

Campaigns I'd Like To Run

Think of this as a pitch doc. High level, just trying to get a sense of what excites folks. I would enjoy running any of these. Some of them might dovetail into each other! The Big City game might have a Big Dungeon in it! Maybe you'd play *The City of Valor* in *The Calmrus Sea*! Who knows?

Most DnD games in one way or another hinge on player ambition. Not every player needs to “want” something, but if no one wants to build a castle, recover a famous artifact, join the Academy, start a Thieves’ Guild, then I sort of feel like we could be playing a boardgame.

	The Great Way	The City of Valor	The Calmrus Sea
<i>The Adventure</i>	A rich oligarch of a Dwarven City commissions the help of our adventurers to track down his stolen goods and return them to him.	A series of knights and noblemen have been murdered, and there is a bounty out for the killers’ head. Can our adventurers find the murderer before more lives are taken?	Tragedy strikes the pirate isle of Driftmont, and a group of wandering souls must work together to survive, but afterward... who knows?*
<i>Setting</i>	The City of Ikh Zanguu is the only Dwarven City on the coast, and is the central trade between the Dwarves and the Rest of the Calmrus Sea. However, as you travel along, “the Great Way”, the series of tunnels and passages that connect the Dwarven City States deeper into the Dugui Mountains, there is only one question “what lies in the dark?”	Along the coast of the southern continent of Hiath lies the Republic of Valoren, a rich and prosperous nation, that supply the Calmrus Sea with all the Spices and Wine that need be desired. The most prosperous city of this fair republic is Valor, a shining pearl that lies just on the mouth of the river Waif.	The Calmrus Sea and the surrounding 3 Continents are a collection of a myriad of cultures and peoples. Driftmont is a small island in the very center of this sea. Once you leave, the world is open to you. Perhaps you’ll visit the dragon riders to the east, or the feuding petty kingdoms to the west? One thing is for certain: wherever you go, there will be adventure.
<i>Game Description</i>	A pretty standard Dungeon Crawl, as you journey deeper into the mountains, the more fearsome the beast and the more plentiful the treasure.	A high intrigue game, wander the great city of Valor, discover conspiracies and plots, explore the squalor and the manors, and possibly run into some dangerous folk.	A sandbox game, I will have a few adventures ready at the beginning, but I will prepare as you, the player, make clear to me where you are going and what you want to do.
<i>Mmm... Sliders!</i>	COMBAT High ROLEPLAYING Low POLITICS Low SELF DIRECTION Low	COMBAT Low ROLEPLAYING High POLITICS High SELF DIRECTION Medium	COMBAT Medium ROLEPLAYING Medium POLITICS Medium SELF DIRECTION High
<i>Player Buy-In</i>	Must want to dungeon-crawl and loot monsters.	Must want to find the killer, whether for the common good, or personal gain.	The Quest’s are player directed, what does your character want? Fame? Gold? Revenge?

*it is implied in every Dungeons & Dragons game that the players want to work together.