

The Old World is Dying. A New World Struggles to be Born.

Now is the Time of Monsters!

Centuries have passed since the retreat of the Empire from these lands. Petty nobility cling to power with the support of the priests of the One True Church of the Brazen God. Foreign warlords and bandits stake out pieces of land to rule as their own.

Faeries, thought to have been driven from the realm millennia ago, have been sighted deep within the forests. Monsters of all sorts have begun encroaching closer and closer to civilization, overrunning fortresses, abbeys, and everything they can get their claws on. Rumors of vengeful undead abound.

Roads lie unpatrolled, watchtowers vacant. Ruins and relics of the old powers are scattered across the land, waiting to be recovered. The people cry out for saviors from this wretched existence. Glory, power, and immortality await those who would help push back the coming darkness.

Will you take up the call?

Campaign
Hexcrawl across a dungeon-ridden map with safe havens of civilization separated by dangerous wilderness. No main quest but many interconnected hooks and threats.

Setting
Post-Roman Britain meets Persian and Inca Empires. Human-focused.

When and Where
Every other Wednesday at Zach's apartment, 6 PM until done. Dinner will be takeout

System
Zach's d6 SRD (same name as the campaign)

Playstyle
Player creativity matters at least as much as what's on your character sheet for overcoming obstacles. Think laterally and explore options.