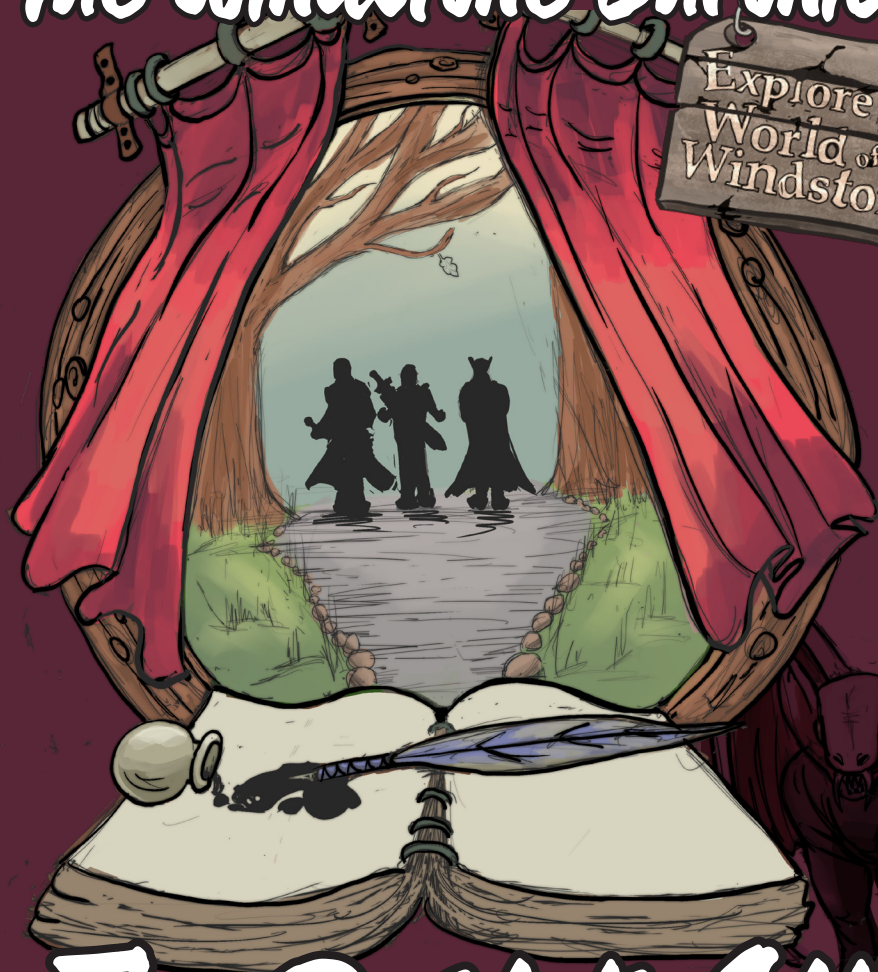


# The Windstone Chronicles

Explore  
the  
World of  
Windstone



# The Rest is Still Unwritten

by Ryan and Melissa Duncan

20 Narrative Adventure Hooks

# The Rest is Still Unwritten

*There's always a story at the Fang Rat Inn.*

Who am I? Why Winston Windstone of course. My friends call me Windstone, and I count you as one of those.

I have collected these untold stories on scraps and pinned them to my board. Pull one down at random for you and your friends to help with. May need a d20 to help you choose. Whichever way it goes, it'll be quite the story when all is said and done.

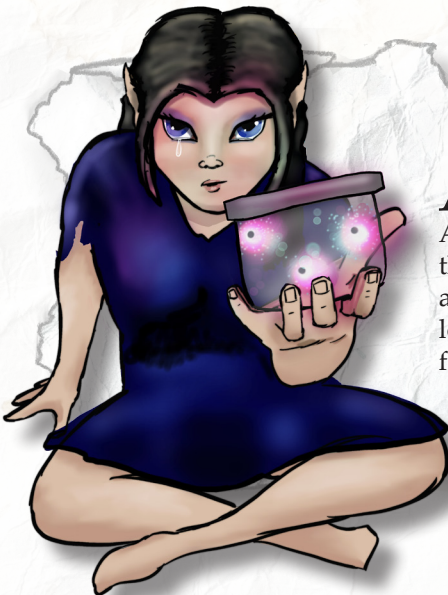
The stories I have collected here may be a single day of adventure or they may turn into a month-long campaign. Let your friends into the telling of these stories more than usual. Build what comes next together.

It's the spark of adventure and heading into the unknown that legends are made of.

The grandest adventures have a way of starting small, almost inconsequential in the comings and goings of this world. **But it's through these first steps that you and your friends find the places you never dreamt of going. Stories you thought wouldn't be told, but are somehow exactly what you were looking for.** They will lead you and your friends to the adventures you were meant to have.

The Copperbind is more dangerous than ever! Peril spans high to the North and deep into the South.

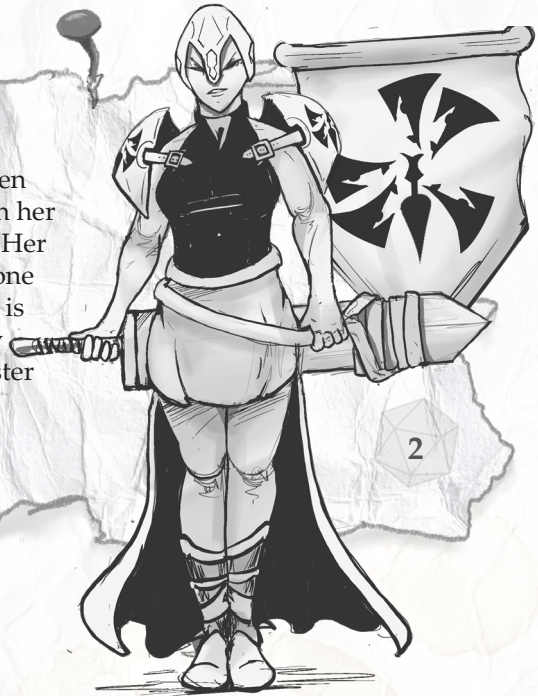
*Eyes open, swords sharp, ears up.*



An explosion rocks the garden ward of Trilitha. An elven herbalist is found at the center of the blast holding a jar of midnight fireflies. She looks to you and your friends for help.



A warrior bearing the elven city symbol of Penna on her pauldrons approaches you. Her brother is missing. He is prone to running off, but this time is different. She thinks he may have fallen for one of the sister elves in Trilithia.



You have taken shelter when a sudden rainstorm comes out of nowhere. The rain intensifies and turns crimson. Four fanged batstalkers circle your encampment. A robed man emerges between the batstalkers. They sit at attention. The man approaches and lays a linen-draped chest at your feet.



Walking along the Pilgrims Trail, you spy a peculiar gnome carrying a shovel and a bag. Following him from a distance he leads you down a trail to an unmarked crypt. His eyes narrow and his smile widens as you approach. "The spirits said you would be coming."

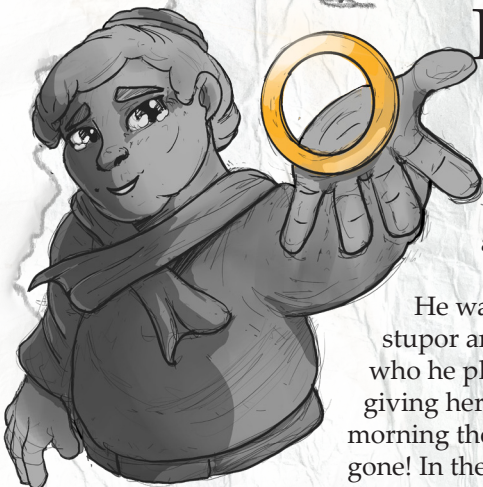


4



You are traveling through the Copperbind when you come upon a bramble of bindweed. Snared within the bindweed is a fang rat scrambling to get free. A mothgian ground viper with a strange glowing mark upon its head is headed for the rat.

5



In the back of the Fang Rat Inn crying into his drink is a well dressed halfling. He relays his sob story about having one too many Dew Drop Whiskies. He usually doesn't go that hard, but it was the Solstice Shimmer and well, you know.

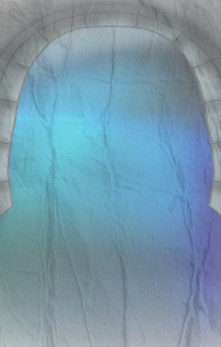
He wandered into the forest in a stupor and found a beautiful elf maiden who he pledged his undying love to giving her gran'mamies' ring. The next morning the maiden and the ring were gone! In their place were the unmistakable footprints of an Orc troll.

6

**A**t the Fang Rat Inn you hear a drunken Scorchclaw dwarf bragging about his buried treasure at the foot of Scorchclaw Peak. He claims to know a way around the council patrols, but needs help carrying all that gold!



**R**ockhounding on the eastern ridgeline of the Ashburrow Mountains the ground beneath you gives way. You find yourself in an ancient dwarven dungeon. Metal cages line the walls. Down a hallway you see blue lights in the dark and you feel a dread crawling up your spine. You call forth your friends and venture deeper in.



As you are exploring the stalls at the Poison Stone Trading Post, twin elves appear before you and your friends. They each hold out a bag of coins. They request you retrieve Hellarth's Razor from an orc stronghold at the edge of the Great Phoenix Desert.



You're sitting at the Fang Rat Inn when Windstone calls out from behind the bar. "Blasted fang rats have been in my squatchgroar nuts again!" Windstone offers the first flagon of squatchgroar ale to any group willing to replenish his supply. The catch is the only squatchgroar tree he knows of grows at the mouth of Cragoth Cave.

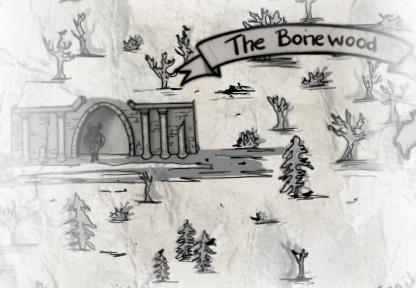


When she sees you noticing the dark circles under her eyes, she grabs hold of your arm. Every night the same dream haunts her. A meadow deep in the Copperbind where a monstrous creature both plant and animals stalks. She begs you to take her into the forest and find this meadow. She needs to know. You and your friends travel through the forest and find the meadow just where she said it would be. Eyes stare at you from the darkness of the treeline.



A man bearing the mark of the Woodcutters Guild throws you and your friends the last of his coins saying, "no need for these anymore. I have broken the greatest oath of a woodcutter and cut down a Sunbloom. The only way to redeem myself is deep in the Bonewood."

12



A disheveled and frantic pilgrim crashes into the Fang Rat Inn. The pilgrim pleads with you and your friends to help save his family. He claims that the ground gave way at the canyon crossing. His family is trapped on a ledge. Something about his tone sets you on edge.

13



Traveling down the Cranky Skunk River you come across a threadbare tent and the remains of two gnomish warriors. Iridescent fish scales are scattered across the bank and strange tracks cover the area.

14

A Lochdonan Key Master needs an escort through the underground dwarven road known as Dugan's Pass, before the next full moon. He is willing to pay more than the going rate but he needs to leave quickly.

15





You and your friends show up at Nina's to join one of her latest treasure expeditions into the Bonewood. She tosses you a glypter charm, winks, and says, "Good luck".

16

Fishing at Hollow Lake your line hooks a real big boy. He fights and fights as you reel him in. You notice something shiny lodged in his mouth. Just as you pull him on shore a sripdolian eagle screeches down and grabs hold of the fish. The eagle's eyes lock onto you and your friends. There he stands on the beach, one claw wrapped around the fish ready for a fight.

17



Three burly barbarian hunters of the Great Plains - sworn enemy to the tribal centaurs - march down the Pilgrims Trail nearly trampling you and your friends. They boast about spearing a tramblecoat bearhog near the Pilgrim's Shrine. They laugh at how much damage the beast will do before it dies of its wounds.

18







While camping on the edge of the Great Plains you are enjoying a warm meal when you hear a raven's cry. As the night grows long, three elves visit your camp claiming to be Raven Seekers. They implore you to help them track the raven over the plains.

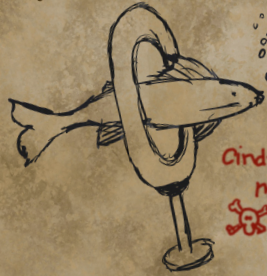


19

You and your friends overhear a pastry shop owner in the city of Trilithia bemoaning the loss of her prize meadowfoam fish. She has been training it for months for the 124th Annual Del Mar Lunar Fish Gauntlet. Who would steal a fish, and why?

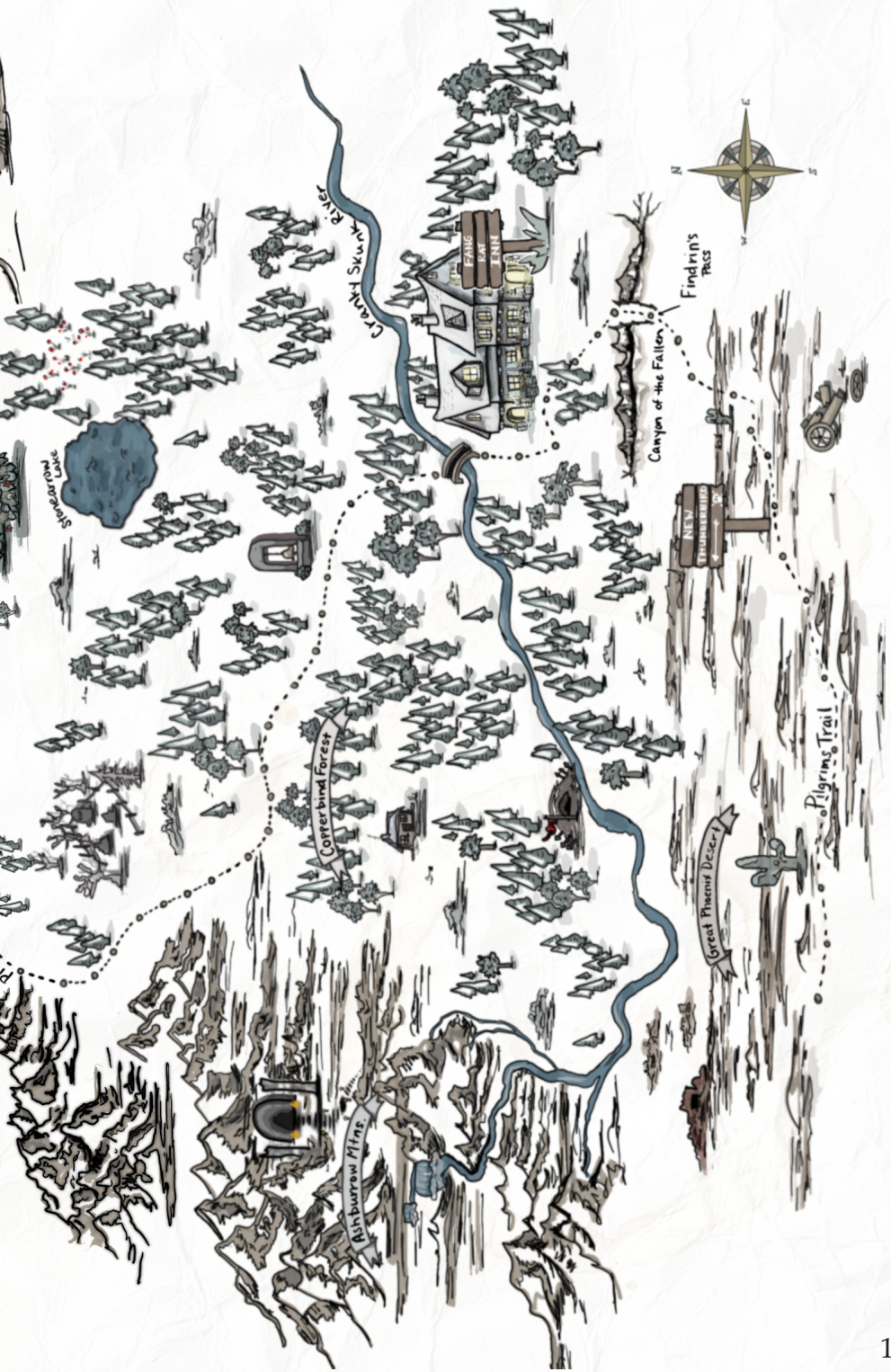
20

MISSING



CINDY  
ward for safe return!





## The Windstone Chronicles

Vol. 1 Adventure Under the Fang Rat Inn

Vol. 2 Adventure in the Secret Faerie Forest

Vol. 3 *Adventure Along the White Depths*

## Guardians' Saga

Minotaur: Lord of the Bonewood

*Bear: Keeper of Breath*

*Dryad: Shepherd of the Trees*

*Pale Fox: Keeper of Truth*

*Green Dragon: Keeper of the Heart*

## Dream Road Saga

*The Wizard's Tower*

*The Butterfly Sanctuary*

*The Dream Walker*

## Explore the World of Windstone

It's the Thought That Counts

The Rest is Still Unwritten

Forging a Dwarf

Landing of the Lost

*The Copperbind King's Tomb*

*A Pilgrim's Journey*

*Rogue Quest*

*Metal Shorts Quest*

*Elf Wizard Quest*

*Herbalist Quest*

*Bard Quest*

*Centaur Quest*



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