

# Plentura's Storm Chasers - 436SuPlStCh

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As a massive storm system targets large cities the king has decreed a war against nature. However it is not as easily done as said and the storm rages on despite the best effort of his court mages and clerics. Surely a broader call for aid will not produce heroes that can turn a blade even against the heavens themselves?

But as the call goes out the storm shows no sign of slowing down as it approaches Plentura, the great walled bastion. Will the adventurers, the heroes that have been called to point their blade towards the heavens themselves, have a chance at cutting down the storm itself or will the real enemy show its face in time, something more tangible and mortal.

**DM:** (The storm is created by an avatar of nature who is, simply, walking inward from the sea to bring nourishing rain and natural cycles to the land inwards. Spurred on by a group of druids the creature moves without malice but the natural destruction it brings (followed by a burst of life and rejuvenation) is seen as an attack by the king of Plentura, Foranen, who is beyond mad.)



A powerful storm swept across the plains, heralded by fierce winds that bent the crops and drove animals to seek shelter. The hailstones that followed caused widespread destruction, bludgeoning many animals and the other unlucky souls to live on the plains to death. As the storm moved towards the capital, Plentura, messengers warned the king of the approaching tempest. However in his madness he declared war on the

knights and mages to battle the force of nature, however they were unable to defeat it. So he offered a new reward for any brave or plucky adventurers who were willing to take on the task. Despite the danger, a few brave souls claimed they could and once they heard the request and saw the madness in the eyes of the king they saw reason.

The party leave for the capital of Plentura where they, like many other adventurers, are drawn to the obscene reward that anyone who can complete the king's request will receive. However the request is insane, defeating the storm that is on the kingdom's doorstep.

**DM:** (The king is mad and is getting tired of adventurers not being able to do the impossible (defeating the storm). Due to this, the last few who have mocked him have been sent to the dungeon - or at least that's what the king ordered but they are merely escorted out of the palace. Refer to **436TuMaKiFo** for more information)

The party leaves the palace and sees the thunderhead moving towards the city gradually on the horizon. A series of lightning bolts strike the ground at the centre of the thunderhead which is surprising to a few of them. As they are escorted from the palace the young guard who is walking with them is pointing out different parts of the wall, the buildings and so forth. He takes them to the wall to look at the storm that's coming standing there looking at it. "Weirdest storm I have seen. The king's sending the army out again tomorrow to go and fight the storm" an older guard says without hiding his disagreement as the party stops to stand nearby.

"I hope it doesn't hit the telescope. My grandfather used to use that to look out across the plains when we had the greater orcish warlords a century ago. He said he could see the colour of the warlord's eyes using that thing." the young guard said as he watched the lightning strike several times again.

"I swear it keeps striking something or being controlled to strike in the way it does. Lightning doesn't strike the same place without a good reason" A palace mage said as he looked over across the plains. He, like the older guard, was obviously nervous about going on the warpath against a force of nature.

**DM:** (We are trying to hint at the party to use the telescope here to look at what is causing problems in the storm. If they don't bite then we can have a messenger arrive proclaiming that the scouts have found something at the centre of the storm. The intent is to get the party out to the battlefield.

and (refer to **436WeStBe**) the storm's avatar can be seen in the telescope or if the party just gets close enough.)

The source of the storm appeared to be a giant elk-like creature born from the storm itself. Large antlers attracted, or summoned, the lightning which struck the creature's antlers then struck out into the ground around the creature, arcing from the blue fur around its neck. The ground around it was churned and a path of destruction trailed behind it as the lightning, its hooves and the storm itself did everything it could to wage war against the earth.

However, the creature itself didn't appear to be hostile or malicious and as it moved it grazed on trees as it moved in a straight line towards Plentura. As the party watched the creature they could tell two things. One, it was not natural, it was a creature born from magic and it had been summoned to the material plane. And two, it wasn't moving by itself. It was driven to move forward, heralding the storm like an avatar of nature itself. Someone, or someones had to be controlling it and steering it in order for it to be

moving in such a way. But because there was a creature or, seemingly, flesh and blood at the centre of the storm the army, its mages and its warriors would soon be ordered to put it down and that there was very little evidence to prove that it would end in the favour of the humanoids

**DM:**(The avatar is controlled by a single powerful druid who is in a trance-like state and pulled by a series of large elks in front of the storm. The Avatar follows them and doesn't let them get too far out of the edge of the storm. This means that the creature will change path before it gets to Plentura if the caravan of elks carrying an unconscious druid can be persuaded to change course. Refer to map on the next page as well as **436ThPIPI**, for guidance on the avatar of the storm see **435FrAvSt** which will be a very challenging encounter as the storm around the creature deflects all but the most powerful and accurate missile

weapons attacks. The Druid and its escort are a challenging encounter but can be influenced socially rather than via violence. The druid is taking the storm inland to release the water from the storm there and the churned soil will be enriched and much more bountiful for the next two years if the creature and its herald are allowed to move onwards.)

**DM:** (The party must kill the avatar of the storm to receive the full reward from the king, otherwise they can claim a division of it for assisting the army. This may be a plot of land at the edge/fringe of the kingdom in contested territory as well as a title for the party or it could be a chest of gold and valuables. The land will be offered if they don't kill the creature and both the chest and the land (with title) can be offered if they do defeat the creature.)





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