

# WATCHERS GATE CAMPAIGN PITCH

A BRIEF ADVENTURE OVERVIEW



CREATED BY



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# WATCHERS GATE CAMPAIGN PITCH

## PLOT HOOK

### Timeline Placement: In OS Preiod

On the far west continent of King's Palm Islands, a group known as the Watchers Gate has begun a dark ritual to bring back the Queen of Dragons. They plan to release her by destroying ancient spires that bind her to the Outer Plane.

However a ragtag group of adventurers known as The Odd Squad has recently risen to fame after stopping The Watchers Gate from destroying one of the obsidian spires. While they've been victorious, their progress came at the cost of three party member's lives. Even though The Odd Squad wishes continue on and avenge their fallen companions, they've become too noticeable and would be spotted by The Watchers Gate instantly.

This is where you come in, The Odd Squad has hired you as their newest undercover members with the sole purpose to pick up where they left off. Your mission is to travel to the 3 remaining islands of King's Palm and secure each of the spires to prevent the binding spells from being released. You must prevent The Watchers Gate from releasing the Queen of Dragons at all costs.

## CHARACTER CONCEPTS

PCs must be seasoned adventurers and need a specific reason for joining the Odd Squad. Some examples are:

- Heard or saw the Odd Squad defeat the Watchers Gate in Duskholme on Cambria Island
- Heard of Stonys becoming the Champion of the Diamond Dragon
- Traveled from far lands to help with Krusk's vision for co-existance and peace
- Heard about Raygo defecting to the Odd Squad and you also want to leave the Watchers Gate

## KNOWN SETTLEMENTS

### CAMBRIA

- Duskholme - A major trade city known for its open air market place, orphans running the streets, and the recent fall of the Raven's Guard.

### MERIBELLE

- Glittershine - A large settlement mostly populated by dwarves and gnomes. The city got its name from the intricate designs and use of crystals in architecture.

### AKRISA

- Port of Good Fortune - Port of Good Fortune - A major shipping port also known for its willingness to resell liberated goods to the right buyer, for a price of course...

## EN'DEL

- Imbrel - The oldest standing capitol in all of King's Palm Islands and one of the first to establish a formal government.

## OH'EM

- Glass Shard - The least welcoming of all the major cities, due to its rough terrain and constant harsh weather. However, there are some adventurers who travel here to help expand the next great frontier.

## 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.

## ALLIES

### The Odd Squad

- Krusk - A follower of the Wild Mother, who is committed to ensuring peace for "monstrous" species and exotic races through teachings of co-existence.
- Stoney - The champion of Diamond Dragon, a powerful sorceress who gut and inner voices have always served her right.
- Raygo - Turncoat member of the Watchers Gate. He isn't super talkative with people, but he loves talking to his ghost pals.
- Flick & Shroomy - Flick was felled during the battle with a Bhall Spawn, and Shroomy in true cat-like fashion drown in treacherous icy waters.
- Tiberius - A paladin on the path of redemption. Blinded by dire need for praise, haste caused him to fall for prismatic wall trap that was set by Orville. Rumor has it; his petrified body made it all the way into the Astral Sea.

## THE BAD GUYS

- Orville - Leader of the Watchers Gate and a very powerful necromancer.
- ??? - Champion of the Dragon Queen
- ??? - Cleric of the Dragon Queen

## THEMES EXPLORED

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

- Seafaring and terrain navigation
- High Fantasy with elements of sci-fi tech
- Society is divided based on where you're from

# CAMPAIGN SPECIFIC MECHANICS

PC Starting Level : 4

## SCROLL OF MANY AUTHORS

Wondrous, Artifact

### ITEM DESCRIPTION

A scroll given to you by the Odd Squad to aid you in locating and sealing the Obsidian Spires. The magical text on this scroll is like nothing you've seen before. It looks like there are a ton of different spells written on top of each other. Whenever you try to focus on the text it seems to shift and move?

### ACTIONS

#### READING THE SCROLL

**Casting Time:** 1 hour or during a short rest

**Range:** Self

You spend one hour concentrating on unraveling the mysteries of the scroll. Roll 1d100 and the scroll reveals a spell to you from the table. Once the scroll is read it may not be read again until 24 hours after the previous spell has been cast. Due to the complexity of the writings wizards are unable to copy spells from the scroll.

#### CASTING FROM THE SCROLL

**Casting Time:** Bonus action

You may cast a spell a spell from the scroll that has been revealed to you. All of the spells rules and text apply as normal,

however they may be cast as a bonus action. Once a cast a the spell disappears from the scroll and copies a spell of the same level from its caster.

### GLOBAL POSITIONING SCROLL

**Casting Time:** Instantaneous

**Range:** Self

**Components:** V, S, M (A vial of ink and a quill)

**Duration:** Until long rest

You place the scroll on a flat surface with the inkwell on top, putting the quill in the ink. As you read the script on the scroll the ink drains from the well and draws a rough map between your location and the nearest Rite of Sealing.

### RITE OF SEALING

**Casting Time:** 3 hours

**Range:** Touch

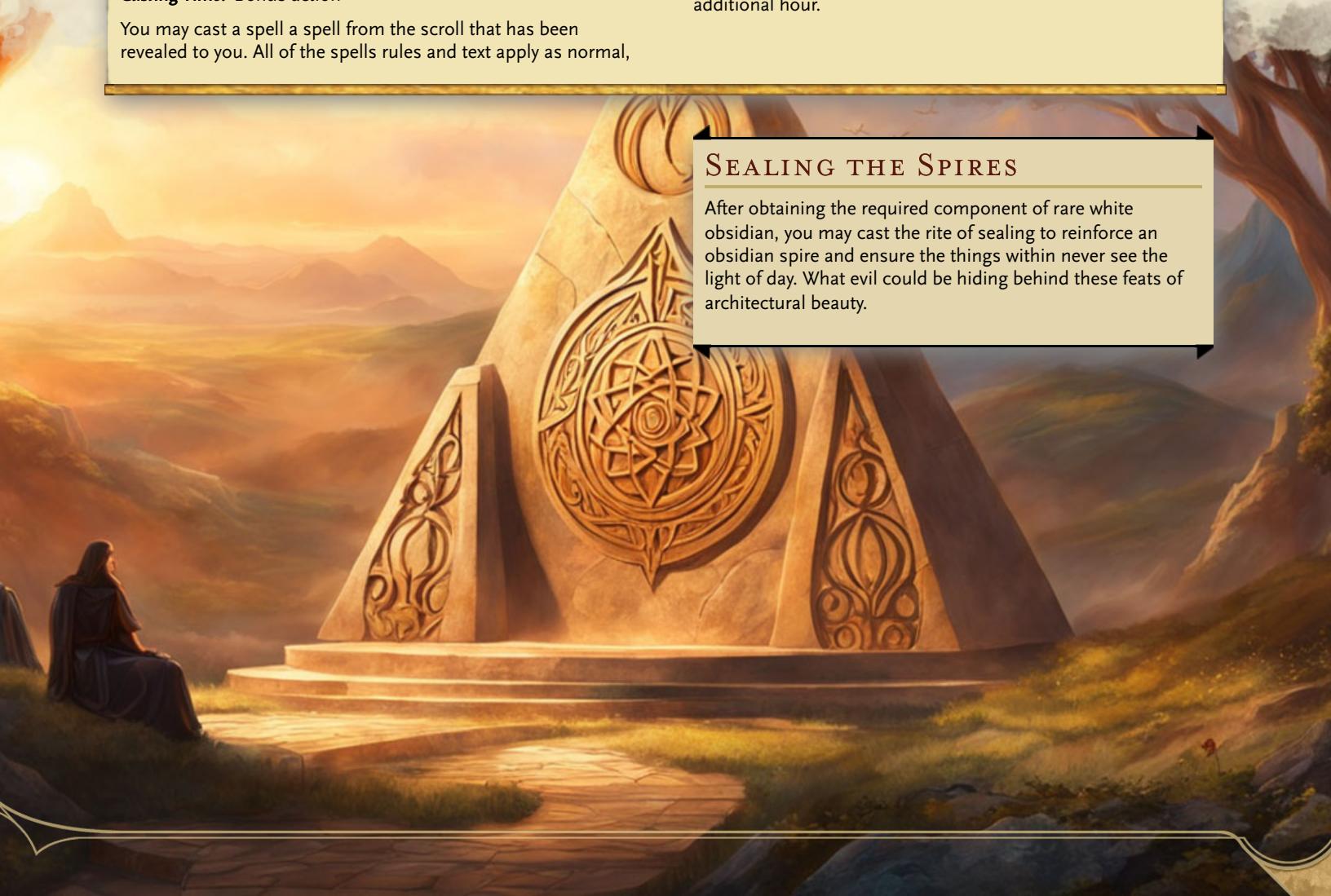
**Components:** V, S, M (A piece of obsidian)

You cast a ritual to strengthen the runic seals placed on the Obsidian Spires. The ritual requires two people casting for three hours uninterrupted.

After 1 hour of partaking in the ritual you become drained and need to stop for the day. If you choose to continue to cast the ritual you will gain 1 level of exhaustion at the end of each additional hour.

### SEALING THE SPIRES

After obtaining the required component of rare white obsidian, you may cast the rite of sealing to reinforce an obsidian spire and ensure the things within never see the light of day. What evil could be hiding behind these feats of architectural beauty.



# IMAGE MOOD BOARD

## KING PALM ISLANDS



## DUSK HOLME



## IMBREL



## PORT OF GOOD FORTUNE



## WATCHERS GATE SYMBOL



## OBSIDIAN SPIRE

