

Below are all ideas of campaigns I've begun planning and would like to run. High level, just trying to get a sense of what excites folks. I would enjoy running any of these. Take a look and tell me what you think!

Adventures in the Land of Arterra

Exploring Arterra

The most classic of D&D experiences. You are essentially what is a group of roaming mercenaries from all around Arterra. You're now traveling the world, living day to day, and trying to do what good you can. You'll be dropped in a town in the middle of modern day Arterra, long after the gods left through the Divine Gate. Arterra is now ruled by the humanoid nations who struggle to claim the ancient land from the magic and wilds that surround them.

Life isn't easy for the common folk. Wild creatures and bandits raid often and everyone has to fight to survive. Heroes are disappearing and corruption runs rampant in the governments ruling over the people. In the hidden corners of the world dark forces scheme to end all life on Arterra.

Pure Sandbox

Politics: Medium

Role Playing: Medium

Tactics: Low

Player Buy-In: The old school style of play where the DM just drops you in a town surrounded by wilderness and you have to work your own stuff out has to sound cool. The first five levels are player directed. No quests, just many rumors. It's up to you which fires to put out, and there's no way to solve every problem. I'll provide the world, but the story will be up to you and the motivations of your characters.

The Cult

You, your friends, and your family live in a small village along a river. No lord rules over your lands and travelers rarely pass through. You live a simple life of farmers, bakers, and other townsfolk. Such a life can never last. The town elders speak of dark omens. One day you see the shadow of a tall man standing outside of town. His limbs are too long and he has a thin stretching neck. This is the first time you see the cult.

Powerful Forces Unknown

Politics: High

Role Playing: Medium

Tactics: Medium

Player Buy-In: Combatting the unknowable from a position of weakness has to sound fun. This story would begin with the player characters not knowing what's going on and having their lives thrown into chaos relatively quickly. A perfect version of this campaign would combine the mystery of Lovecraftian story with the heroic stories D&D is so great at telling. Additionally because the PCs would be thrown into a conflict much larger than their level allows them to deal with, I would anticipate a lot of talking to powerful political leaders. That might not happen though, I know where I would like this campaign to begin and end but how to get from point a to b is all up to the players.

Gladiators of Hamut

One way or another you have been forced into slavery. You have been slated to fight in the games celebrating the coronation of the new King of Hamut. Some of you have been brought here as contenders, but you all fear you've been brought as fodder. It will require a show of brilliance and strength to make it through to the end of the games...or to escape. You'll need to cooperate with your fellow prisoners, though they may be against you during the next match.

Along the way you'll discover dark secrets the kingdom of Hamut is hiding. Betrayal, betrothal, and the real purpose behind the games may all be revealed. If you ever get out of the gladiator arena, you'll need to pick a side.

Prisoners and Politics

Politics: High

Role Playing: Low

Tactics: High

Player Buy-In: Both fighting for your life in the arena and the politics of a yet unknown nation must sound fun to explore. You'll start inside the arena and will have to have strong connections to the other player's characters. I envision this campaign as more of a single city or single region campaign, with player characters caring about things like who gets to sit on the throne of Hamut and if the Archeus family of Hamut's noble class has too much power.

Pioneers of a New World

Either because you were conscripted or just because you're curious, you find yourself travelling north on a ship towards the new continent of Urutac. It is the last place on Arterra free of civilization. Therefore, there's been a big push to colonize Urutac. You're there to tame the land for your kingdom and for yourself. You and the others on your ship are from all walks of life. Some are soldiers, some are scholars, some are just commoners hoping for a new beginning. Everyone will be needed in this new world. Unfortunately, not all happens as planned.

On your way to the new settlement of New Norwich your ship encounters a storm. Your party is tossed overboard and washes ashore completely separated from the rest of the crew and passengers. Now you must survive in this new wildland, reach civilization, and carve out for yourself a new place to live. However, not all is as it seems in this new land and an ancient evil seeks to corrupt all of Arterra.

Prisoners and Politics

Politics: Medium

Role Playing: Medium

Tactics: Medium

Player Buy-In: You have to think both exploring a new place and surviving in the wilds are cool. This campaign will be exploration heavy with elements of hex crawls. Players will be completely self-directed and the drama of the campaign will come out of overcoming the challenges of both nature and your fellow settlers. There's also a large chance this turns into a farming and settling simulation if you want it to go that way.

Leviathan Slayers

In the centuries after the closing of the divine gate titans ruled the primordial land of Arterra. These titans came from many places. They were formed from the essence of the inner elemental planes, servants of dead gods, or vessels of the gods themselves. Whether at the behest of the god cut off by the divine gate or simply from a need to preserve your way of life you now seek to destroy or banish these titans.

You will begin in well sized city that is your hometown. With the recent string of natural disasters, it's only a matter of time until one of these leviathans wipes out your settlement. Whole armies have been decimated by these things, what could you do to stop them?

Boss Rush

Politics: Medium

Role Playing: Low

Tactics: High

Player Buy-In: Saving the world against all odds has to sound cool. This campaign will be extremely difficult to survive for your characters as you are in an extremely inhospitable environment. Think Attack on Titan and survival horror. However, whoever could survive or maybe even defeat a titan will wield great power and live on in legends. Most likely this campaign would begin at a higher level than the others.

Avatar: Ancient Secrets

You are part of a tribe of benders, people of all races who have a special connection to the elements and can bend them to their will. Sometimes called lacers, your people were once one

strong united tribe. A long time ago the tribe fractured, violently. Many lives were lost in the conflict and the benders were scattered across the realm.

You live in a village that still keeps to the old ways of the benders, respecting nature and the spirits who live in it. One day an old man comes into your town speaking of an ancient relic with the power to unite the elements and perhaps even your scattered people. You, being strong warriors and the adventurous sort, set out to find this relic.

Traveling the world as benders

Politics: Medium

Role Playing: Medium

Tactics: Medium

Player Buy-In: Traveling around seeing lots of places and people has to sound fun. This is more of the classic D&D style. You have an overarching goal, but you're really adventuring for the sake of adventure. You'll move from one place to another in a more episodic way, saying hello to new places and discoveries just as fast as you say goodbye. There's less quests being given and more just rumors that you'll have the option of exploring. You won't be able to check out everything though, so you'll have to make a choice.

The twist here is that we'll be playing with some heavy home brew rules, rules that exist outside of the officially published books (found [here](#) as a pay-what-you-want or free pdf). This will allow us to play characters and go to places more like what you'd see in the tv show Avatar: The Last Airbender (which this campaign is based off).

Insert Your Idea Here

I'm always looking for new campaign ideas. If you have any aspect of magical fantasy settings you'd like to explore, tell me about it. Maybe you want something more like The Lord of the Rings or Harry Potter or Star Wars? Let's talk and see if we'll play in Arterra or some other world.

I would like to say that both the game as a whole and you the players can have just as much of an influence on the world as I do. Maybe you've been thinking your character should come from an island nation? BAM, we put an island nation in Arterra. Maybe you want to go find a vampire and go for a vampire hunt? BAM, did you know that the noble in the next town over is rumored to only ever come out at night? I guess what I'm trying to say is that all of this is flexible and I'd much rather build a world with you than for you.