

Game Pitch Template

Pitch System

System:

Dungeons and Dragons 5th Edition

Allowed Resources:

The core books and Xanathar's Guide to Everything

The World

As Defined:

Standard High Fantasy setting with many races and kingdoms. The capital city of the Kingdom of Bellum is Unity and it's Grand King is a Dragon in human form named Gideon. There is a counsel of Kings and Queens as his advisors each with a kingdom of their own that is a city state of the larger kingdom. Elves, Dwarves, Humans, and other defined races have kingdoms within this larger kingdom. Each city has combinations of different races so even though it is the Dwarven kingdom there are human merchants and citizens with some kingdoms being more open and some being more insular.

For the Players to Define:

What is your home city? What are the politics in it? Why did you seek to join a renowned adventuring guild?

The Players

As Defined:

The players are all apprentices in a large Adventuring Guild headquartered in the capital city. The Adventuring guild takes on many different kinds of missions including hunting monsters, defending, escorting, component gathering, and rescues. There are different ranks within the guild and tests to pass into these ranks. The players start as level one Apprentices.

For the Players to Define:

Who is your assigned Mentor? Define who this NPC is. The NPC will be level 10 and have a character sheet. In a future session or two there will be an event that occurs and you will play this character. The results of this will affect the campaign and whether the NPC will survive or not.

Why did you seek to join a renowned adventuring guild?

The Setup

As Defined:

You have reached the end of your apprenticeship. It is time for your group to become an official junior Team. You have passed all the tests except one. Complete a Mission on your own. Your mentors have selected the mission for you and will present it to you during the first session.

For the Players to Define:

If successful you will be given a choice of three options for Guild branches for your team to be assigned to. Which you select will determine the direction of the campaign and how you interact with the larger plot. The options will be a small settlement called Hilldale, a City on the border of three city states called Tricorner, or a port town called Mukwallow.

Notes\Comments

This is a campaign exploring characters coming into their own. While there is a larger overarching plot some sessions may be more episodic as the party reviews the mission board to decide what they want to take on. There will be resources available being part of a guild that a solo adventuring party might not have, but they will be provided by NPCs and you will have to cultivate relationships with them. There are internal politics so befriending one NPC may cause another to think less of you.