



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." Matthew Colville

Army of Darkness

The Evil that had spewed forth from the depths of the earth and spread across the land had long ago been vanquished by heroic adventurers. Their tales of heroism, magical items and riches found now a long forgotten memory told only in children's tales and the songs of bards.

Round the warm glow of the tavern fire drunken old men tell tales of rarely seen monsters once again abroad. Fuelling the rumours that a new Evil is rising from the depths, gathering it's forces. Collecting powerful magical items and treasure. Waiting until it is strong enough for it's forces to spew forth to subjugate all before it.

Who will venture into the depths and stop this new Evil before darkness spreads across the land?

Big Dungeon

Politics: Low/Medium/High

Roleplaying: Low/Medium/High (but not none!)

Tactics: Low/Medium/**High**

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." Matthew Colville (once again)



In the wake of Pytheas

Amongst the pirates, traders and the other inhabitants of the Sea of Swords and The Trackless Sea is a legend about the King of the Seas. Who ruled over a mighty kingdom formed from the unified inhabitants of the islands. The King of the Seas defended his kingdom with the aid of a powerful magical weapon that allowed him to command the power of the very seas.

But there were others that craved his power. They hid in the shadows plotting and waiting for their moment to strike. Finally that moment arrived. The plotters revealed themselves to the King as their plan came to fruition and successfully stole the throne from him. As a final act of defiance the King broke up the magical weapon and scattered the remnants around the kingdom.

As the King spent his remaining days rotting in a dark damp dungeon cell, his once great kingdom too slowly rotted from the inside.

Millennia later the remains of the broken kingdom are facing new threats. Rumours are rife that the King of the Seas has returned. Are the rumours true?

An Island Tour

Politics: Low/**Medium**/High

Roleplaying: Low/**Medium**/High

Tactics: Low/**Medium**/High

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!"* Matthew Colville (still!)

FOOTNOTE: This campaign will require the WotC source book Ghosts of Saltmarsh that comes out at the end of May! Don't worry I have it pre-ordered. However if this is the campaign chosen then we have one or two options to us. We start playing one of the other campaigns until the Ghosts of Saltmarsh comes out. I then work my DM magic to bring us to the start of this campaign (adjusting for the level of your characters). Another option is that I run what they call a "funhouse dungeon" based on one of the classic adventures published with characters that will only be used for this. Or we could have a fun few sessions exploring another system and genre.



Dirty Deeds Done Dirt Cheap

The Sword Mountains and Neverwinter Woods have never been the safest of places. But since the assassination of Dagult Neverember, The Lord Protector of Neverwinter, life has gotten deadlier for those that live outside the walls of Neverwinter and the little protection it offered.

As the Lords' Alliance watches from the sidelines, the power vacuum left by the death of Neverember sees various vested interests vie for the title of Lord Protector of Neverwinter.

The “colourful wildlife” of the area have got bolder. Abandoned hideouts are once again inhabited. Town mayors in an attempt to protect their citizens put up bounties. Hoping travelling adventures will make their little spot on the known world a safer place.

Classic Sandbox

Politics: Low/**Medium**/High

Roleplaying: Low/**Medium**/High

Tactics: Low/**Medium**/High

Player Buy-in: “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 rumours. It’s up to you which fires to put out, and there’s no way to solve every problem. This could be near The Evil Depths and lead there around 5th level. Players have the opportunity to become noblemen, build a wizard’s tower, start a thieves’ guild.”

Matthew Colville (again!!)

The Ratings Explained

Watch this video by guess who? Yep Matthew Colville.

<https://youtu.be/MtH1SP1grxo?t=4m29s>