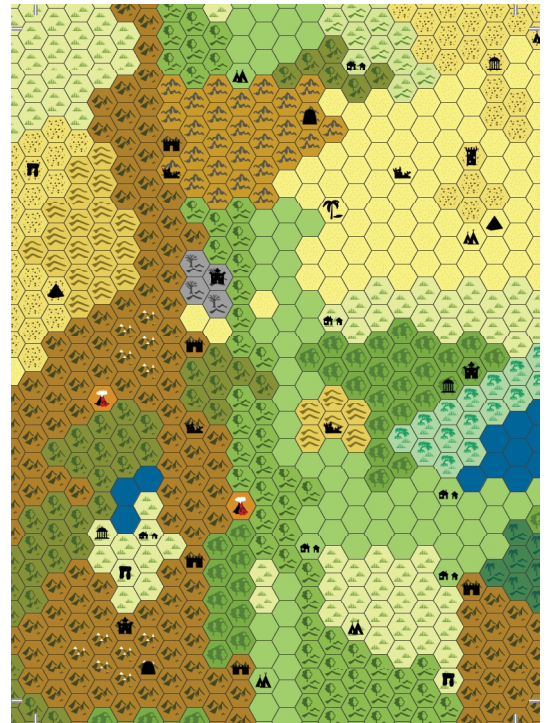
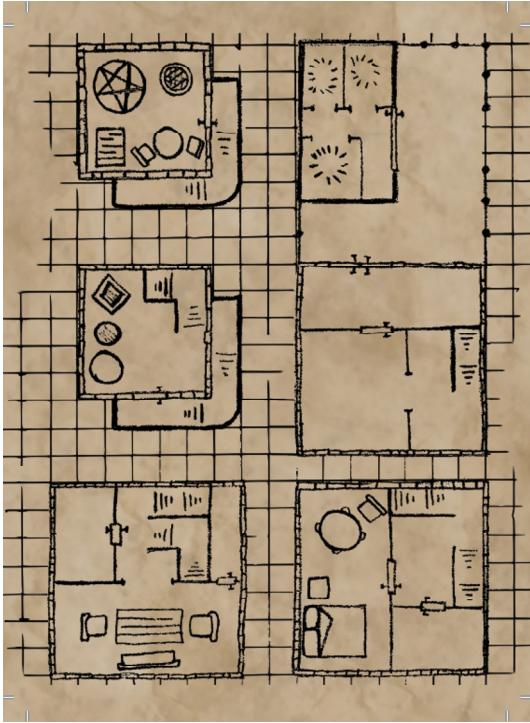
Encounters:

- Villagers report to the PCs of a battle nearby.
- The cultists have stationed summoned creatures in the woods to guard themselves.
- The cult includes a number of ferocious and feral fanatics who attempt to stop any interference.
- Chained in the grove are the sacred creatures of the travelers. They are dangerous monstrosities, and they sense the coming of something powerful.
- As the time draws near, some of the hooded figures slough their skins, revealing twisted forms beneath.
- The eclipse causes the remaining animals near the grove to go berserk, attacking cultist and PC alike.

Follow-up Adventure Ideas:

- The PCs race to stop the ritual, as eldritch figures form around the magus leader.
- Druids in the area are relieved, and reveal what they know of the cult.

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THE SUMMONING

05

Investigation, Wilderness, Summoning Cult

A cult plans to use a circle of standing stones to summon a beast from another dimension.

Getting the PCs Involved:

- The PCs interrogate a low-level cult member and learn the plan.
- A group of druids hires the PCs to help stop the ceremony.

Encounters:

- The PCs meet the druids who wish to stop the ceremony and they join forces.
- The low-level cult member who told of the ceremony relayed the wrong time. The party is too late!
- The outer guards must be dispatched.
- The beast obeys no one; all unite to fight it. The beast has an unusual power: magic empowers it, immunity to common weapons, etc.
- Any remaining cultists must be dealt with.

Follow-up Adventure Ideas:

- If the stones are ruined, the druids would like help to rebuild.
- The stone circle may be useful for other magical rites.

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ESCAPED!

04

Hunt, Countryside, Summoned Creatures

Creatures summoned by a sorcerer have overcome their arcane bindings in the sorcerer's tower. The creatures slew their captor and are on the loose.

Getting the PCs Involved:

- The party encounters one of the freed creatures as it roams the countryside.
- The party sees a strange glow from an isolated tower.

Encounters:

- Less intelligent summoned creatures (barghest, hellhound, otyugh, etc.) either serve as scouts or rampage uncontrollably through the countryside.
- A more intelligent creature such as a rakshasa or djinn serves as leader in the tower.
- Undiscovered traps still exist in the tower.
- A not yet activated guardian attacks the PCs.
- The creatures may already be hurt by their battle with the sorcerer. On the other hand, they may also have access to the sorcerer's magic and items.

Follow-up Adventure Ideas:

- The party now has possession of an unoccupied tower.
- If they fought a more powerful outsider, they have probably attracted some attention.

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TAKING A GOOD LOOK

07

Exploration, Protection, Wilderness

A cartographer wishes to take measurements of a section of the wilderness, and must be escorted to a number of landmarks in order to do so.

Getting the PCs Involved:

- The cartographer belongs to a wealthy merchant family, who hires professional assistance for their reckless scion.
- The wilderness may hold a fabled ruin. However, the area has not been adequately mapped for it to be located.

Encounters:

- An unassuming hillock is a sacred site, aggressively defended by a resident druid.
- Camping overnight, the party are surrounded by strange creatures who seem content to watch.
- Traveling up the bank of a river, a rogue water spirit mistakes the party for agents of its former master.
- Around the base of a mesa-like feature lies a wood inhabited by dangerous plant-life.
- Scaling the mesa is a challenging endeavour.
- Atop the mesa, the party are met by the signs of a great flying monster's feeding. They must avoid or battle the creature.

Follow-up Adventure Ideas:

- The cartographer's measurements reveal the entrance to a legendary site.

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ROCK OF AGES!

06

Hunt, Frontier, Undead

A great sorcerer or undead creature was long ago defeated at the site of a new rock quarry. Its remains have been disturbed.

Getting the PCs Involved:

- The PCs hear rumors that the new rock quarry appears haunted.
- The quarry's owner posts a reward for any who can stay the night at the quarry and prove it is not haunted.

Encounters:

- Rabid creatures (perhaps dire wolves) attack the party as they approach.
- Soon after sundown, some of the rock will animate. Treat these as animated statues. If the party is vigilant, they may be able to handle them one by one but otherwise a few will form to attack together.
- The dead wolves (and any other nearby dead) return as undead a few hours later.
- The original sorcerer/undead creature will return as a spectre after 3am.

Follow-up Adventure Ideas:

- The PCs are given a suitable (or the promised) reward for clearing out the quarry.
- If the spectre's bones are not properly put to rest (officials at any good church can do so), it will return a week or two later.

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SEEDS OF CONTEMPT

09

Druid, Wilderness, Village

An evil druid threatens to destroy a village by replacing the forest the community has begun exploiting.

Getting the PCs Involved:

- The village calls all neighboring villages/towns looking for brave folk to reason with the druid.
- When the PCs are lost in woods, they stumble on loggers afraid of being attacked by forest monsters.

Encounters:

- Despite the druid's warning, loggers continue to mark the next batch of trees. A pack of wolves attack!
- That night, the druid summons rain and strong wind to carry seeds from his grove to the village crops.
- The next day, as the farmers work, the seeds sprout magically into treants & attack. The farmers flee.
- If the treants are able to chase all the villagers from the fields, they'll root, and grow into full size trees by nightfall. The treants then release their seeds, and the process repeats until the village is re-forested.
- When fighting the treants, any attempt to burn them is doused by rain. Killing a treant any other way splinters it and dumps its seeds where it dies.
- If the PCs track the druid back to his grove and drive him away, the new forest stops expanding.

Follow-up Adventure Ideas:

- The druid or his allies seek vengeance.
- The new forest is magic by nature and attracts fairy folk who harass what remains of the village.

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DARK LAND

08

Borderlands, Politics, Village

An evil wizard has seized control of the neighboring nation. Now his magic has begun to blight the border.

Getting the PCs Involved:

- The PCs learn that crops are mysteriously dying. The sky has been overcast and gray since this began. Dark figures are reported amidst the local fields.
- The party spots a frightened farmer who was attacked on his cart. Figures are seen lurking by the road.

Encounters:

- The dark figures lead the PCs into corn mazes where they flank and attack then hide in the crops again.
- When hit, the figures disappear in a cloud of smoke. They stay in the crops unless a victim is alone.
- Wherever the shadow creatures go, a day later the crops die. This leaves a trail back to the wizard.
- More shadowy creatures leading the PCs on a wild chases. These are shadows animated by the wizard to test neighboring communities' responses.
- Each day that passes without all the shadows being destroyed causes the day to be one hour shorter.
- If the threat causes daylight to disappear altogether, the shadows no longer disappear with one hit: they are real and ransack the village. If all are destroyed, normal daylight will return.

Follow-up Adventure Ideas:

- There's a trail of withered crops to the source.
- The wizard's soldiers arrive asking about the PCs...

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THE FLOWER ON THE HILL

11

Cure, Search, Wilderness

A rare flower is needed to prepare an elixir. It only grows in one place: on a spirit-haunted mountain.

Getting the PCs Involved:

- The elixir is needed to cure a magical disease... perhaps one that a PC is suffering from.
- The elixir is a vital part of a grander scheme, or is needed to craft something important.

Encounters:

- The journey up-river introduces the PCs to some of the more dangerous local wildlife.
- A boat traveling the other way has been snared by bestial humanoids, and its occupants are in danger.
- Mischievous denizens of the mountain harry the PCs through it's forested flanks.
- Flying beasts roost high on the cliffs where the flower grows.
- A rogue guardian spirit challenges the PCs, not wanting to see its domain diminished.
- The PCs take the flower and race against time to return.

Follow-up Adventure Ideas:

- The medicine woman produces the elixir, perhaps with the aid of a suitable PC.

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SELF-FULFILLING PROPHECY

10

Cult, Fortress, Prophecy

The PCs are attacked. Upon investigating, they locate the attacker's priestess who soothsaid the PCs would murder her. In her fortress, she attacks (or uses control magic) to force them to kill her.

Getting the PCs Involved:

- The PCs are surprised by the attack.
- Someone warns the PCs about a prophecy of them killing a local priestess.

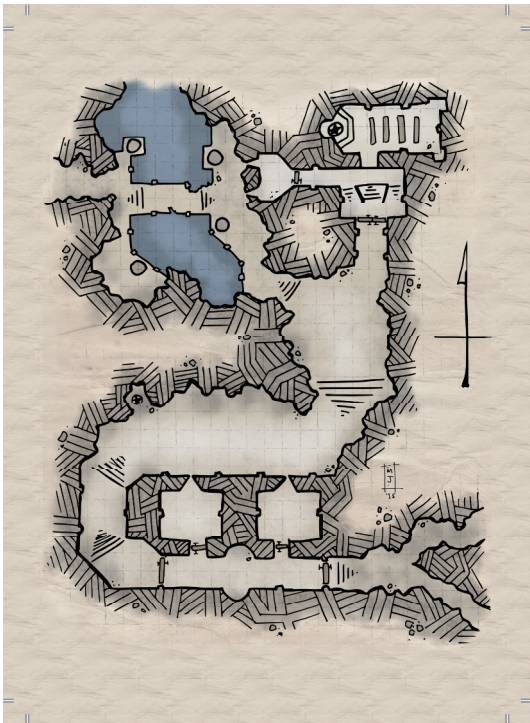
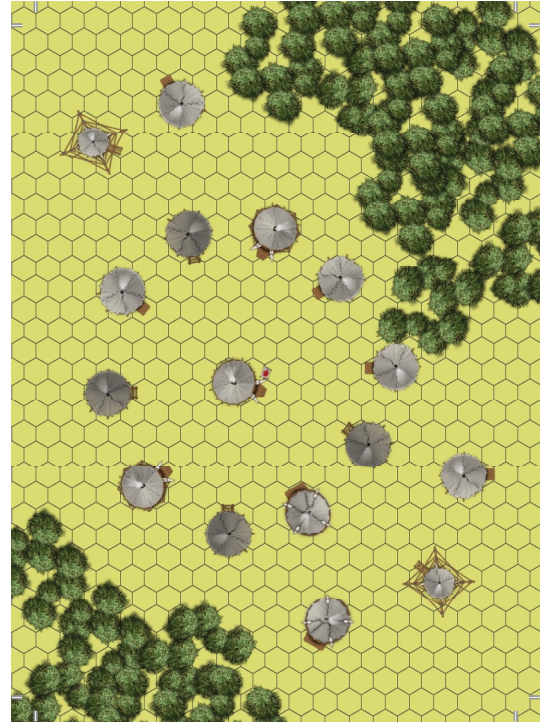
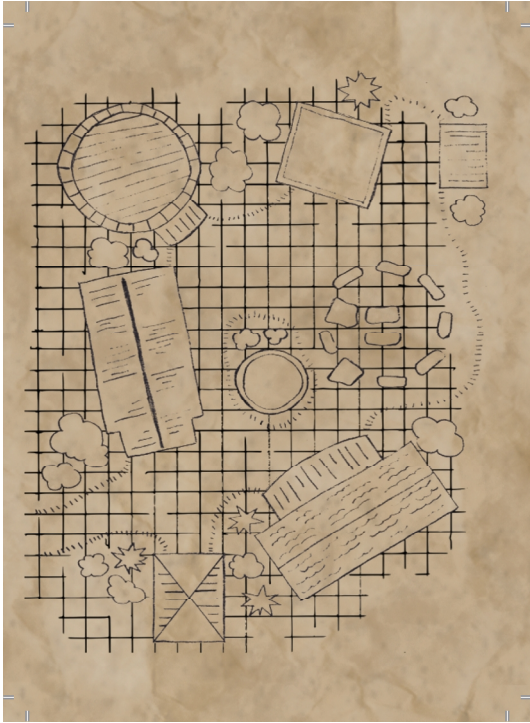
Encounters:

- On the following days, similar attacks occur again and again. The bandits constantly insist that the PCs are destined to kill the priestess of the hill fortress.
- On the following days, similar attacks occur again and again. The bandits tell them they will kill their priestess in their hill fortress and she wants to see to it that she preempts them.
- The entry hall of the fortress is plastered with 1000s of prophecies, either in word or picture.
- One of the fortress rooms is a bathing hall with hot springs. The bandits there outnumber the PCs by far, but are unarmed and unclothed.
- In her incense-heavy hall, the priestess greets the PCs as her prophesied killers. If they don't attack, she uses control magic to force them to.

Follow-up Adventure Ideas:

- The PCs have to get out of the fortress alive!
- Any of her prophecies can lead to adventure.

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THE BEST DEFENSE...

13

Sabotage, Countryside, Warband

A warband is rampaging across the countryside, their Chief's alliance with an infamously destructive mage making them unstoppable. The mage's signature spell, one that spells doom for those opposing the warband, must be made to fail at a critical juncture.

Getting the PCs Involved:

- The town where they are staying is next in the warband's path, when a local sage suggests a plan.
- The PCs are roped into the plot by the commander of the military force sent to deal with the threat of the marauding warband.

Encounters:

- In a stroke of bad luck, the PCs encounter a patrol.
- A guard must be taken out before he raises the alarm.
- The mage has posted magical guards on his tent. Luckily the members of the warband seem to take some pride in fighting them, however badly they fare.
- Once inside, the plot must be carried out, replacing key spell components or other such skulduggery.
- The PCs have to distance themselves from the scene of the crime.

Follow-up Adventure Ideas:

- The PCs are in place to capitalize on the spell's catastrophic failure.
- With their plan in tatters, the Chief attempts to call a retreat. The marauders cannot be allowed to escape.

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THE ROGUE HOMUNCULUS

12

Hunt, Wizard's Tower/Home, Village

A wizard's experiments in creating life have produced an extraordinary familiar. However, it has abandoned its master. To make matters worse, it took a half-finished magical device when it left.

Getting the PCs Involved:

- A trail of strange events follow the homunculus: animals going feral, mutant creatures, howling in the night, and so on.
- The wizard wants the device back. The remains of the homunculus would be a nice bonus.

Encounters:

- Livestock begin to suddenly stampede the PCs.
- A trapper emerges from the woods, deadly versions of his usual game not far behind him.
- While the PCs follow a trail through the woods, a pair of animated trees lash out.
- A pack of device-altered wolves stalk the PCs.
- By the time the PCs find it, the homunculus has twisted itself beyond recognition using the device and has become a true monster.

Follow-up Adventure Ideas:

- Trying to explain to the local people what has been happening may stir up long-held grudges against the wizard in question.
- The wizard may use the device for the benefit of the PCs or their allies, or provide some other magical service.

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A SPOT OF SHEPHERDING

15

Protection, Wilderness, Journey

A herd of rare beasts must be relocated from its current location to one more suited to the needs of the city-state. With dangerous ground to cover, a group of seasoned adventurers are needed.

Getting the PCs Involved:

- The animals were a reward for a service rendered. However, they scare the locals so the town council has put up a bounty to help them be relocated.
- The creatures' by-products are needed for the creation of magical equipment, with a lord willing to do much in return for a steady supply.

Encounters:

- Locals try to sabotage the party's preparations.
- A pack of predators attacks during the night.
- Opportunistic tribesmen attempt to pick at the herd as it passes through their lands.
- Superstitious herdsman refuse to take the creatures within sight of a tower, leading to negotiations or a dangerous route.
- On a mountain pass, a great monster emerges to feast. However, the convoy is forewarned.

Follow-up Adventure Ideas:

- In the villages surrounding their destination, the people leave their homes and fields to watch the creatures pass by.
- Though generating much profit, the creatures cause problems in their new home.

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SEEPING IN

14

Investigation/Hunt, Countryside

A new aqueduct has been constructed, linking a number of towns by a canal system. However, the waterways have become host to all manner of unsavoury incidents.

Getting the PCs Involved:

- A merchant is having trouble with goods shipped via the canals, and the PCs seem like just the folk to investigate.
- The PCs are traveling by boat when it is assailed by aquatic humanoids.

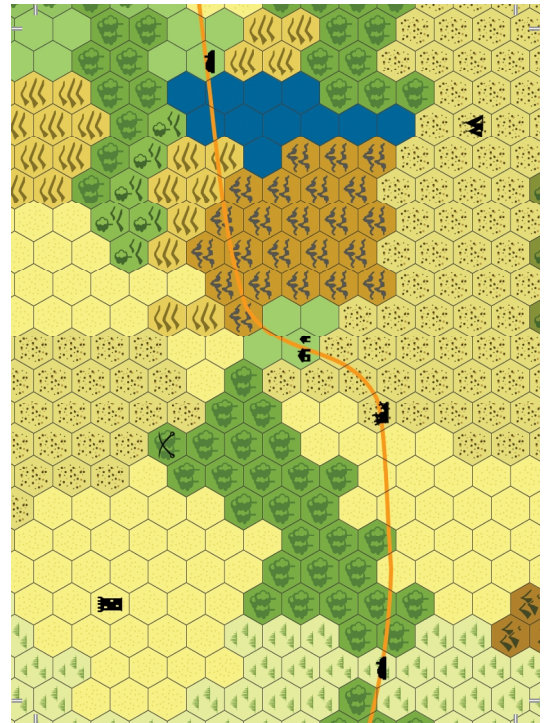
Encounters:

- Workers near the canal turn out to be more human-looking versions of the aquatic humanoids, and try to murder any PCs asking too many questions.
- A proper examination reveals that the monsters are normal people transformed by an aquatic monster into its minions.
- Heading up the canal system, even more monstrous forms of the creatures can be found.
- At a cave near the new aqueduct, the more intelligent and capable minions commune with their master in shallow pools.
- The PCs confront the mastermind in its watery lair.

Follow-up Adventure Ideas:

- The source of the infestation dealt with, the PCs must use their knowledge to return the remaining transformed people to normal.

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WHO WARDS THE WARDEN

17

Search, Village, Wilderness

A village is protected from the dangerous creatures nearby with magical wards. However, the girl who creates the wards has been kidnapped by a tribe of monstrous humanoids.

Getting the PCs Involved:

- The village happens to be where the PCs are currently staying.
- The village elders send someone to find help before the wards fail, and the PCs are the ones they find.

Encounters:

- The local fauna sets upon the PCs.
- The magical beasts of the forest make their presence known, but do not engage the PCs.
- Later, the beasts attack in force.
- A patrol of the monstrous humanoids are camped outside an ancient temple.
- The chief and shaman of the monstrous humanoids plan to sacrifice the ward-maker to the very spirit whose servitors she keeps away.

Follow-up Adventure Ideas:

- The PCs must battle the spirit, who is enraged by the disruption of the sacrifice.
- The village no longer needs the wards, and the ward-maker may leave if they wish.

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SALVAGE OPERATION

16

Great Beast, Wizard

A great outsider/beast was recently slain. A wizard wants its parts harvested, but the carcass has some extra guests.

Getting the PCs Involved:

- The wizard has heard of the PCs' accomplishments and reaches out to them to harvest the beast's parts.
- The PCs hear of the downed beast and investigate. They meet the wizard there.

Encounters:

- The surrounding area is barren. Great magic was used to kill the beast. Now nothing will grow nearby.
- The giant scales are useful for armor and shields. However, some parasites hide under the scales and attack if disturbed.
- The creature's tail spikes are booby-trapped to explode if one isn't careful when removing them.
- The beast's stomach acid is potent but easily contained in glass and therefore useful. But trapped in the belly is a creature that regenerates, despite this particular acid.
- Its brain is similar to an intellect devourer, but can only affect creatures larger than a man. If a large creature comes by, the brain shoots out to attack.

Follow-up Adventure Ideas:

- The PCs may be able to keep a few items or have them crafted by the wizard.
- The wizard has contacts who need tasks performed.

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DIPLOMATIC POUCH

19

Protection, Border area

For centuries, two cultures have met in an ancient stone circle to discuss their alliances. Though little negotiation of import is done there now, it remains a respected tradition.

Getting the PCs Involved:

- The diplomat from their culture has dealt favorably with them before and invites them along.
- The PCs have business with the other diplomat and this is a perfect chance to meet.

Encounters:

- The journey to the circle takes a circuitous route, needing a number of overnight stops.
- In one of the places they pass, the locals have trapped a vicious monster in a barn. It escapes!
- On a precarious bridge across a gorge, an aerial predator attacks.
- As the PCs round a corner, they see a trade caravan being raided by bandits.
- Intent on causing a diplomatic incident, a number of masked attackers strike at the party.

Follow-up Adventure Ideas:

- The PCs get to participate in an old tradition and get an insight into another culture.
- The group conspiring to have them killed makes other plans if these have been thwarted.

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UNLEASH THE BEAST

18

Sabotage, Beast, Strike Force

A great force of inhuman creatures is amassing in the mountains, united by an unprecedented alliance of chieftains. To bring an army to fight them would be foolish, but the horde's location offers another option.

Getting the PCs Involved:

- While the PCs are caught up in a village raid, the mayor informs them of a monster sealed deep in a cave system. Perhaps it can solve the problem.
- The PCs are informed of the beast's location by a military official who is frustrated by his inability to defend the people.

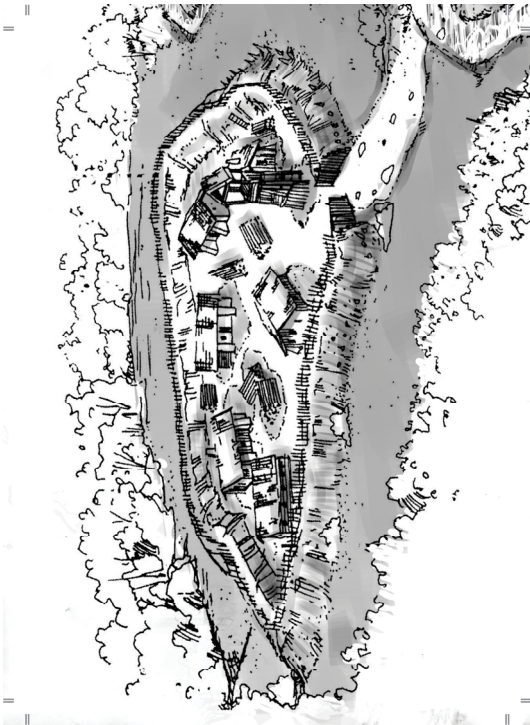
Encounters:

- A patrol tries to ambush the PCs as they enter the horde's lands.
- The mountain's flanks are home to vicious beasts.
- In the cave, a pair of constructs guard the entrance to the deeper levels.
- The restless shades of those who sealed the monster haunt the passages.
- Whilst harassed by the guardians, the party must shatter the magic chains holding the sleeping beast.
- The PCs must escape the awoken monster.
- Once the barbarous horde has been destroyed, the monster must be sealed away again.

Follow-up Adventure Ideas:

- Has anything else come to the village while the PCs were away?

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IN THE WRONG HANDS... 21

Search, Countryside, Hideout

A relic of a past hero, stolen from his corpse by his killer, has re-emerged in the hands of a local goblinoid who is using it to become a serious menace.

Getting the PCs Involved:

- Hearing tales of the threat, they recognise the description. The relic may be incredibly valuable if recovered.
- The relic is of great cultural significance for the PCs or the descendants of the hero who wish for its return.

Encounters:

- A gang of bandits loyal to the villain are making demands of travelers on the road.
- A triumphant raiding party are returning to the camp with captives.
- The villain's original hangers-on offer to betray their former comrade.
- Unfortunately the secret entrance is less guarded, not unguarded.
- The power of the relic has attracted a pair of powerful monsters who now guard their chief.
- The relic's new wielder does not want to part with the prize.

Follow-up Adventure Ideas:

- Who should take possession of the item? The party? One of the hero's descendants? A local sage?

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OF FAITH AND FOUL PLAY 20

Search, Pilgrimage, Deception, Ceremony

Only one man is known to be able to bring forth a particular blessing, and he has sequestered himself from the world. For the blessing to be earned, the petitioners must prove themselves worthy.

Getting the PCs Involved:

- Volunteers are needed to seek a blessing to bind an outsider while those who conquered the beast maintain control.
- The magic the priest performs, and how they perform it, may be the key to solving a great mystery.

Encounters:

- The group are welcomed by an acolyte, who explains trials must be performed before the blessing granted.
- The party must gather sacred branches from a tree where dangerous creatures roost.
- Sent to gather water from a supposedly blessed well, they find it haunted by vengeful shades.
- Information the acolyte gave them about finding incense proves completely false, leading to peril.
- Returning, they find the aide in a hidden chamber engaged in a profane communion.
- The false acolyte reveals their true, monstrous form and attempts to slay the PCs.
- With the retainer handled, the blessing is given.

Follow-up Adventure Ideas:

- Has the beast escaped while the PCs were away?
- Now the PCs have the creature's attention.

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BREAKING THE CHAIN 23

Sabotage, Countryside, War

An army marches on its stomach. This one cannot be allowed to march any further, so the supply chain must be broken.

Getting the PCs Involved:

- The nation's elite are concerned at the army's bold advance and wish to make it fail.
- The encroaching army is led by a long-term adversary of the PCs, or marches at their behest.

Encounters:

- The PCs must journey to a strategic point. However, the safe paths are patrolled...
- The point is well guarded, but the perfect distraction presents itself.
- Having taken the choke-point, the PCs must deal with a guarded caravan of supplies.
- A returning caravan attempts to take another route, avoiding the PCs.
- A punitive force is sent to remove the PCs' blockade.

Follow-up Adventure Ideas:

- Alternative sources of sustenance are being raided to keep the army going.
- With the supply chain cut, the army is in chaos: time to strike while the iron is hot.

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MAKING ENDS MEET 22

Leadership, Frontier

Being the new viceroys of a struggling border settlement is a chance for the group to prove themselves. Power and influence beckon, if they can turn the holding's fortunes around.

Getting the PCs Involved:

- The title was granted to the party after some great display of competence, but it is not quite the generous boon that it first appeared.
- The group are nominated for the position by a rival, who expects them to fail.

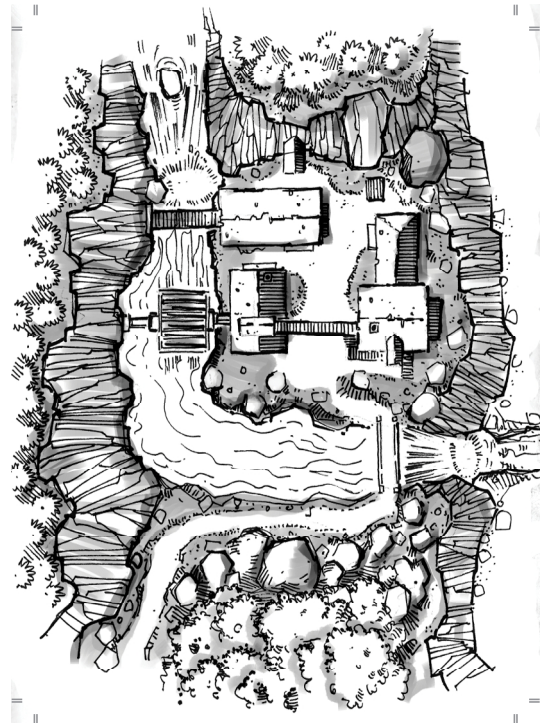
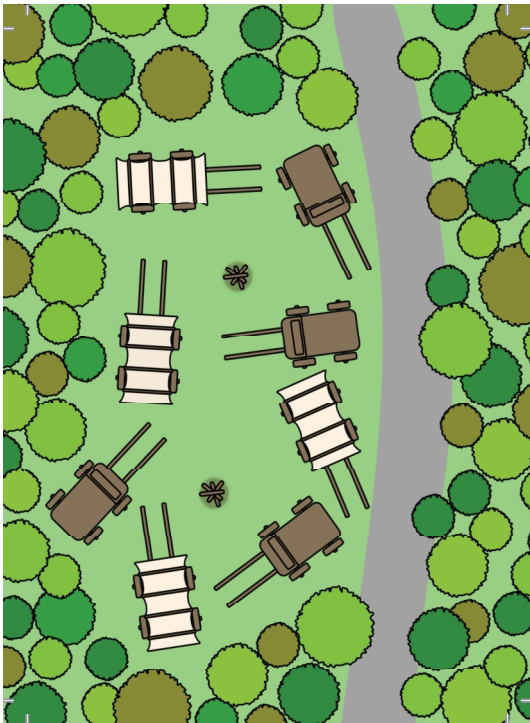
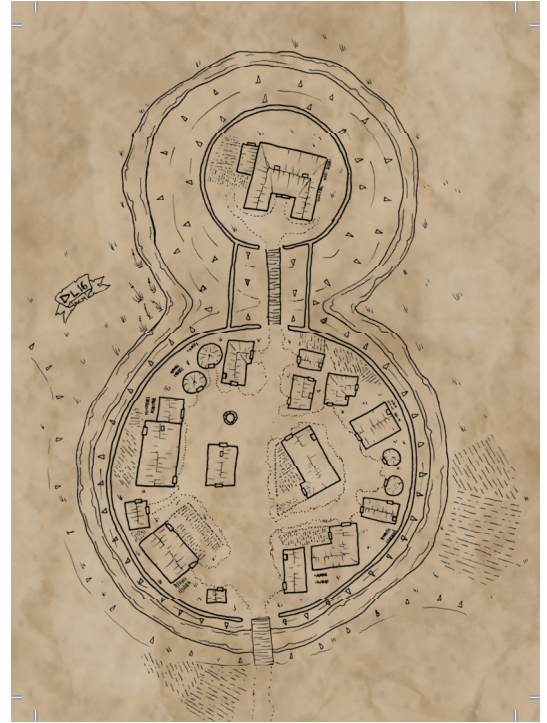
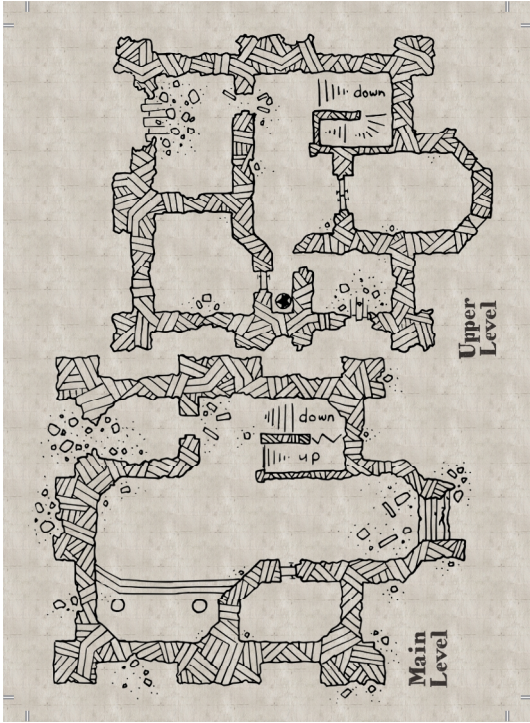
Encounters:

- The PCs arrive to find a mob waiting, angry at their previous ruler's failure and expecting the worst.
- One of the new appointments is murdered by a malevolent cult. Investigations must be arranged, but the party have other duties.
- An infestation of mysterious vermin threatens to ruin the harvest.
- Bandits from the hills ride down and demand tribute.
- The cult finally gathers to perform an unholy ceremony, giving the party a perfect time to strike.

Follow-up Adventure Ideas:

- With their stewardship successful, the settlement is now a prize holding.
- The group may continue to govern the holding, or may hand it over in return for political favors.

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WASHED CLEAN BY BLOOD 25

Wilderness, Hunt, Curse

Not long ago, a shaman fell near a frontier town. As he died he laid a death-curse on the land that had forsaken him: that the land would be infested with monsters. The curse can only be lifted by the blood of a specific mythical creature.

Getting the PCs Involved:

- Something related to the tribe that the shaman served is important to the wider goals of the party.
- The PCs are traveling to the town when a caravan is attacked. The merchants seem curiously prepared, and will explain the situation.

Encounters:

- The monsters that plague the area can provide many encounters.
- Hardened criminals have fled to the hills. They seem curiously unmolested by the other monsters.
- The party crosses a group of monstrous humanoids who call the area home.
- A wanderer in the area may have seen the creature... if the PCs can find her.
- After locating the creature, they must secure the required blood.
- The PCs must enact a rite at the shaman's cairn, which calls forth his vengeful shade.

Follow-up Adventure Ideas:

- The land is free, the PCs are heroes, and as word of their deed spreads, others look to them for salvation.

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A NEW HOME 24

Protection, Pilgrimage

A religious splinter group diverges from the main church and sets out to reclaim a remote holy site. The PCs find themselves along for the ride as guards.

Getting the PCs Involved:

- The splinter group reveres traditions taken from a tome of lore, once lost but recovered by the PCs. Recovering the book was a sign they are worthy.
- One of the leaders of the new sect has performed divine magic for the group in the past and will continue to aid them if they aid her.

Encounters:

- The sect asks for aid in preparing for their journey, unsure of how to approach the task.
- They are beset by a group of monstrous humanoids that demand tribute the priests cannot provide.
- Arriving at the site, the group must set up shelter and explore the surrounding area.
- Several members are caught sabotaging the camp. They seem to be under some form of enchantment.
- As a ritual is being conducted to cleanse the structure of the temple, shadowy figures emerge from the surroundings and attempt to interfere.

Follow-up Adventure Ideas:

- The adventurers are guests of honor at the consecration of the new temple.
- The party have earned a long-term ally, one who may have need of them again.

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URGENT DELIVERY 27

Protection, War, Wilderness

A company of soldiers need a delivery of mystical reagents in order to overcome the enemy. However, the supply line has been cut off.

Getting the PCs Involved:

- A great boon has been offered by the military to any who can remedy the situation.
- The PCs have a benefactor who wishes for the mercenary soldiers to survive this engagement.

Encounters:

- The route into enemy-held territory is well-watched.
- An expeditionary group is being attacked by a patrol, and the battle progresses towards the PCs.
- While camped, the PCs have the opportunity to either get the drop on an enemy patrol, or deal with them later when both sides are more prepared.
- Enemy auxiliaries are camped on their way to the front.
- The soldiers are besieged in an old mill complex, and the PCs must gain entry by whatever means necessary.

Follow-up Adventure Ideas:

- The PCs have the chance to fight alongside the mercenaries, or perhaps even to lead them, against the forces that had trapped them.
- The mercenaries have other matters to attend to, which the PCs may be involved in.

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STRANDED! 26

Protection, Wilderness, Journey

When a journey goes wrong, the survivors are left stranded, with little by way of supplies. Soon the way will clear, but until it does, someone must take charge to ensure the group's survival.

Getting the PCs Involved:

- The PCs were assigned to protect the group before it was stranded.
- The group contains one or more people that their employer is very interested in keeping an eye on.

Encounters:

- The stranded travelers must be directed in setting up camp, taking watches, and dividing up responsibilities and supplies. Such decisions will not be popular.
- A member of the convoy with a useful talent demands extra supplies for their aid, causing turmoil in the camp.
- Supplies go missing and the party must work out who took them.
- Some of the group insist that the thief be thrown out to die. Will calmer heads prevail?
- As conditions worsen, a rarely seen monstrosity emerges from the storm.

Follow-up Adventure Ideas:

- Rescuers finally arrive. Glad that anyone is still alive, they help the travelers return to safety.
- The remaining survivors owe the party their lives.

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BRING IT BACK ALIVE 29

Hunting, Countryside, Ruined Tower

The curator of a most unusual collection has heard of a rare beast sighted in the hills and wishes to add it to his menagerie.

Getting the PCs Involved:

- The collector is willing to trade the creature for something already in his possession, something they need.
- The collector will make certain introductions on behalf of the PCs, which will open up many opportunities.

Encounters:

- First they must go to the source of the rumors and investigate for themselves.
- A guardian of nature attempts to convince the PCs to abandon their quest. Unfortunately the guardian's bestial nature gets the better of them.
- Furtive glimpses of the beast draw the party to a ruined tower, where a nest of malevolent creatures have made their home, worshipping the beast.
- The PCs must face down the object of their quest, and bring it down with as little harm as possible.
- Other hunters wish to divest the PCs of their prize.

Follow-up Adventure Ideas:

- The PCs return triumphant, but the authorities are uneasy about letting the creature into the city.
- The creatures are known to usually travel in pairs...

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YOU NEVER KNOW WHEN IT'S OVER 28

Tribes, Totems, Primitive Magic

A native tribe (orcs, hobgoblins, or even uncivilized barbarians) defends its territory.

Getting the PCs Involved:

- The PCs unknowingly pass through barbarian territory.
- The PCs accept a contract from a town to clear the barbarians they claim have been raiding the town.

Encounters:

- Unless the PCs take strong precautions, barbarian scouts spot the party and gather reinforcements.
- The barbarian lands are surrounded by totem poles, at a distance of 150 yards from the center of the barbarian camp. Any barbarian who dies within 50 yds of a totem pole returns to life as an intelligent undead 3 rounds later. A barbarian has similar power to what it had in life, except it has undead traits, half the intelligence, and gains a bonus power related to the totem animal (lion = pounce, eagle = flight, snake = poison, crocodile = bite, etc.)
- Any barbarian slain within 100 yards of the totem at the camp center will explode a round after death.

Follow-up Adventure Ideas:

- The area is cleared of barbarians, one way or another.
- The PCs may wish to study the magical totems.

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ALTERED BEASTS 31

Enhanced Creatures, Magic Rift

A dimensional rift is causing energy to leak from the Plane of Magic to a jungle creek location.

Getting the PCs Involved:

- The PCs stumble across this location and the augmented beasts as they are traveling through.
- A wizard has heard stories of unusual animals in this small jungle area and hires the party to investigate.

Encounters:

- The area is infested with creatures with unusual abilities: crocs with fire breath, regenerating snakes, frogs that have super-strength, acid-spitting birds, etc.
- As the party explores, they spot a glowing light. The light is hard to track by day because so much brush gets in the way.
- When the party is within 100 yards of the light, a "spirit" communicates with them. The spirit is actually a guardian from the Plane of Magic who gives the party instructions to close the rift.
- The PCs may need an unusual object to close the rift based on the guardian's instructions.

Follow-up Adventure Ideas:

- Once the rift is closed, the guardian sends the party a gift in thanks.
- The guardian feels he still owes the PCs a favor.

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DRIVEN BY A BIGGER BEAST 30

Hunt, Countryside, Enemy's Enemy

A tribe of monstrous humanoids have migrated into a relatively civilized area, causing all manner of issues and resentment.

Getting the PCs Involved:

- Various local parties are interested in what is going on, as this certainly does not seem to be an invasion.
- The PCs are witness to violence between the locals and the newcomers.

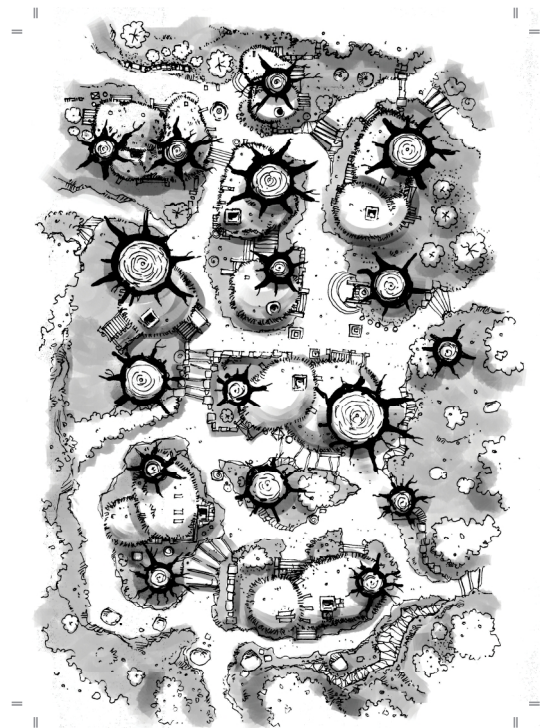
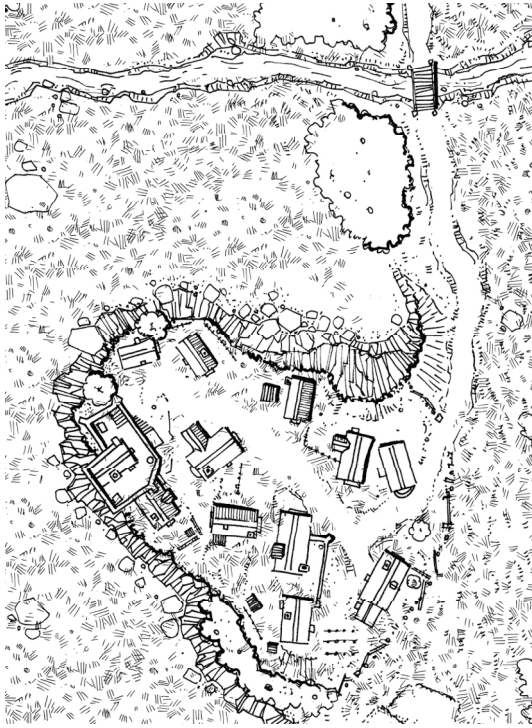
Encounters:

- The road to the monstrous humanoids' primary camp is made far more dangerous by a roaming pack of associated beasts.
- The chieftain will only grant audience to those who prove themselves worthy.
- A great monster has driven the tribe from their ancestral home. The PCs are approached by a younger aspirant to the chieftain's position, who asks for aid defeating it.
- On their way to the monster's lair they encounter the dangers of the land the humanoid beasts hail from.
- The group is assailed by those loyal to the chieftain, who enjoy the easy life in their new home.
- The PCs must delve into the beast's lair to slay it.

Follow-up Adventure Ideas:

- The old chieftain, who does not want to return to those harsh lands, may turn on the party.

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GRAVE ROBBERS

33

Undead, Necromancer

A necromancer's assistants are gathering an army of undead.

Getting the PCs Involved:

- Townsfolk want someone to investigate the bodies missing from their graveyard. The bodies were dug up last night.
- Someone sees lights in the graveyard at night. Knowing the PCs' reputation, this villager fetches the PCs but it is nearly dawn by then...

Encounters:

- The party investigates the grave site and easily finds the trail of the assistant necromancer and undead.
- The PCs spot the rear guard of the undead (group of 4-6 zombies or similar creatures). If the undead are defeated, the assistant will sense it.
- The PCs may ambush the full group if the rear guard was not defeated. If the rear guard was attacked, the assistant will be ready.
- If the PCs defeat most of the undead, the assistant will bargain, but will also send a warning to the main necromancer and try to escape.
- The PCs may find clues about the main necromancer on the assistant or through interrogation.

Follow-up Adventure Ideas:

- The villagers will surely appreciate the return of the bodies for re-burial.
- Why does the powerful necromancer need an army?

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THE WOLF PACK

32

Beasts, Hunting, Werewolves

The nearby village has been plagued by a wolf pack for years but lately the attacks have become more frequent. The pack is now led by a Werewolf.

Getting the PCs Involved:

- The local lord hires the PCs to show he is taking the villagers' claims seriously.
- The villagers hire the PCs, desperate to end the attacks.

Encounters:

- The party find a huge elk partially devoured. It shows unusually large wolf bite and claw marks.
- A pair of wolves appear on the horizon. If followed, they stay just out of range. They were a lure—wolves attack from all sides!
- The werewolf in human form demands to know what they are doing. If they explain, he offers to show them the den, but leads them into a trap.
- Wolves are tracked to the end of a canyon. If the players enter, the werewolf appears at the top causing a rock-slide, trapping them with the wolves.
- As night falls and the full moon rises, the PCs locate the lair, but the remains of the pack and the werewolf attack!

Follow-up Adventure Ideas:

- Did the werewolf infect someone during the attacks?
- Where did the werewolf come from?

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MISSING TOTEM

35

Hunt, Wilderness, Primitive Peoples

A primitive tribe's totem pole is missing, stolen by a wizard to create a powerful wood golem.

Getting the PCs Involved:

- While passing by, the PCs are attacked by an angry mob and accused of the crime.
- The tribe's shaman disturbs the dreams of all nearby with a magical plea for help.

Encounters:

- The PCs are ambushed and accused of the theft. (Even if they wish to help, there is confusion and a flurry of accusations.)
- The confusion is cleared and the PCs agree to lead a group.
- A scouting party doesn't come back. The PCs lead a larger group in that direction.
- The missing scouts' area contains an abandoned wizard's tower; a new wizard has moved in.
- The PCs attempt to stop the creation of the wood golem.
- If the party is too cautious, they have to fight the wizard and the wood golem.

Follow-up Adventure Ideas:

- Was there an accomplice in the tribe?
- The totem has some inherent magic and offers them a boon.

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SAFEGUARDING THE SAGE

34

Search, Wilderness

Certain tasks require the aid of a specialist. In this case, the specialist is rather demanding, expecting a variety of services in return for their aid.

Getting the PCs Involved:

- Creating a key for a highly complex magical door requires more than the expenditure of funds.
- An ancient device must be reactivated in order for a road to be navigable.

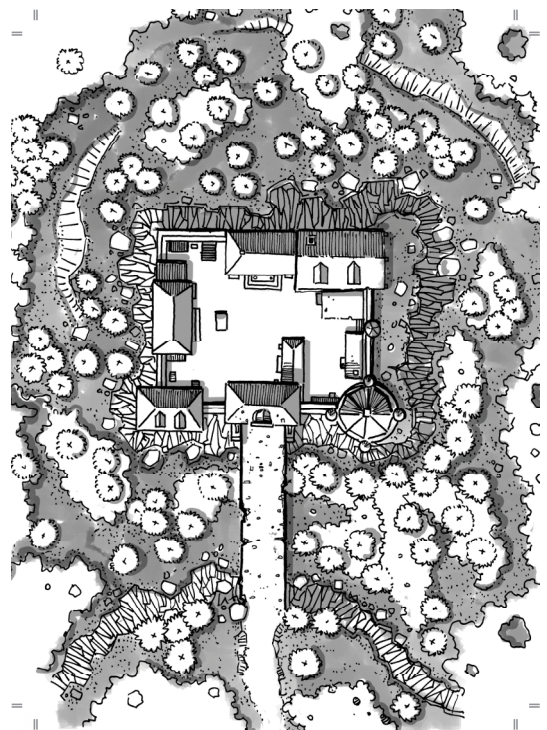
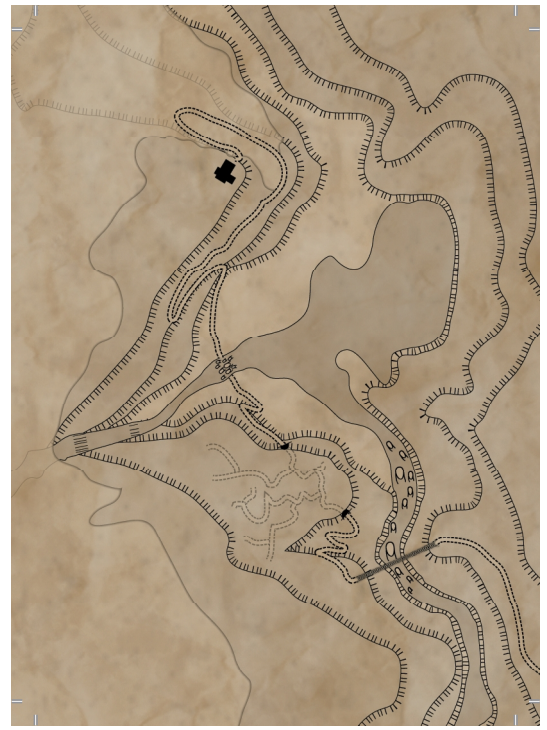
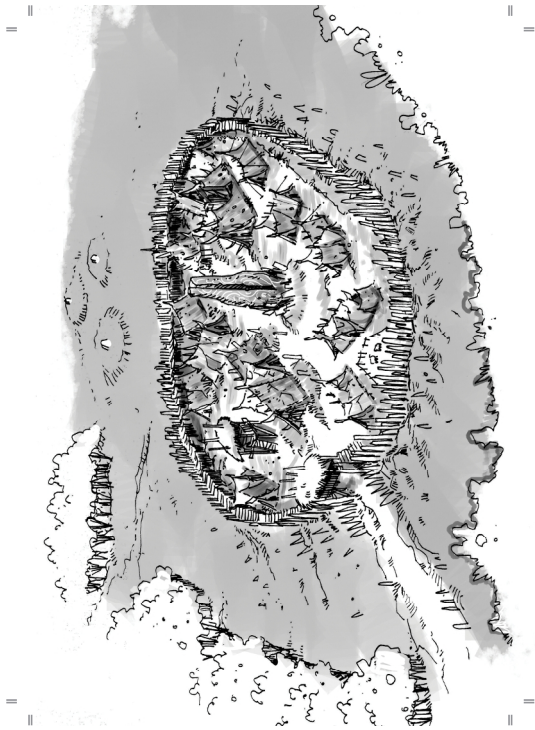
Encounters:

- The group must brave inclement weather in order to reach the site and set up camp.
- The sage requires a rare local plant to create a touchstone. The weather, however, has gotten worse.
- The specialist's probing activates a summoning rune.
- Trickster creatures steal a necessary tool that must be returned.
- Pack hunters surround the group, waiting for a moment of weakness.

Follow-up Adventure Ideas:

- The specialist completes his task and a rather flashy magical display ensues.
- With the obstacle removed, the greater quest may continue.

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DON'T LOOK A GIFT

37

Curse, Outsider, Arcana, Assistance

Getting the PCs Involved:

- The PCs are undertaking another quest that requires magical enchantments. They hear rumors of the gifts a reclusive fiend bestows.
- These encounters occur in a remote location as part of another quest.

Encounters:

- The fiend's location is remote and the elements play a role. (Rock climbing, ice, a "mostly" dormant volcano's interior, etc.)
- The fiend has some magical illusion to keep away curious passersby.
- The fiend requires some small token or minor quest before he will enchant items.
- All items the fiend enchants have serious drawbacks. For example, a weapon is only magical if no armor is worn, an item that helps strength only works if the wearer's strength is below average, etc.

Follow-up Adventure Ideas:

- If the PCs are unhappy with the enchantments, perhaps they attack. How powerful is he? Can he easily escape?

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THE HIDDEN WAYS

36

Rebirth, Wilderness, Primitive Peoples

Many secrets are kept sacred by the tribes that dwell in the wild places of the world. One must adopt their ways, only then may they be initiated and learn.

Getting the PCs Involved:

- Tribal ways may be the only method to counteract a slow and subtle curse placed on them previously.
- One who has learned the tribal secrets can use them in their adventuring career.

Encounters:

- While meeting the tribe, the party must prove their dedication with a vigil in an unsafe and sacred place.
- At the end of the vigil, a divine messenger appears. It dictates the task which the postulants must perform and leads them through the wilderness.
- The group must slay a group of magical beasts in a specific manner, then return the trophies to the tribe.
- Before the gathered tribe, the adventurers are ritually apprenticed to the tribe's shaman. This involves a mock battle with illusory opponents.
- The training regimen involves a number of harsh methods, each of which teaches a valuable lesson.
- In a final initiation rite, the PCs must face incarnations of their own weaknesses. Luckily, they do this as a group.

Follow-up Adventure Ideas:

- Having mastered the techniques, the group will surely have need of them.

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ENEMY WITHIN

39

Morality, War, Fame

An enemy has the fort/castle surrounded. Upon a signal, turncoats will reveal themselves.

Getting the PCs Involved:

- The PCs have established themselves in the castle/fort army and have positions of authority.
- Passing through, the PCs were guests of the lord but are now trapped here.

Encounters:

- The groundswell of the coming chaos begins and the enemies of the kingdom make themselves known. Many guards turn out to be working for the other side.
- Foes are sometimes not obvious. Magical means to determine a person's intentions will help. Otherwise, they must judge character as best they can.
- When a traitor abandons their post, the PCs must find them before they reveal information to the enemy.
- Infighting between enemy factions affords the perfect opportunity to attack.
- A vital strategic point is taken by a surprise attack, and must be liberated.

Follow-up Adventure Ideas:

- The heroes are bestowed a title they coveted, and are sent on a mighty quest.

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THE SWORDSMAN

38

Mystery, Countryside

A monster in the shape of a man lives in the hills, so the common folk say, and he comes down to slay as he pleases. He is known only as the Swordsman, and they are terrified of him.

Getting the PCs Involved:

- The bounty on the Swordsman's head is rather intriguing. He's only one guy, after all.
- The Swordsman is said to carry a magical blade. The descriptions link it to a faction the PCs know well.

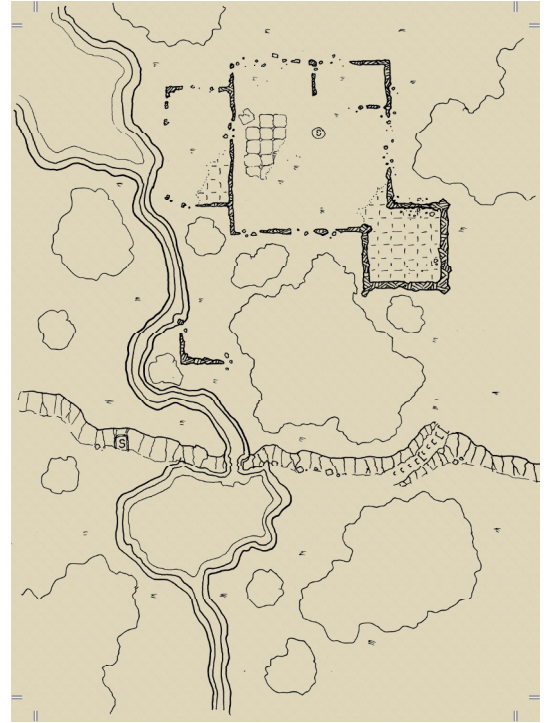
Encounters:

- Drunkards do not take kindly to those asking about the Swordsman.
- The descriptions of the Swordsman do not all match.
- In a village where the Swordsman slew a corrupt sheriff, order has completely broken down.
- A brigand pretending to be the Swordsman attempts to intimidate the PCs into giving away their belongings. His allies lie in wait, ready to aid him.
- The real Swordsman will wish to duel any that show themselves as worthy opponents.
- The Swordsman will not kill an honorable opponent, and will concede if beaten. He will explain his vigilante activities.

Follow-up Adventure Ideas:

- Whether the PCs still wish to bring him in is their decision.

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TO THE RESCUE

41

Rescue, Journey, Wilderness, Arcana

An expedition has become stranded, their protective magical devices malfunctioning. A last ditch rescue attempt begins with no time to spare.

Getting the PCs Involved:

- A former patron of the PCs is the expedition's leader. They use a sending spell to ask the party for aid.
- The party's current employer funded the expedition. He now thrusts the rescue task on them.

Encounters:

- Reaching the expedition means crossing an inhospitable landscape.
- The vicious creatures that reside in such a place view the travelers as a delicacy.
- Once in the general area of the stranded expedition, the rescuers must locate their concealed shelter.
- The maddened survivors think the PCs are disguised monsters, and must be convinced the aid is genuine.
- Other than what the adventurers have brought with them, a single ingredient is needed to finish repairing the protective shield. A particular local creature's corpse may contain something with the correct mystical properties.
- The protective shield patched up, the expedition can drag itself to safety.

Follow-up Adventure Ideas:

- The PCs are asked to follow up on the expedition's valuable, yet alarming, finds.

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CLEARING HOUSE

40

Fort, Raid, Hunt

A fortification overlooking a pass has been captured by bandits or monstrous humanoids. With control of the pass, they can exert power over the surrounding area.

Getting the PCs Involved:

- A caravan the party will be traveling a great distance with will not leave until the creatures are dealt with.
- The new occupants are a group which the PCs have a prior grudge against. Plus, the city magistrate's offer of a reward is pretty generous.

Encounters:

- The villains have taken to sending raiding parties to the surrounding villages.
- A hunting party passes the PCs, giving them a chance to gain information.
- With the correct local ingredients, they could temporarily poison the water supply. However, one ingredient comes from a dangerous source.
- Picking off guards would build confusion and paranoia.
- When preparations have been made, the secret entrance beckons.
- The villains and their leader rally around the flagpole, a symbol of their dominance.

Follow-up Adventure Ideas:

- Competing offers are made. Who do the PCs turn the fort over to?

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POISONED POOL

43

Mutations, Infernal, Wilderness

Animals are being corrupted with infernal features. Factions blame each other.

Getting the PCs Involved:

- Fire-breathing carnivorous deer attack as the PCs approach town. Various groups accuse each other.
- Local nature worshippers try to hire the PCs to protect the nature worshippers and their families from the formerly cooperative god-worshippers.

Encounters:

- Livestock become dangerous: cows roar and smite, chicken shrieks cause insanity, rabbits bite throats.
- Interviews reveal this started three months ago when a few burned animals died. The nature faction can trace them to a fallow area. At the center is a pool, infected with demon blood.
- Investigation in town reveals that about six months ago, a divine champion fought a demon in the woods; the demon crawled off to die. They followed a trail towards the fouled pool but did not find the body.
- Infected animals around the pond prevent dragging the body out of the pool. If it is removed and destroyed, the waters will clear.

Follow-up Adventure Ideas:

- The factions may have other work for the party.
- A desperate alchemist hopes he is in time to acquire samples of the infected animals. Whether he is or not, he has further work for the PCs.

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UNSEASONAL STORMS

42

Hunt, Mountain Pass, Weather

A pack of magical, weather-changing creatures have taken up residence above a mountain pass. Their presence has made the journey perilous even for the most prepared traveler.

Getting the PCs Involved:

- A wealthy merchant has a delivery to make, and will pay to ensure it is completed.
- On the other side of the pass is the PCs' destination, and time is of the essence.

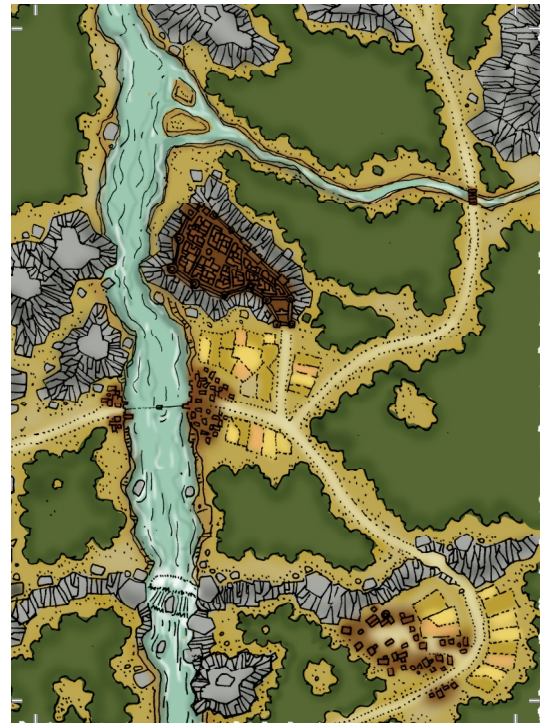
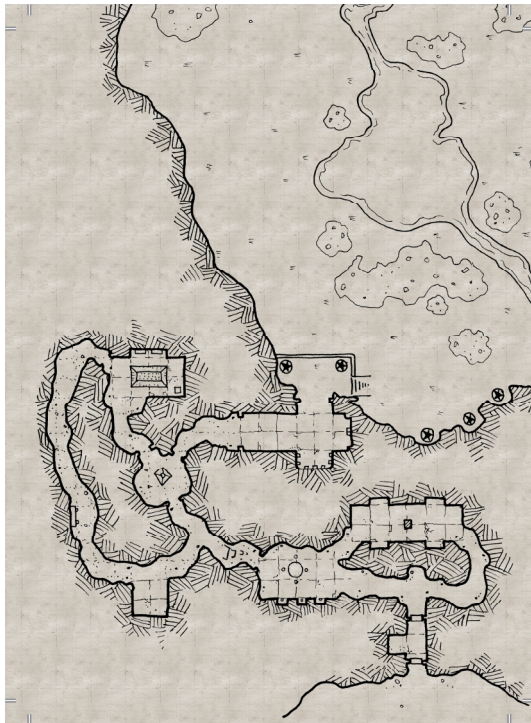
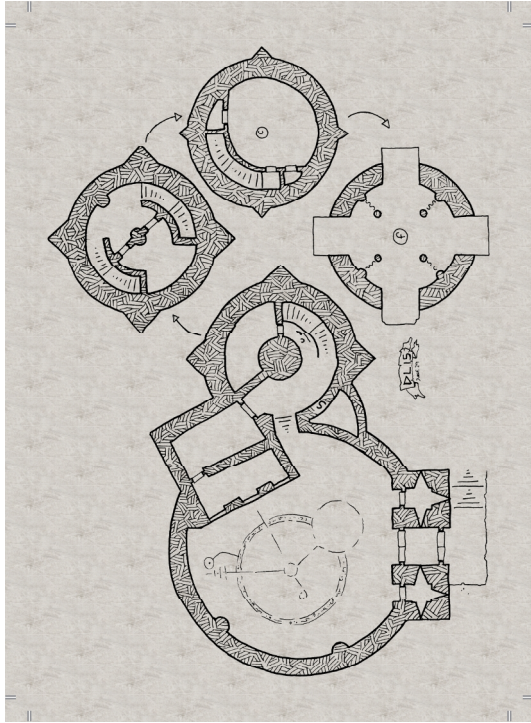
Encounters:

- The beasts of the mountains are unexpectedly vicious due to the weather.
- The frozen streams and icy stones make for a difficult climb to the beast's roost.
- Yetis, or other such creatures, have traveled to pay homage to the creatures.
- Drawn by the elemental imbalance, outsiders have slipped into the material world.
- The druid who lured the beasts here shows his/her hand, either directly or through summoned creatures and spells.
- The final showdown with the beasts occurs amid the mountain peaks.

Follow-up Adventure Ideas:

- For opening the pass, the PCs are given exotic gifts by wealthy merchants.

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BLEAK PROSPECTS

45

Investigation, Wilderness

A successful prospector has gone missing in the mountains. He was on the trail of a mystical ore mentioned in legend, and many are interested in what he has to tell.

Getting the PCs Involved:

- The ore would be incredibly valuable, if it even exists, and a number of parties would be willing to pay for any information.
- The prospector was once an adventurer himself, and thus may have ties to the PCs.

Encounters:

- The area he was investigating is home to humanoid beasts. They do not appreciate intruders.
- The creatures appear to operate out of a number of caves up the hill.
- A hunting lodge in the area is under attack by the horde, and the hunters send out a distress signal.
- The prospector's belongings are in the lodge, but he was not found with them. His notes are cryptic.
- The horde have imprisoned the prospector in a makeshift jail.

Follow-up Adventure Ideas:

- Thwarted, the horde chases after their prize. The PCs must stay ahead of them until they reach the sunlit realms above.
- News of the ore, and the danger, reaches waiting ears.

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AN UNFORTUNATE ENCOUNTER

44

Investigation, Village, Occult, Curse

A prominent dignitary has retreated from the public view. He/she has been the unfortunate recipient of a curse which makes them afraid to show themselves. How they acquired such a curse is the question.

Getting the PCs Involved:

- The dignitary is unable to give previously promised aid to the party until the curse has been lifted.
- The dignitary is a long-term ally of the PCs and thus trusts to send them a message of the curse.

Encounters:

- The victim invites the group to visit him, and they experience the unpleasant effects first hand.
- Given a diary, the party can trace the victim's actions, checking for clues.
- In a tavern, they are accused of angering a local witch who had a run-in with their employer.
- The home of the witch lies outside of the village. The outer perimeter is patrolled by a fearsome creature with a fondness for riddles.
- The witch's aides, one intelligent and the other brutish, decide they would rather get rid of the PCs themselves than risk angering their mistress.
- The witch lifts the curse, in return for a promise.

Follow-up Adventure Ideas:

- The noble will have to abide by the terms of the promise, which may mean more work for the PCs.

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VITAL SIGNS

47

Investigation, City, Cult

Omens from a prophecy long since disregarded emerge. Religious and political strife threatens to destroy the city before the foretold events even begin!

Getting the PCs Involved:

- The party are caught up in the hysteria, as one of them unwittingly does something seen as an omen.
- Doomsayers mob the house of a noble where the party is staying. They demand that something be done about a witch living nearby.

Encounters:

- Before anything else, the adventurers must extricate themselves from the current predicament.
- Investigating a case of group stigmata, the party find that the individuals in question have fled the area. Searching where they were staying reveals potion residue and a letter fallen behind some furniture.
- The correspondence points to something planned in the wilderness, along with an approximate location.
- A display of light, one of the later omens, occurs very close by. Arriving quickly, the investigators encounter a cult performing a rite to sustain it.
- The omen-generating ritual unravels, hurling dangerous magical energies outward as it does so.

Follow-up Adventure Ideas:

- With the troublesome cult revealed, the news must be spread and the panic halted.
- Not all of the cult members were found...

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CARNIVORES

46

Ambush, Journey, Wilderness

The PCs are ambushed by plant creatures while traveling in a thick forest. And that's just the start!

Getting the PCs Involved:

- The PCs need to travel through this area.
- The party is hired to investigate several people who went missing traveling through this forest.

Encounters:

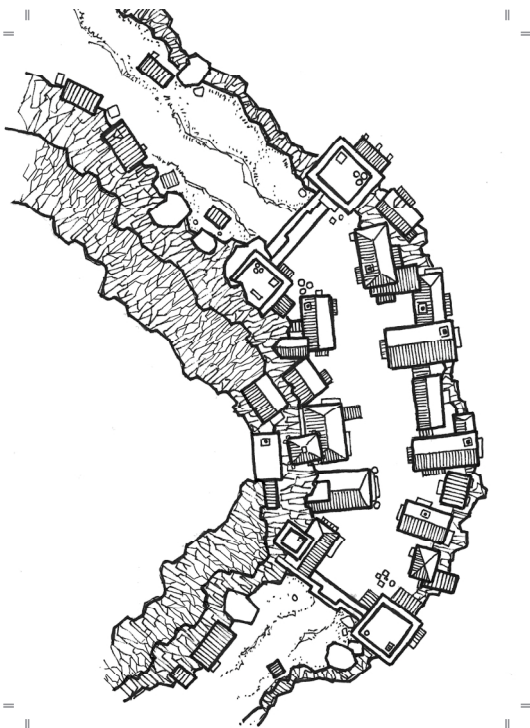
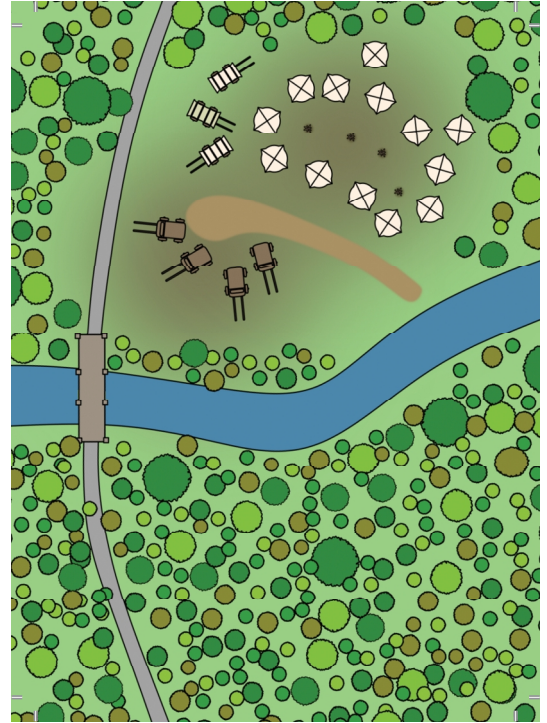
- Dangerous plants infest the area and are easy to encounter.
- Tracks lead to a small pond and stream where water creatures attack when crossed.
- Slow moving plant carnivores use spores to hold/confuse travelers.
- In the cave, a spore-queen creature may infest the PCs.

- A druidic device sits in a corrupting, necrotic circle.

Follow-up Adventure Ideas:

- Bodies resembling the missing persons are found.
- A druid must mystically cleanse the device.

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PROGRESS, AT WHAT PRICE?

49

Investigation, Countryside

A lord has begun redirecting a river, using powerful magic and a great deal of labor, in order to lay bare the ruins in the old river bed. However, the process will damage the magical harmony of the land, causing disaster.

Getting the PCs Involved:

- When attempts to sway the lord's mind end in failure, an arcane council decide to try more direct methods.
- A local druid approaches the party, begging them for aid.

Encounters:

- The work has made some of the nearby paths rather hazardous.
- The unnatural portion of the workforce continue to work as an accident kills many human workers.
- A huge creature, formerly moving stones, slips its binding and rampages.
- The PCs have the chance to look in the summoner's tent. The contents are shocking.
- The lord, faced with the PCs and their evidence, loses his nerve. His summoned guards turn on him.
- A final battle between the summoner and the PCs, as the earthworks crumble around them.

Follow-up Adventure Ideas:

- As the river takes its natural course once more, previously unknown ruins are unearthed.

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GYPSIES

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Negotiation, Travel

As the PCs make camp, a group of gypsies settle down nearby. They offer to trade/sell.

Getting the PCs Involved:

- The PCs are making camp and the gypsies approach, offering to camp together for protection.
- The PCs stumble across the gypsies at dusk. They are very welcoming and funny.

Encounters:

- The gypsies make merry: play music, offer wine, etc.
- They offer to trade/sell 'magic' items.
- Of course all items don't do everything they claim, have temporary effects, or only have magic spells cast on them to appear magical.
- Gypsies cast sleep on the party to make an early morning getaway.

Follow-up Adventure Ideas:

- The PCs can hunt the gypsies, but they are experts at evasion and throwing off trackers.

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FOLLOWING A MARTYR

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Conquest, Wilderness

A great warrior on an important quest has fallen, their standard lost. Their memory must not be tarnished; their sacrifice must not be in vain.

Getting the PCs Involved:

- The PCs were known to the knight from previous adventures. As such they are deemed worthy—and capable—to reclaim the body.
- A PC is a member of the same order as the knight, and duty bound to avenge their comrade.

Encounters:

- Undead befool the land around their destination, a long-deserted temple complex.
- The woods are filled with predatory, once-human things that hunt at night.
- Dark, flitting creatures mock the PCs, reminding them of the knight's failure.
- The knight's body has been reanimated, making him a mockery of everything they once stood for. The villain responsible taunts the party.
- There comes a point where they must choose whether to reclaim the standard or complete the knight's quest.

Follow-up Adventure Ideas:

- A funeral is held, and the relics the PCs recover are solemnly invested with holy power.

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THE BLIZZARD

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Suspense, Mystery, Murder

The mountains are a dangerous place to live, made worse by a blizzard. A band of ice elves has decided to wipe out the village, who they consider interlopers in their domain.

Getting the PCs Involved:

- The PCs are traveling in the mountains, and they must take shelter in the village.
- They are invited to the village for the winter festival.

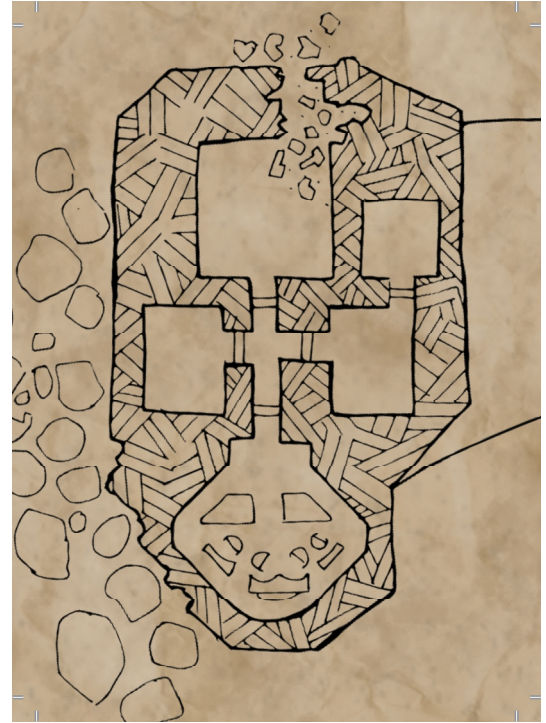
Encounters:

- As the blizzard starts, the villagers retreat inside, able to move between buildings through underground tunnels. The PCs see shadows moving outside.
- In the night there is a scream, and one of the villagers is found dead. There is snow on the ground near the body, but all of the windows and doors are locked.
- One of the tunnels collapses, and terrible screams are heard from the other side of the rubble. When the tunnel is cleared, the people in the isolated house are gone, but blood is everywhere.
- The elves pour snow down the chimneys putting out the fires. The houses are left dark and cold as they creep inside and combat ensues.
- The chief smashes the door to the largest house. If the PCs can drive him off, the attack may stop.

Follow-up Adventure Ideas:

- Why did the ice elves attack now?
- Were some of the victims taken prisoner?

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SIDEQUEST DECKS:
WILDERNESS & FRONTIER FANTASY
 54 Adventure Outline & Map Cards

TO THE VICTOR
 Marauding Humanoids, Villagers
 A powerful orcs' chief has divided his
 clan's leaders can gather the
 warriors will be named the
 Getting the PCs Involved
 • One of the heirs attempts
 collect trophies, promising
 • Local villages are being
 threatened, and advent
 the orcs are suddenly

Encounters:
 • A group of orc warriors
 attacking they call on
 • An orcs' warband
 the fighting spills in
 of orcs' c

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A THING EAT THING WORLD 53

Hunt, Wilderness

Being an affront against nature does not mean you do not have your own feelings, your own agenda. It also does not put you above getting others to sort out problems for you. The problem, in this case, being another aberration.

Getting the PCs Involved:

- The aberration is known to hoard magical books, and offers the PCs access in return for aid.
- The PCs need the monster to grant them passage through its domain.

Encounters:

- Monstrous humanoids, slaves of the aberration, live in the area surrounding its lair.
- False entrances are filled with traps for the unwary.
- In the gardens, the PCs are the targets of alien magic and disturbing illusions.
- Their target keeps pets, and they are hungry.
- The aberration is a fearsome foe, and is prepared for such an attack.

Follow-up Adventure Ideas:

- Their vanquished foe placed contingencies for such an occasion. They need to get out, fast.
- With its opponent out of the way, the aberration is free to pursue other goals, some of which may be rather unpleasant.

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TO THE VICTOR 52

Marauding Humanoids, Village

A powerful orcish chief has died, and whichever of his clan's leaders can gather the most trophies of fallen warriors will be named the new clan chief.

Getting the PCs Involved:

- One of the heirs attempts to secretly hire the PCs to collect trophies, promising to leave humans alone.
- Local villages are being alternately bribed and threatened, and adventurers are arriving to see why the orcs are suddenly so much more active.

Encounters:

- A group of orc warriors arrive in town, but instead of attacking they call out champions to face them.
- An orcish warband attacks a local bandit camp, and the fighting spills into the surrounding farms.
- A gang of orcish champions try to use human villagers as bait to attract monsters to kill.
- One heir sends assassins after whichever faction the PCs are working with.
- An orcish spy tries to steal the PCs artifacts in order to claim that they were taken by force.
- An heir tries to both threaten and bribe the PCs to kill another heir.

Follow-up Adventure Ideas:

- One of the losing challengers gathers his own army, setting off an orcish civil war.
- The chieftain's heir sends assassins after the PCs, for revenge or to keep their work secret.

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SIDEQUEST DECKS:

WILDERNESS & FRONTIER FANTASY

Need fantasy adventure ideas in wilderness or frontier areas? Use our **SideQuest Decks: Wilderness & Frontier Fantasy**. Each card is a dynamic adventure!

Draw a card for an adventure outline. The outline includes backstory, ways to get the PCs involved, encounter possibilities, and follow-up ideas. The other side of the card is the most important map for that adventure. Use maps from other cards as needed.

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BOUNTY HUNTING 54

Town, Hunt, Caves

A local town's harvest festival includes a hunt through the local caves for monsters to stop them from attacking the town during winter.

Getting the PCs Involved:

- The PCs are passing through town and see preparations for the festival being made.
- Other hunters on their way to the town invite the PCs.

Encounters:

- A local champion challenges adventurers to wrestling matches; a wizard in the audience is cheating on his behalf.
- A pair of dangerous creatures is driven from the caves towards town, attacking all in their path.
- The PCs come across an injured hunter deep in the caves, who can't escape without help.
- A monster that should be an easy kill turns out to be unusually cunning and stealthy, and stalks the PCs.
- The PCs and another group of hunters get stuck fighting a massive horde of creatures.
- Another band of hunters is lurking near the caves, ambushing tired hunters and taking their trophies.

Follow-up Adventure Ideas:

- The town is targeted by a barbarian horde who want to test themselves against the monsters.
- The PCs are called back for next year's festival, but this time the monsters in the caves are far more dangerous and no one knows why.

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