

# MONDAY NIGHT D&D 5E CAMPAIGN

## THE PITCH

WHAT IF YOU WERE THE OTHER SIDE OF THE STORY? JOIN A DROW NOBLE HOUSE OF MAGICAL ARTIFCERS ON A DESPERATE MISSION. THIS CAMPAIGN RUNS PARALLEL TO "LOST MINE OF PHANDELVER," BUT FROM THE VILLAIN'S POINT OF VIEW.

## THE VIBE

- MORALLY COMPLEX CHARACTERS WITH PERSONAL STAKES.
- FAMILY LOYALTY, POLITICS, AND DIFFICULT CHOICES.
- PLAYING CHARACTERS WHO AREN'T TRADITIONAL HEROES BUT HAVE BELIEVABLE MOTIVATIONS.

## WHO WE'RE LOOKING FOR

- ONE RELIABLE PLAYER (21+) FOR A CHARACTER-DRIVEN STORY.
- WE WANT SOMEONE EXCITED BY MORAL COMPLEXITY AND POLITICAL INTRIGUE.
- A TEAM PLAYER WHO ENJOYS COLLABORATIVE STORYTELLING.

## YOUR CHARACTER

YOUR CHARACTER WILL BE AN INTEGRAL PART OF HOUSE T'ALZAR'S FIGHT FOR SURVIVAL. WE PRIORITIZE A COMPELLING CHARACTER CONCEPT OVER ANY SPECIFIC ROLE OR CLASS—ALL ARE WELCOME.

## THE DETAILS

- **WHEN:** MONDAYS, 6:30-10:30 PM
- **WHERE:** OLD NORTHEAST ST. PETE
- **VIBE:** ESTABLISHED, CASUAL GROUP. WE SHARE FOOD/DRINKS.

## TO APPLY

**ST.PETE.DND@OUTLOOK.COM.** WE'RE LOOKING FOR A PLAYER WHO IS READY TO GET INTO CHARACTER AND CAN JOIN US EVERY MONDAY NIGHT.



CAMPAIGN INTRO



CAMPAIGN SITE