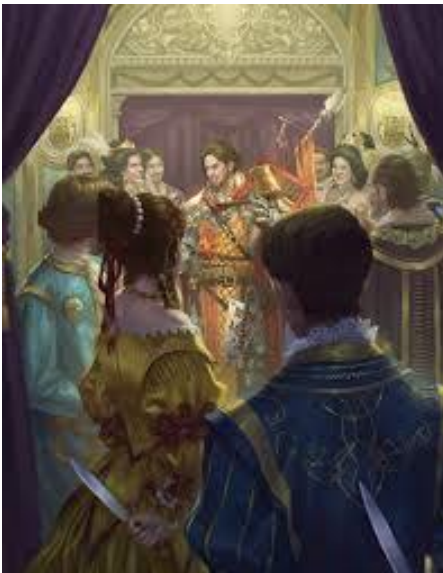# WAR FOR THE CROWN
ROLL20 ONLINE GAME

SUMMARY

This game is going to be different that what we have done before. I plan this to be a long, slow burn game, using the War for the Crown Adventure Path. We will use the Roll20 system, with Discord for communication.

This game will not be part of our regular scheduled weekend games but designed to be run when we can play. Because we will do it online, it should be easier to set up play times with less notice and more access to more people.

The other big change is that I want to include all 8 possible players in the group I am running. I am hoping that having the online interface will let me run with 8 characters. The Adventure Path is tuned for 4 characters, so I will be upping the Challenge Rating as well as the rewards.

SETTING AND CHARACTERS

Setting

The Setting for the game will be Taldor, in its Capitol city of Oppera. I urge you to read on the history of Taldor. The Players Guide will also provide information to you.

What War For The Crown Is Not

War for the Crown is not an Adventure Path dedicated to helping a single player character become emperor of Taldor. While you can certainly play it this way, declaring a single PC the most important rarely turns out well, and can easily lead to player infighting (though this might be the exact sort of argumentative, backstabbing tone you want to set for a political game). It's also not an AP where you decide which political horse to back

-War for the Crown Players Guide (WFTCPG)

Each Character is an operative of lady Martella Lotheed. This is a game not only of battle, but of intrigue. You will need characters who are more skilled at human skills than normal. You will be spies as well as adventurers.

Wherever your character hails from, two things bind you to your fellow adventurers: the aforementioned desire to save Taldor from itself, and a woman named Lady Martella Lotheed. Whatever brought you into the public eye—your own political ambitions, a sports victory, a protest—also earned you the attention of this young schemer looking for fresh talent for her own growing web of intrigue. In exchange for your service, she offers coin, new clothes, and invitations to one of the most prestigious social events of the year: the Exaltation Gala, held in the senate building.

MARTELLA LOTHEED

-WFTCPG p. 4

Teams
I plan to have the characters be two teams of 4, each working for Martella. We will run 1-2 adventures with just those teams, and then bring the two together for a mission before we kick of the campaign proper. This will allow all of us to better understand the intrigue rules, get to know each other's characters and get the characters up a level or so, since the first book takes place over a night and a day.

Character Classes
In general, we have stuck to the Core Classes and the Advanced Player's Guide Classes. However, this game has many suggestions from other works. I am dead set against a Magus, or any of the Gun classes. We can talk on others if you are so inclined, but please remember I am trying to balance 8 characters here, so I reserve the right to say no.

Ability Scores
We will roll Ability Scores in our Character Design Session (see below). It will be one 18 with 5 scores, 2d6+6.

Traits
You may select 3 traits, but one must be from the WFTCPG.

Character Backgrounds and Motivations
This is a game of history and intrigue. I would like at least a paragraph of how your character fits into Taldor and its history. You must give me a one sentence motivation for why your character is interested in the future of Taldor.

Alignment

No restrictions. It is a game of intrigue. However, I would ask players not to mess with teammates. That is not the sort of game I run.

Character Design Session

We will have a character discussion session online, where we can decide on teams, and decide on what characters are being played, and to help get characters started.

This is the Link to Join the Roll20 Game

https://app.roll20.net/join/7068676/4WD_lQ

If this works with Book 1, we will go on to Book 2. Each book will be its own game, but I will be able to export characters from one game to another.

I am looking forward to the fun!

Bryan