

ARCANE RENAISSANCE CAMPAIGN PITCH

A BRIEF ADVENTURE OVERVIEW



CREATED BY



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ARCANE RENAISSANCE CAMPAIGN PITCH

PLOT HOOK

Timeline Placement: After WE

Today's the first day of your new job and a fresh chapter. No... now's not the time to be humble. Today is the first day of your mark on history! This is once in a life-time opportunity that you've been training for. From a piles of thousands of yearly applicants, they PICKED YOU!!! Just the thought fills you with the warm fuzzies.

Secrecy is a big part of the job of Magical Engineers, so no one really knows the purposes government program. But from the moment you were young; You've heard tall tales, songs of past Engineers greatness, it was ingrained into you during schooling, and no matter the mystery this is the job that every spellcaster wants.

Even now your offer letter didn't explain much. It did express as part of this honor you'll have a chance to wield one of the most powerful spellcasting focuses, an artifact. However, it was quite clear that all of the allure come at a great cost... After today you'll never go back home and never see your loved ones again. You've said your goodbyes, your heart is racing, you're ready, you open the door to the office and...

CHARACTER CONCEPTS

- All PCs are from Nexus Prime, and may or may not have met each other before.
- All PCs have a long time mutual friend who also was accepted into the Magical Engineer program.
 - During session 1 the PCs must agree on a name for this character.
- What separates your PC from all the other spell casting scholars, philosophers, and magical practitioners; Is your willingness to reach out past the vail of the unknown magics.
- Your PC must have a backstory driven reason as to why they are so willing to risk everything for the sake of spellcasting.
 - Blessing from your diety or patron.
 - The fame of discovering a new spell.

KNOWN SETTLEMENTS

In this setting, there are some known settlements. These could be capital cities, towns, ports, or other important landmarks.

- **Nexus Prime** - A city at the crossroads of magical ley lines, where planar magic is prevalent and portals to other realms can be found.

- **Nimm** - Veiled in mist of the clouds, Nimm's floating towers and suspended platforms are sustained by powerful arcane forces. Soaring high above all else, the city's architecture is a testament to the power of magic.
- **Whimwisp** - A picturesque and enchanting town nestled within a vibrant, mystical forest. Renowned for its otherworldly atmosphere, drawing adventurers and nature enthusiasts alike.
- **Obsidian Keep** - The keep stands as a monument to a bygone era. Its exterior walls seem to absorb light, and rumors speak of a labyrinthine underworld beneath its surface.
- **Solstice citadel** - Not much is known about this place, but it's one of the most guarded locations known to everyone. If you're not part of the Magical Engineers program you're not able to get in.

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.

- **PC Named Character** - A longtime friend of the PCs who's also been accepted into the Magical Engineers program. So nice to have a friendly face amongst a sea of firsts.

THEMES EXPLORED

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

- Discovery of new and raw magics
- The cost of following orders without questions
- Government conspiracy theories & coverups

CAMPAIGN SPECIFIC MECHANICS

Starting Level: 3

SPELL CASTERS ONLY

All PCs must pick a base class that has the spellcasting ability. This includes: Bards, Clerics, Druids, Rangers, Paladins, Sorcerers, Warlocks Wizards, and Arcane Trickster Rogues.

During level up the PCs may multi-class into non-spellcasters including: Barbarians, Fighters, Monks, and Rogues.

FORTIFIED FOCUSES

As part of character creation you will need to pick an item to be your spellcasting focus, even if your class states otherwise.

This item should be thematic to your character's class, backstory, where they're from, or in some way. The reason for this is after deciding what your spellcasting focus is, it will be granted additional magical effects relating to this theme.

MODIFIED SPELLCASTING

Characters will be able to pick cantrips during character creation as normal. All PCs learn 1 additional cantrip and have 1 extra spell slot of each level known.

When picking spells of 1st level or higher you may only prepare one spell of each known level. During every long rest the PCs are able to swap out their prepared spells for any one spell of the same level from their class's spell list. PCs will also learn the Wild Magic Spell.

WILD MAGIC

When Wild Magic is cast the PC rolls a die as shown on the table below, the PC immediately casts the new spell and the spell is now considered learned. Spells learned through Wild Magic are not able to be swapped during a rest, are always considered always available.

WILD MAGIC

1st-level spell

Casting Time: 1 action

Range: 45 ft

Components: V, S

Mechanics: You may cast this spell at 1st level or higher. After picking what level you will cast this spell at you learn one random spell from your class's spell list of the same level and cast it instantaneously. You must follow the rules of the spell you learned and are not able to cancel this action once taken. After casting the learned spell is considered prepared.

Flavor Text: You focus your spellcasting energy and reach forth into the unknown and call upon a wellspring of power to create something fierce, something strong, something strange, ... something... new.

IMAGE MOOD BOARD

NEXUS PRIME



NIMM



WHIMWISP



SEASONS SEA



OBSIDIAN KEEP



SOLSTICE CITADEL

