

2024-08-07 Future Campaigns for the Friday Group

Alae Adventurers,

We have concluded our time in Castgate, I have put away the dice I only use for Icebeach. And as I get ready for my trip, it's time to look ahead to the future beyond. Below, you'll find some pitches for the ideas. Some are new, some are old. Your feedback on these options will help us narrow them down even further and sharpen them too.

We are saying a farewell to someone who has been there since the beginning of our group, Jay. With many explosions, wild shapes, and crazy exploration of the frozen land of Icebeach and the warm tropics of Katia. Jay has been an amazing part of the group and will be missed dearly. Jay is embarking on their own adventure, and we wish them the best! They will be just in Portland so game nights at the TPK tavern and them coming down for one shots or NPCs in the Baldur's Gate 3 game are more than just on the table. Also in October, I hope to run some special *spooky* games for Jay and those who join, so stay tuned for that. It isn't a goodbye but an opportunity to watch Jay go and do what dreams are. Life is the greatest adventure and Jay is on it. Be sure to follow there socials which are, most places, [violet_gaymer](#) - check it for updates and epic livestreams!

With Jay moving on, we have the opportunity to welcome Kristina and Jofuss to our group, provided the chemistry is right for everyone. Kristina is an excellent role-player, and I've known Jofuss since my early days in the hobby (so over 10 years). Both will be asked to provide their input on these pitches as well!

The next campaigns session 0 is *tentatively* for **Friday August 23rd 2024**. This up to you guys, and will consist of some talking about ideas then some board games. I went a bit heavy with the cave mother and had want to just have a bit of fun with you guys again as a player and not an RPG.

After the short campaign, one of the pitches bellow, we'll return to Katia as I prepare for our BG3 game, unless we decide to jump straight into it (se pitch the third)! I'll gauge how much fun we're having and how much prep I need to do for the BG3 game. I am super excited about the game!

Each of these pitches bellow are journeys filled with challenges, narratives, and hopefully unforgettable moments. Your input is crucial in shaping our epic sagas, so delve into these pitches and let us know which one resonates most with your heroic spirit. Here are some intros for the two that will be joining us!

Kristina Garcia

Hello, I'm Kristina! Hopefully, everyone knows me by now, but just in case, I'm the one who sometimes brings homemade baked goods and has only seen one movie. I've participated in various events and game sessions with this wonderful group over the past year, and it's been a wonderful experience. I'd love to join the future adventures in Hiraeth and continue having fun with everyone!

Joseph Taylor (A.K.A. Jofuss)

Salutations, my name is Jofuss or occasionally Joseph, the resident crabby (crazy) old geezer around here. I've been gaming with Jax off and on since he was back in highschool. Anyway, looking forward to meeting those of you I have not yet met. And roleplaying with the lot of you darn youngsters.

Pitch the First

Pirate of the TBD - Shadow of the Doomcoin

Yer Captain be dead. While ye were ashore, fillin' yer bellies and spendin' yer plunder, a Anti-Pirate fleet spotted and attacked the *Onyx Cat*, your pirate ship. She barely escaped their iron grip, her timbers groanin' and her sails tattered, but the Captain met his end in the fiery fray.

We begin at the Captain's simple burial at sea. The crew stands somber, hats in hand, the salty breeze whisperin' its sorrow. The sea, our ever-faithful companion, laps gently at the ship's side as if mournin' with us. The final farewell is spoken, a solemn vow to honor the Captain's memory. But just as the last words fade into the wind—**BOOM!** The ship is under attack! A battle ensues by who or what?



Tone: You will be playing pirates in this adventure which is quintessentially pirate-themed, brimming with swashbuckling action, sea shanties, and treacherous waters and monsters. Think of the roguish charm of Captain Jack Sparrow, the menacing presence of Captain Barbossa, and the eerie dread of Davy Jones. Expect larger-than-life characters, dramatic naval battles, and an undercurrent of dark magic and ancient curses.

Lethality: ????? Death is possible but infrequent and usually avoidable. There is a balance between storytelling and combat. Encounters are more challenging but generally fair. Examples: Characters shouldn't die due to poor decisions or bad luck, but resurrection options are not available, we will use backup charecters.

Pitch the Second

Space - Sealing the Ship

Amidst the glittering void, you toil as humble folk on a lonely asteroid. Life is simple, predictable, until fate decides to cast you into the heart of a cosmic storm.

Two mighty empires, the ruthless Gith and the sinister Mind Flayers, are locked in a brutal war, and your peaceful existence is shattered. Your mission is clear find the artifact that can activate an anti spell jammer defense system. You must journey to the find the artifact.

The task is monumental, the stakes impossibly high. Failure is not an option. Prepare yourselves, brave souls!



Tone: This adventure promises a whimsical and lighthearted space opera. Imagine the quirky and adventurous spirit of "Guardians of the Galaxy" or "Hitchhikers Guide to the Galaxy" where humor and heroism go hand in hand. The setting is vibrant, with bizarre alien landscapes and colorful characters. Despite the high stakes, the narrative will maintain a playful tone, filled with witty banter, unexpected allies, and peculiar challenges.

Lethality: ????? Death is possible but infrequent and usually avoidable. There is a balance between storytelling and combat. Encounters are more challenging but generally fair. Examples: Characters shouldn't die due to poor decisions or bad luck, and resurrection options are often available.

Pitch the Third

Katia - Shadow of Zephyrius

Under the crushing weight of darkness, you awaken in a cold, damp cell, the air thick with the stench of decay and mold. Iron bars encase you as you hang over a pit. Distant, tortured screams echo through what sounds like a large room. Your memory is fragmented, shrouded in a fog of confusion. The last thing you remember was enjoying a meal at the Rusty Lute.

As your senses sharpen, you realize you are not alone. In the dim, flickering torchlight, you see fellow prisoners—both familiar companions and unknown allies, each bearing the scars of recent torment. Their faces reflect your own fear and determination.

The architect of your suffering soon reveals himself. He stands before you, eyes blazing with a mix of madness and ambition. His voice, dripping with malice, speaks of twisted experiments and unholy rituals. He promises agony and suffering, his cold words a prelude to the torment that awaits. A large man walks up to him and whispers something. The two depart, talking of an attack, leaving you to ponder your grim fate.

An opportunity for escape presents itself. With quick thinking and unyielding courage, you and your fellow prisoners shatter your bonds and embark on a perilous flight through the complex.

Bursting forth from the dungeon's maw, you emerge into a sprawling chaotic city, not far from Katia. This game will also explore the Beccin Empire's influence over the Last Elven State.



Tone: This story embraces a darker and more intense atmosphere, reminiscent of gothic horror and high-stakes drama. The tone is serious, with an emphasis on survival, rebellion, and uncovering hidden truths - but will be the same as previous Katia. Characters will face moral dilemmas, experience deep emotional bonds, and confront their darkest fears in a fight for freedom and justice. This game will offer a

Lethality: ????? - Death can happen, and the game is can be unforgiving. Encounters are very challenging, and players must be very strategic to survive. Some mistakes can easily lead to character death. Examples: Characters frequently face deadly situations, and resurrection options are available but might be limited in uses or costly or maybe only be usable in certain places or areas or with tools. Know there is divine interventions involved. This isn't Icebeach but slowing down and thinking is a good approach.

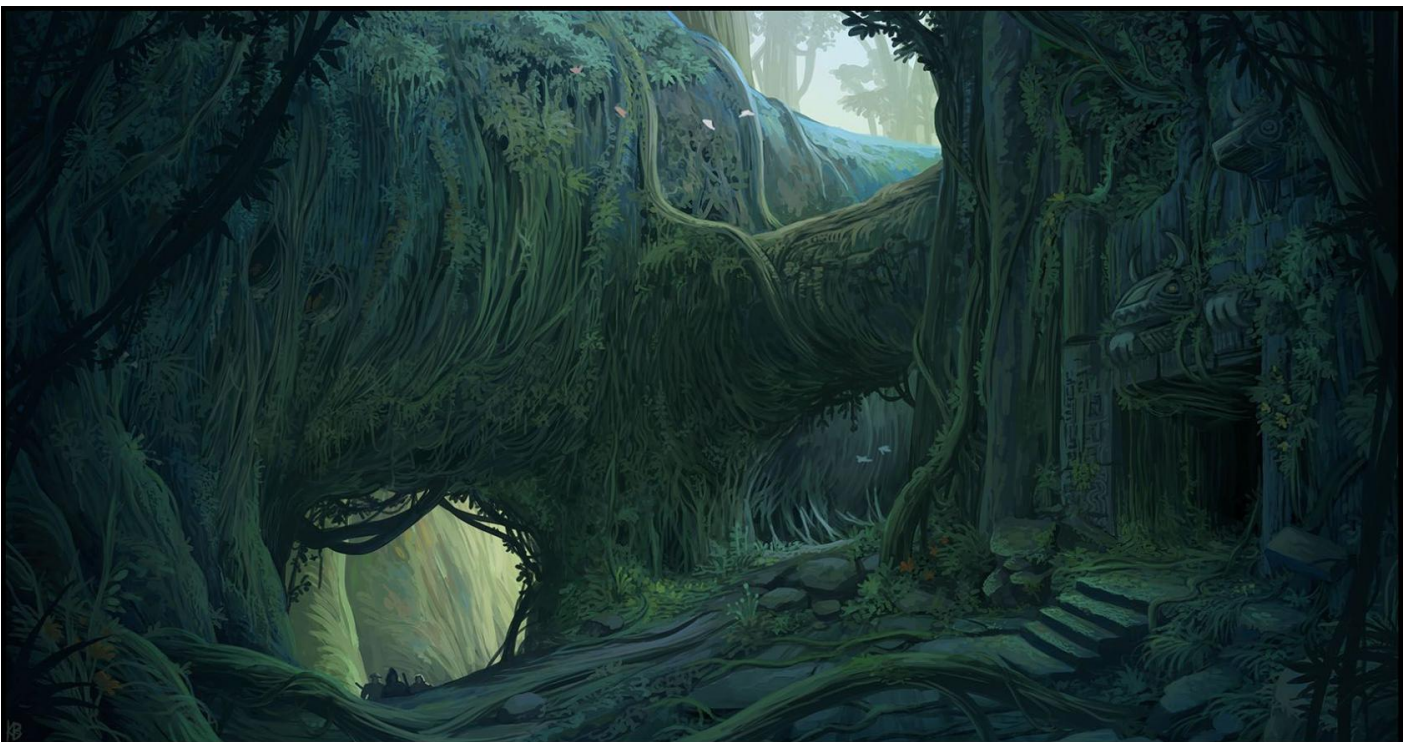
Pitch the Fourth

The Secrets of the Cult

In the heart of the occupied region of Astrorussia, amidst vast deserts, dense jungles, and ancient temples lies a story. Your party of seasoned adventurers, each with unique skills and backgrounds, is stationed at a remote outpost. As tensions rise, a series of mysterious disappearances in nearby villages calls you to action. Your mission: *uncover the truth behind these disappearances*.

Start your journey at a bustling military outpost where rumors of dark rituals and hidden treasures run rampant. The party is tasked with investigating a village that has gone eerily silent. Encounter dangerous foes and hidden traps as you explore the village and discover the resurgence of the long-thought-extinct cult. One of your own is captured, leading to a daring rescue mission. Navigate treacherous terrain, ancient ruins, and relentless enemies as you work to free your allies.

Engage in thrilling combat against a fanatical cult and their formidable leader. Solve puzzles and uncover secrets buried in ancient temples.



Tone: This adventure is steeped in mystery and suspense, evoking the intrigue and danger of an Indiana Jones expedition. The atmosphere is one of constant tension and discovery, with a blend of action, puzzle-solving, and exploration. Expect a rich tapestry of ancient lore, hidden secrets, and dark rituals, with a narrative that challenges the mind as well as the sword. The tone is adventurous yet perilous, with every step deeper into the cult's secrets revealing more about the world's ancient and shadowy past.

Lethality: ????? - Death is a real threat and can happen due to bad decisions, poor tactics, or unlucky rolls. Encounters are tough and require strategic thinking. Examples: Characters may die in particularly tough encounters or if they make significant mistakes. Resurrection is possible but may come with consequences.

Link to Form for Voting

This voting will be disable on Sunday the 11th of August.

If you need more time or do not complete it before then reach out to me.

The Link is now active.

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