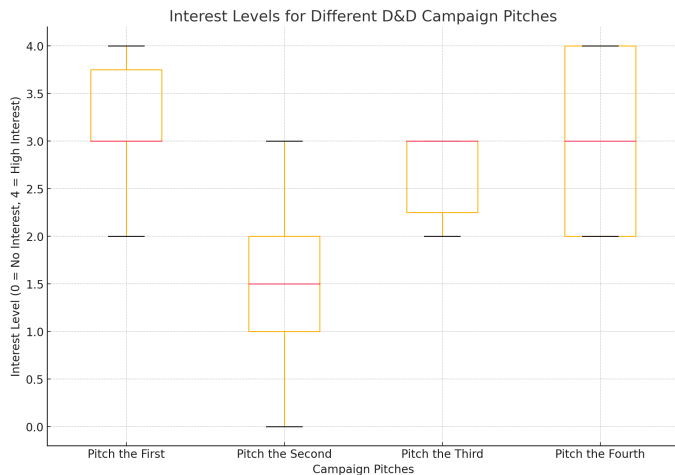


2024-08-13 Pitches Round Two

Alae Adventurers,



Thank you all for your thoughtful feedback on the form I sent out last week! Your insights are invaluable in shaping our next adventure into something truly memorable. Many of you expressed interest in exploring a more dynamic story set a century into the future—a significant shift from our usual pace. Traditionally, time in our world has moved slowly, allowing every choice to resonate over 5 to 10 in-game years - for the BG3 game next year there will be a 20 year jump. Now, we have the opportunity to experience a world undergoing rapid cultural and technological changes.

We've already seen the beginnings of these shifts with the introduction of crystals and magicoal, innovations that will become increasingly prominent as you venture beyond the remote tundra and peaks of Icebeach. These areas remain less developed compared to *BI?* or the *Athenaeum*, but as your adventures unfold, you'll witness these changes firsthand.

In response to your feedback, I've reimagined some of the pitches to better align with your interests. I have kept 2 from the last rounds of pitches. Each campaign will span roughly 9+ sessions, guiding your characters from 1st to around 5th level. We'll also cover level pacing and some exciting new house rules during Session 0 which should be on *Aug 30th 2024*. I'm thrilled to embark on this journey with you and can't wait to see where these ideas go!

Pitch the First

Cursāriī Thalassiae: Umbra Nummī Fatalis

Pirates of the Thalassia: Shadow of the Doomcoin

Arrr, listen well, ye corsairs! The Captain be dead, died doing what he loved given it to . While ye were ashore, guzzlin' grog and spendin' yer hard-won plunder, the blasted Anti-Pirate fleet caught wind o' the *Onyx Cat*. She barely slipped their iron grasp, her timbers groanin' and her sails torn asunder, but our fearless Captain met his fate in the fiery clash.

We start with a proper sea burial—no grand ceremony, just the cold, unforgivin' ocean takin' what's hers. The crew stands silent, hats in hand, the salt air heavy with loss. But as the last words drift off with the wind—**BOOM!**—cannons roar, and the ship's under attack! Who or what dares to strike the first blow on this dark day?

But there's more than just blood and smoke in the air, mates. As the battle rages and the sea churns beneath ye, a scrap of parchment is found in the Captain's quarters—nothin' less than a piece o' the map to the legendary "*Doomcoin*," a cursed treasure said to bring power to the bold and doom to the greedy.

Now, with the Captain gone, the crew must rally together, navigatin' treacherous waters filled with rival pirates, monstrous sea beasts, and the relentless pursuit of that accursed naval fleet. And don't forget, there's whispers of dark magic, ancient curses, and perhaps a betrayal or two among yer own. It's a dangerous life, but the lure of the Doomcoin's power be too strong to resist.

Expect swashbucklin' fights, raucous sea shanties, and larger-than-life adventures as ye carve yer name into the legend of the seas. Will ye claim the Doomcoin and rise to infamy, or will the ocean claim yer bones?

Rivals: You will have other factions wanting the coin(s) for there own end...

Tone: A rip-roarin' pirate adventure, full of roguish charm, dark curses, and the thrill o' the high seas. Picture yerself shoulder to shoulder with the likes o' Captain Jack Sparrow and the dread Davy Jones, with a hearty dose of humor and camaraderie to boot.

Lethality: ????? Aye, death be possible, but ye'd have to be downright unlucky or foolish to meet it. There's a balance between the thrill of the fight and the tale bein' told. If ye fall, there's always another sea dog waitin' in the wings to take yer place.

Pitch the Second

The Secrets of the Cult of Nut

Deep in the heart of the occupied region of Astrorussia, where vast deserts meet dense jungles and ancient temples rise from the earth like forgotten sentinels, lies a mystery that will test your courage, your wits, and your very will to survive. You and your team are seasoned adventurers, each with unique skills honed through years of perilous quests. Stationed at a remote outpost on the edge of civilization, you've been tasked with a mission that's about to become far more dangerous than anyone could have imagined.

It all starts with a village that's gone silent—eerily, ominously silent. The outpost is buzzing with rumors of dark rituals, hidden treasures, and a shadowy cult that was supposed to have been wiped out centuries ago. Your mission: *find out what happened and stop whatever evil is lurking in the shadows.*

You'll dive headfirst into action as you battle through hostile terrain, from sun-scorched deserts to treacherous jungle paths, where every step could be your last. The ancient ruins you explore are filled with deadly traps and puzzles that guard secrets long forgotten. But time is of the essence—when one of your own is captured by the cult, the stakes skyrocket. It's a race against time to save them and prevent the cult from unleashing an ancient power that could change the world forever.

This is no ordinary rescue mission. You'll engage in high-octane battles against fanatical cultists, navigate crumbling temples that could collapse at any moment, and face down the cult's formidable leader in a showdown

that will push your team to their limits. Every twist and turn reveals new secrets, each more dangerous than the last, as you uncover the cult's hidden agenda and the ancient forces they seek to control.

Tone: This is a pulse-pounding, edge-of-your-seat adventure, channeling the spirit of Indiana Jones, Lara Croft, and The Mummy. Expect nonstop action, heart-pounding suspense, and a narrative that pulls you deeper into a world of ancient secrets and dangerous foes. It's a cinematic thrill ride where every moment counts.

NOTE: This will take place in Astrousia known for its city-states. The name of the cult is known to me, but you will have to figure it all out. It is a big mystery but it does have to do with ? ?????? ?????? ?????.

Lethality: ????? The stakes are high, and danger is ever-present. Death is a real possibility if you don't think fast and act faster. But with the right mix of brains, brawn, and a little bit of luck, you might just make it out alive—and with a few scars to show for it.

Pitch the Third

A New World

The trading island of Wolgari has grown into a bustling hub under the leadership of Governor Isabel. Recently, a rumor has shaken the island to its core: an uncharted landmass has been seen on the horizon by the scribes of *The Four Corners mapping guild*. In response, the King of Harold-Ford and the Wolgari council have funded a joint venture to explore this new world, and you are among those chosen to lead the charge.

As part of the expedition, your mission is to map out this unknown territory and secure valuable resources before rival factions or nations can claim them. But this is no ordinary exploration — ancient ruins dot the landscape, and strange, otherworldly creatures lurk in the shadows.

Hex Crawl: The campaign will be structured as a hex crawl, with the party controlling an NPC captain who manifests the group's decisions. You'll start with a blank map, gradually filling it in as you explore. The hex crawl will emphasize resource management, survival, and strategic decision-making, with the land's geography and challenges unfolding as you progress.

Rival Expeditions: Other factions are also vying for control of this new world. Their success or failure will impact your mission.

Faction and Guild Goals: Depending on your background you will be given goals. These goals will earn you renown/points with the faction which will give you perks and benefits.

Tone: An epic exploration and discovery adventure with elements of mystery and survival.

Lethality:????? The dangers are real, but with careful planning and teamwork, you can overcome them. The focus is on discovery and adventure rather than *constant* mortal peril.

Pitch the Fourth

For King and Country

In the kingdom of Harold-Ford, the King's rule is absolute, but the threats to his reign are many. You are part of a special task force, composed of various factions loyal to the crown, charged with protecting the kingdom from all manner of dangers—both internal and external.

Your missions will take you deep into enemy territory, pitting you against monstrous foes, treacherous nobles, and ancient evils that have long lain dormant. Each assignment will test your loyalty, your skill, and your resolve as you work to secure the King's hold on the throne.

But loyalty has its price. As you rise through the ranks, you'll be faced with moral dilemmas that challenge your sense of right and wrong. Will you follow orders, no matter the cost, or will you forge your own path for the good of the kingdom?

Mechanics: Being part of a faction, or factions, you will have the ability to use your power to build up different things like a HQ, grainer, and more.

Tone: A gritty, loyalty-driven campaign with a focus on duty, honor, and the complexities of power. Expect morally ambiguous choices, intense combat, and the weight of responsibility as you serve your king.

Lethality: ????? The threats are real, and failure could mean death—but those who survive will be rewarded with power and prestige, there will be means for your PCs to come back.

Pitch the Fifth

Clearing the Way

The future of transportation in the Gilded Nations lies in the construction of the Lightning Rail, a revolutionary new mode of travel that will connect the Athenaeum to the Last Elven State. But before the first track can be laid, the land must be cleared—a task easier said than done. You have been hired by a powerful consortium to assist in clearing the path for the rail, a job that will require you to navigate political tensions, battle dangerous creatures, and contend with the forces of nature itself.

As you work to clear the land, you'll uncover secrets that some would rather keep buried—ancient magics, forbidden knowledge, and evidence of a long-forgotten war that could reignite if discovered. The job will take you to remote and dangerous locations, testing your mettle and your resolve as you strive to complete the mission.

But not everyone wants the rail to be built. Saboteurs, rival factions, and even members of your own team may have their own agendas, and it will be up to you to navigate these treacherous waters while keeping the project on track.

Tone: A challenging, mission-based campaign with elements of exploration, political intrigue, and industrial revolution. Expect a mix of combat, problem-solving, and diplomacy as you work to clear the way for progress.

Lethality: ????? The dangers are *significant*, but part of the fun will be playing a verity of PCs, in some ways like a comedy. There will be very little story just some stuff to setup the battle of the session all hack and slash! Teamwork and determination, you can overcome them. The focus is on the challenges of progress and the costs of innovation.

The Form is now closed.

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