

CULTIVATION CAMPAIGN PITCH

A BRIEF ADVENTURE OVERVIEW



CREATED BY



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CULTIVATION CAMPAIGN PITCH

PLOT HOOK

Timeline Placement: EoS Period

The local congregation, known as the Scales of Passage, located in Thornwrath has all gone missing. No one knows how a group of people that large could just disappear or where they went. Could they have gone into the Dark Wood?

This is where the adventurers come in. The Thornwrath guards have put out a bounty if anyone can find and rescue the congregation. You've arrived just on time for the guards briefing to adventurers before they set out.

You must travel into the Dark Wood to find the missing congregation and return back to town safely. Sound easy enough? However, the magic within the Dark Wood may not make this journey more complex than you thought. You'll have put your wits, navigation, and resource management skills to the test in this self-contained adventure.

CHARACTER CONCEPTS

All PCs must fall into one of the following categories:

- They use divine magic of their own
- They worship or believe in deities
- They are not directly hostile, resistant, or antagonistic to the idea of religion
- They are not required to “like” or “condone” worship of gods, but it is a major plot point so your PC needs to get with the program

KNOWN SETTLEMENTS

- **Thornwrath** - A small local settlement, only known for its unfortunate location bordering the Dark Woods
- **Dark Woods** - A massive expanse of forest that is said to have magical powers and has cost many adventurers their lives

NOTABLE CHARACTERS

In society, there are some vital figures or people of importance. These could be political leaders, town elders, or key NPCs with quests.

- **Capt. Rowan Thornfyre** - Leader of the Thornwrath Guards and a descendent of the first settlers of the town.
- **Father** - The elder and prophet of Scales of Passage, it's rumored among his followers that he traveled from another world to preach the good word.
- **Smollie** - Congregation leader of the Scales of Passage Thornwrath branch.
- **Do, Ti, & Re** - Patrons of Scales of Passage, these three witches are said to guide those looking for passage through the Dark Wood with their blessings.

THEMES EXPLORED

In the game(s), we'll explore some of the following themes through gameplay mechanics:

- Roguelike encounters
- Hex crawler map exploration
- Survival and resource management



CAMPAIGN SPECIFIC MECHANICS

PC Starting Level : 2

SURVIVAL SKILL PROFICIENCY

To ensure all PCs are on somewhat equal footing everyone will have proficiency with the survival skill. If your race, subclass, background, or other feature would give you proficiency with Survival you may gain expertise in the Survival skill or pick one other skill to gain proficiency with.

POWER IN NUMBERS

During your time in the Dark Wood it's possible to encounter other travelers who may or may not have a religious affiliation. The PCs can attempt to convince these travelers to join and serve with the Devout Followers. If a PC's attempt to convince a traveler to join them fails, the PCs can try again with an increased DC.

Additionally, all PCs gain special effects based on the number of total devout followers currently in your encampment.

Followers Benefits

- | | |
|---------|---|
| >=8 | • None |
| 9 - 12 | • Travel time on the overworld map is reduced by 1/2 |
| 13 - 16 | • PCs gain the ability to reroll 1d20 once per day. |
| 17 - 24 | • PCs have resistance to all physical damage
• Advantage on saving throws to resist physical effects |
| 25+ | • PCs have resistance to all magical damage
• Advantage on saving throws to resist spells or magical effects |

RATION GATHERING

During your adventure through the Dark Wood PCs need to procure food & water and water (in the form of rations) for themselves and devout followers.

Once at the start of every long rest, each PC must make a survival check to gather rations. Add all the rations gathered by the PCs to a shared collection that is instantly available to devout followers.

PC will automatically be able to provide food & water for themselves each day as part of the survival roll. But the devout follower will need to consume one ration each every day. If a devout follower cannot consume a ration they will receive one level of exhaustion.

If a devout follower gets 3 levels of exhaustion they will collapse from the physical stress and die. Devout followers must consume two rations to recover 1 point of exhaustion.

PCs may also consume 2 rations to recover 1 point of exhaustion. This could be the 1 ration they get automatically from the survival roll, one from the stash, or 2 rations from the stash.

Roll	Rations Gathered
1 - 5	0
6 - 8	2
9 - 11	4
12 - 14	6
15 - 17	8
18 - 20	10
21+	15

TIME CRUNCH

PC must make it out of the Dark Wood in a limited amount of days. It takes the PCs 8 hours to move one square on the overworld map. Meaning each day the PCs can move two squares totaling 16 hours and use the remaining 8 hours to take a long rest.

However, the PCs are able to push on and gain an additional 8 hours of travel but will receive one level of exhaustion. When the PCs finish a long rest they will restore two levels of exhaustion.

Additionally, there are multiple ways for the PCs to "gain time" through the magic of the forest, legendary creatures, and some less savory options.

IMAGE MOOD BOARD

THORNWRATH



GUARDS BREIFING IN TAVERN



CAPT. ROWAN THORNFYRE



DARK WOOD



SCALES OF PASSAGE PAINTING



DO, TI, & RE

