

Campaigns I'd Like To Run

Think of this as a pitch doc. High level, just trying to get a sense of what excites folks. I would enjoy running any of these. Some of them might dovetail into each other! The Big City game might have a Big Dungeon in it! Maybe you'd play the Iron Tower in the Grand Tour! Who knows?

All my games in one way or another hinge on player ambition. Not every player needs to "want" something, but if no one wants to build a castle, recover a famous artifact, join the Hawklords, start a Thieves' Guild, then I sort of feel like we could be playing a boardgame.

The Ruins of Castle Omund

Before Ajax the Invincible fought Good King Omund, their wizards battled high atop Castle Omund.

Vitae, Omund's wizard who created the Dragon Phalanx. Omund's incorruptible dragon knights.

Mortum, Ajax's wizard who unlocked the secret of the floating Sky Elf Citadels and mastered sorcerous energies to birth the War Breed, the half-orc legion engineered to defeat the Dragon Phalanx.

In their first and final battle Mortum shattered Vitae's mind, causing the Good King's wizard to quit the field and hide himself deep in the bowels of Castle Omund. The Mad Archmage schemed and planned down there. His mind twisting ever further inward, his power growing with insane insight. Some say he still lives. Pursues alien powers and deep dimensions. This is, of course, impossible.

Omund's Castle was built atop a much older ruin, thousands of years old. The lower depths were sealed off by Vitae when construction on the new Castle began. Now, rumors of the upper depths being opened by foolhardy treasure hunters attract both those who would protect the world from the dangers once locked safely below, those seeking to use the power hidden in the deep to destroy their enemies and raise themselves above other men.

Big Dungeon

Politics: Low

Roleplaying: Low (but not none!)

Tactics: High

Players are self-directed. Opportunities exist for players to build their own local domains with the money and treasure they find. Campaign-altering secrets await below!

Player Buy-In: Exploring and getting loot has to sound cool on its own. A given player might have an artifact they're questing for, but you might not find it for months. So the "I'm only here to find the _____" attitude will cause folks to get bored and burned out.

If folks get bored exploring a megadungeon, I'll make sure there's other stuff to do. But basically it has to sound cool to delve into this massive dungeon where there are portals to pocket dimensions and hidden, secret races plotting and scheming.

Wards of The Last Emperor

Long before Good King Omund, the lands of Vasloria and all of Orden belonged to the Caelian Empire. It's last Emperor, Marcus Octavius held near omnipotent power. He used that power to protect his citizens and extend the borders of the Empire.

But his greatest general, Actius Vispania betrayed him. Schemed to steal the Emperor's power, and usurp the throne.

Knowing he discovered this betrayal too late to stop it, Octavius took his knowledge and his weapons and spread them across Orden, sealing them behind powerful Wards. All this was done in secret, even his closest allies did not know the location of the Wards.

The number of Wards is now lost in the mists of time. Were there seven? Nine? Legends differ.

The rebellion against Ajax begins here. Surely the Wards of the Emperor contain the power to stop the Overlord and restore the rule of law. The heroes must travel across the world and brave many dangers to find and unlock the Last Emperor's Wards. Whoever does will wield near omnipotent power.

The Grand Tour

The heroes visit Fantasy Japan, Fantasy Egypt, Fantasy Northland, etc...

Politics: Medium

Roleplaying: Medium

Tactics: Medium

Player Buy-in: Visiting lots of different locations and cultures has to sound cool. You won't start in a town and eventually become the heroes of the barony, but you'll become legendary heroes across the world.

You'll constantly be leaving the people you've met behind, but you'll eventually have a base you return to after completing each quest. Eventually, you'll have allies and enemies all across the world!

The Chain of Minauros

A mercenary company, the Chain falls on hard times and regroups in Capital, the greatest city in this, or any age. There the small band must lick its wounds, recruit new members, and plot its revenge. Meanwhile, the presence of the most famous mercenary company in all Orden, even greatly diminished, changes the political landscape of this already insanely-political city.

The soldiers of the Chain are strangers in a strange land. Factions maneuver their pieces, each trying to use the Chain to forward their own goals. Surrounded by scheming and treachery, the hardbitten soldiers of the Chain do what they must. Burying their doubts with their dead.

The City Game

Politics: High

Roleplaying: High

Tactics: Medium

Player Buy-in: You'd have buy into the code of "We will honor the contract we signed, come hell or high water." That's where a lot of the drama in the campaign comes from, if you ditch that, you're just *Murderhobos In The Big City*.

A Dark And Hungry God Arises

The Baron of Rask is aging, infirm, and barren of issue. The people of the towns and villages no longer feel safe after the death of Sir Joyce at the Battle of Dur Thendel.

Bandits and brigands are the least of the people's problems. Giants and cursed creatures raid the civilized lands across all Corwell. Meanwhile, deep in the forest north of the Cobbenwode, an army of half-men prepare a ritual that could end the world....

Classic Sandbox

Politics: Medium

Roleplaying: Medium

Tactics: Medium

Player Buy-in: Basically the same game I ran for Jess/Red/Lars/Silvano/Tom/Anna before, but with different adventures, different bad guys, in a different part of the world. The old school style of play where the DM just drops you in a small town surrounded by wilderness and you have to work your own shit out has to sound cool.

The first five levels are player directed. No Quest, just many rumors. It's up to you which fires to put out, and there's no way to solve every problem. This could be near The Ruins of Castle Omund and lead there around 5th level. Players have the opportunity to become noblemen, build a wizard's tower, start a thieves' guild.