

SAO/Log Horizon game/campaign

The city the players begin in will be called Sanctuary (at least until changed)

Sanctuary is in D&D terms a small town, +/-2500 population. Though it accommodates the essentials for player uses.

Most of the town is on a natural mesa which is a hundred feet above the surrounding ground. Eight massive gates that lead to switchbacks with ramps/staircases are located at the points of a compass for easy travel. A teleportation system is in place but appears to not be working. There is a crater near it where the dungeon fell. Strange creatures mill about the base of the tower as adventurers enter in at the level of the mesa by a bridge that was constructed by the locals. Outside of Sanctuary are sparse collections of animals. The dungeon itself is not on the mesa but about 100 feet away.

Walking around you find that many of the 'Players' have made guilds for their own or have joined a Familia of a god. Many of them are pulled back into their own groups.

Most any kind of shop can be found though Sanctuary is strange that most of the shops are food, clothing, or basic adventuring gear suppliers. Looking for a map shop would require a Diplomacy check to gather information requiring 1d4 hours. A map shop would be DC 15, a more specific shop would be a higher DC.

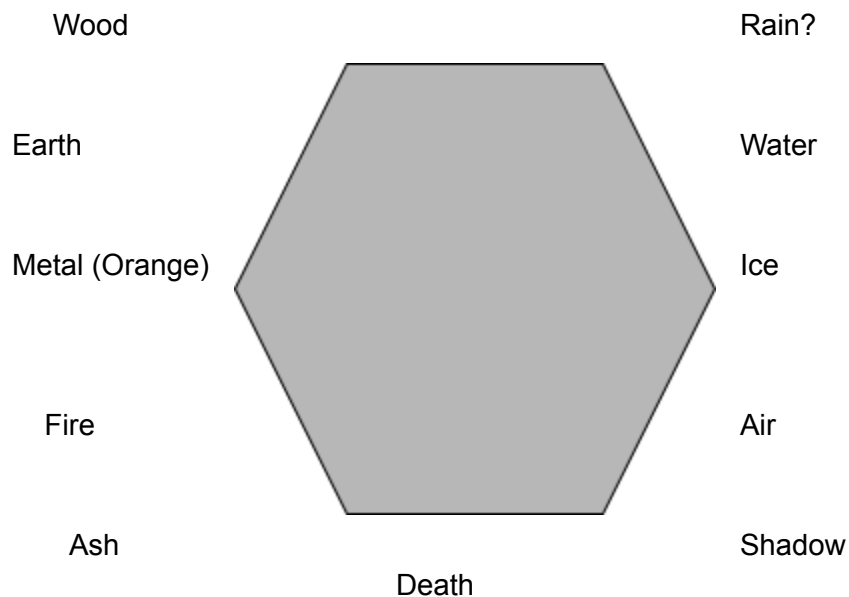
Local government of Sanctuary is almost non-existent. Most groups manage themselves and the gods help to keep order as well. Many of the gods are lawfully aligned. The town hall is mostly vacant with a sheriff, several constables and many guards. The sheriff is a god.

Upgrade Table

CR	Color	Gold	Trade in for...	
1-3	Red	10	1 Orison, +1 BAB (max +3), +1 Save (max +5), 1 skill point, 1d6 hp or +3 hp, class special/feature[up to 2nd lvl]	
4-5	Orange	100	1 st level spell 3/day, Feat, class skill, class special/feature[up to 4th lvl]	
6-7	Yellow	250	+1 BAB (max +6), +1 Save (max +10), 2 nd level spell, ability score, greater feat, class special/feature[up to 6th lvl]	

8-9	Lime	500	3 rd level spell, class special/feature[up to 8th lvl]	
10-11	Green	1,000	+1 BAB (max +10), +1 Save (max +15), 4 th level spell, class special/feature[up to 10th lvl]	
12-13	Teal	2,000	5 th level spell, class special/feature[up to 12th lvl]	
14-15	Blue	5,000	+1 BAB (max +15), +1 Save (max +20), 6 th level spell, class special/feature[up to 14th lvl]	
16-17	Indigo	7,500	7 th level spell, class special/feature[up to 16th lvl]	
18-19	Violet	10,000	+1 BAB (max +20), 8 th level spell, class special/feature[up to 18th lvl]	
20	White	25,000	9 th level spell, class special/feature[up to 20th lvl]	
21+	Prismatic	50,000	+1 BAB, +1 Save, epic feats/specials	

Full Spellcasting: 5 reds for 1st level, 5 oranges for 2nd level, 5 yellow for 3rd level, etc.
Life



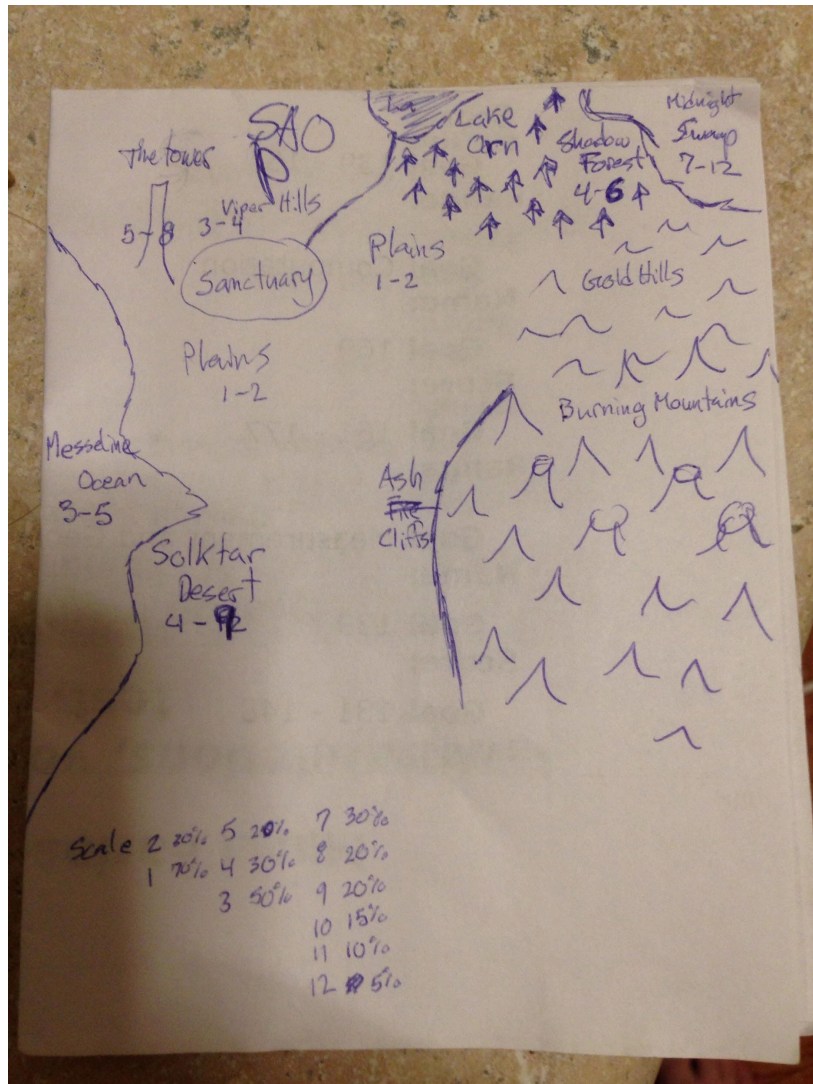
Extra crystal drops...

CR	Red	Orange	Yellow	Lime	Green	Teal
6-7	1d6-4	-	-	-	-	-
8-9	1d6-2	1d6-4	-	-	-	-

10-11	1d6-1	1d6-2	-	-	-	-
12-13	1d6	1d6-1	1d6-4	-	-	-
14-15	2d6-2	1d6	1d6-2	1d6-4	-	-
16-17	2d6	2d6-2	1d6-1	1d6-2	-	-
18-19	3d6	2d6	1d6	1d6-1	1d6-4	-
20	4d6	3d6	2d6-4	1d6	1d6-2	1d6-4

Vending Machine random roller:

1	Cloud Kill Fort DC 15 or death
2-10	Scorching Ray [dice=vs. touch]1d20+8[/dice] [dice=damage]4d6[/dice]
11-20	[dice]1d3[/dice] [dice=bolts shoot out]1d20+5[/dice]
21-30	[dice]2d30[/dice] silver drops
31-40	[dice]2d30[/dice] gold drops
41-50	[dice]1d30[/dice] platinum drops
51-60	Extra red crystal drop
61-70	Extra orange crystal drop
71-80	Extra yellow crystal drop
81-90	Extra lime crystal drop
91-99	Extra green crystal drop
100	Extra Blue crystal drop



New Map:

https://docs.google.com/drawings/d/1Qmv5isMGnUm82HzuWhn_obY0VIZ_8ClufZn49XEuj4g/e/dit?usp=sharing

Locations of the game:

The numbers next to the area determines the CR of the creatures in the region. The chart at the bottom would be roughly the chance of encountering the CR.

Sanctuary:

Kat's Gamble - A gambling house primarily with room available upstairs. Kat is the owner of the establishment she is a half elven lass with a lot of sass. She doesn't take much raucous behaviour and enforces it with her well dressed half orc associates.

The Tower/Dungeon: CR 0 to Epic. Each floor will have a theme. There will be an underground though don't venture too far down it gets crazy down there, almost as if the dungeon is working together and wants you to die.

Shadow Forest: home to a few elves but mostly dire beasts.

Burning mountains: portal to the fire plane is somewhere. Dragons rule the lands. Kobolds and dragonkin can be found in sparse tribes.

Ash Cliffs: lava burns over the top but does not reach the bottom, many geysers and vents blow ash over the cliffs, nigh impossible to cross.

Solkatar Desert: abandoned ruins of the Solktar empire, unpredictable sandstorms that may be magical or not. It is a wasteland, the empire's capital blew up mysteriously several hundred years ago, since then all have died, transformed, or ran from the crumbling empire. Also easiest way to civilization, and still is scary enough.

Midnight swamp: few go in, most don't come back. Witches, trolls, and dragons are the least of your worries.

Lake Orn: closest freshwater body of water to Sanctuary. Fey inhabit the beaches and waters equally. A good place for a party.

Gold Hills: dwarven and gnome excursions to find special resources.

Viper hills: tropical area, full of snakes.

Heading NE from Sanctuary it takes several hours (3) you see a large stone building on the side of the road, a dwarven inn. Outside is a traveling merchant with his wares out on a blanket and on a crate. He appears to be selling mostly red crystals, a golden rod with a blue sapphire on its top, tribal jewelry focusing on bones and claws, finally a few idols.

The merchant greets James back pleasantly, **"Hello, here I have crystals of growth. For 20 gp you may have one. If you deposit it over in the dispenser you can grow. The golden rod with a blue sapphire on its top is an artifact that will help you gain more crystals as you defeat monsters, a mere 2,500 gp. The tribal jewelry focusing on bones and claws are from the catfolk in the plains, wear them and they won't attack on sight, give them as a gift and you might find a new friend, 15 gp each. Finally a few idols which could grant you extra favor, one is to Death herself, one to Sol the sun giver, and this little beauty of points is to Gorum; 200 gp each."**

Another 13 Hours on the road leads to the shadow forest. Nearby there is a lumberyard.

Events:

Troll Growth (midnight swamp)- every month the trolls populate. If not burnt/weeded out they can become a dire threat. Each month the population multiplier increases by .5 if not pruned. As the players begin the population is near 300. Once the trolls get to 1500, large bands leave the swamp and begin invading or pillaging.

Do not let it get to 3000, players have never let it get that far out of hand and don't know what would happen. A counter for the troll population can be found near the swamp teleporter.

Present Population: 300

Present Multiplier: x2.0

Dragon King - every year tithe is sent to the dragon King in the burning mountains. It has been hundreds of years since no one has paid the tithe.

Sub event- protect the tithe!

Many players have taken on the job to protect the tithe and enjoyed the festivities in the Dragon King's castle once the quest was over. This takes place in December, festivities start the 20th and go until the new year. Many tournaments and prizes are to be won but to enter you had to have a writ of introduction.

Gold in the hills

Yes the dwarves love their hills but new veins are found, and they would prefer explorers go and find problems before the dwarves risk their own necks.

Fey's Ring

There was a "random" event (possibly around one of the spring solstice) when a sylvan runic ring is found within the dungeon. If the ring's puzzle is solved, the players are transported to a fungal fey/aberration filled cavern with new items and abilities to gain and new enemies and quests to challenge.

Shooting competition.

earn prizes!

The mid-summer festival

It celebrated the heat and there were many smaller events and quests involving fire, which made him really good at them. Like what?

Halloween Event, Cthulu-based,

If you survived the madness-inducing "Haunted House" you could bathe a single weapon/armor in the altar's blood pool at the exit to give: weapon- stacking crit range or multiplier; armor- stacking fortification or improved dex/acp

The goblin king

Many goblins roam the shadow forest and the gold hills. If not defeated a goblin tribe will begin to pull the other tribes under their banner. They have found the skull of Ragnoroth or some other magical item that gives them a huge advantage to the other tribes. The item is what needs to be taken away or destroyed.

At the end of the month roll 1d10, on a 10 or higher they find an object. Each month they don't find one they get a +1 to the roll for the next month.

Quests:

Wanted Poster (Sanctuary-Town Hall):

[i]Hunters in the Viper Hills need supplies.[/i]

Please come to Alfinedy General Store for more details. 10 gp commission. Failure to take the package to the hunters or back to the store will ban you from the store.

[i]Collect body parts and deliver to the school of Necromancy[/i]

Check out the cemetery and see what parts you can bring me. I pay silver by the pound. Whole bodies are preferred.

[i]Supply route out to the outposts of the plains.[/i]

Beware of gnoll activity. 5 gp commission. Failure to take the package to the correct outpost or back to the guard is a crime of theft. Ask at the front desk of the town hall.

Quest 1: A small kingdom wanted adventurers to assault and take a rival (small) kingdoms castle, using machines and the like.

Quest 2: Since the paper cartridges he has are very inconvenient(increasing misfire value to 15%!), there was a quest where adventurers went through an infested gunpowder factory, killed the monsters, and got good ammo for their prize.

Quest 1:

When he was searching online he read about a quest to obtain a powerful shield he wanted to use. An old nobleman needed a party to clear out a catacomb near his home to retrieve the family treasures. In return the adventurers could choose some of the treasures to keep as a reward.

Quest 2:

As Bastion is rather slow in all his armor he was excited to find a quest where he would get boots that allowed him to move faster in all his armor, the best thing was that you could even wear them during the quest. It involved escorting a caravan through a desert.

Quest 1: Remembers reading about a repeatable quest to modify your avatar body (eidolon evolutions/cybernetics); given by a Mad Scientist/Surgeon NPC, in which you gather materials/parts from relatively tough mobs, pay a reasonable fee, and undergo a surgery procedure which may or may not succeed.

Quest 2: Remembers an early game quest to acquire a magical backpack which functions like an extradimensional vault that grows along with your power; given by a distraught Leatherworker Witch, who has a very large commission to fill, that needs a ton of a special spider silk for the lining.

Quest 1: (Within the event) An insane fey elf tasks the players with collecting hallucinogenic mushrooms from all across the cavern to feed his addiction. Depending on what number and combination of mushrooms the players bring determines the rewards, ranging from potions and items to strange (psionic/psychic) spells and spell-like abilities.

Quest 2: There was a quest/event around a fallen meteor that collided with the dungeon/surrounding area. (Very heavy crystalline theme.)

God-quests:

Death: To collect stars and spider silk from the 2nd level of the dungeon towards building your first bag of holding. It can only hold 6 items...

Hepheteus: Bastion please insert.

Wizard murders (Sanctuary):

Each wizard is specialized in one school of magic (no archetypes for simplicities sake). They are being killed one by one by a sorcerer. Motive: rejected for not being a "wizard"

The Sorcerer defeats each of the wizards using their own specialized school.

First wizard: Necromancy

This wizard had been creating simple undead and controlling them for Sanctuary to use as cheap labor and agricultural work. All the bodies used were of volunteers and most of the townsfolk had little trouble with the concept. Suddenly the undead go out of control and start to wreck shop. The party will have to put down the creatures and are then tasked with going to the necromancer to figure out the source of the trouble.

The party finds a black gem (as per soul bind) and clues to the battle.

Enemies are mostly/all undead

Tiefling Troubles:

Hook: An ex-paladin (fallen) approaches the party to seek help in hunting down a murderous tiefling.

Line: The tiefling is the daughter of the paladin and a succubus he fell in love with. He chose to fall, retiring until his child became out of control and succumbed to evil, killing the mother and several others. He explains parts of his story only when pressed.

Sinker: after capturing/killing the tiefling, the paladin rewards the party appropriately and later casts himself upon his own sword that he may never create such evil again. The party has an optional side quest to return the paladin's remains/news of his fate to his home monastery.

Gnoll Village(attacks on sanctuary, from the northern plains)

Dungeon Tower:

Pearl of Protection: (based on amulet of the planes) Each person that is granted entry into the Dungeon is given a “Pearl of Protection”- this is your only means of escape from the dungeon the second you enter. As a swift action that never enacts attacks of opportunity, you may crush the pearl of protection to call down a beam of light said to be from one of the developers themselves. The beam carries you slowly up and through the floors of the dungeon (at a speed of 10 ft. per round, perfect) and stops all things from harming you. Active effects such as bleed, poison, ability damage, etc. are not stopped by this beam. It only stops further harm from reaching you.

First Floor: The Welcome Room

Second Floor: “Rotating Shifts”

Floors 1 - 10 : Classic Dungeon

Total Floors: (Unknown)

Floor Pattern: 10, Boss, Safe Zone, Repeat

Algorithm for Difficulty: (Unknown)

Floor 10: Standard Beasts

Floor 20: Tribal Mindset / Minor Organized Effort

Floor 10: Boss

Floor 11: Safe Zone

Sanctuary Locations:

Map Store:

Witches hut:

Hall of Steel:

Baris' Bungalow:

General Store:
Temple square: