

The Cold That Chews

A campaign for brave explorers of Tier 1.

Premise

The nine nations of the Steadfast are united in only one way, they offer faith and fealty to the Amber Papacy. In all other ways, the nations have little in common, and alliances are few and short-lived. Skirmishes and protracted campaigns are the norm. This history of the Steadfast is one of constant war, punctuated by occasional periods of peace. The last 30 years have been quiet since the treaty brokered by the Order of Truth, but in the royal courts and strategy halls one can feel the storm building. It's only a matter of time before one nation or another attempts to expand their borders yet again.

Rumors abound.

Some suspect that Navarene will march south against Thaemor, while others remark that Draolis has long envied the ports of the Ghan. The king of Ancuan has heard all of these rumors, and overrun by the refugees surging across their southern border from Milave, they are more convinced than ever that war is near. Even worse, they have heard reports of strangers wandering the land, collecting information on the nation's defenses. These tales all conflict with one another as to the source of these agents, and the ruler of Ancuan, known far and wide as a brilliant strategist, despairs at the lack of solid intelligence. Having only rumors and hearsay to guide them they have decided upon a desperate ploy. Where their spies have failed, perhaps divination will reveal the nature of their true opponent, and allow them to craft the appropriate response.

But the oracle is hard to reach, its lair deep in the uncharted areas of their kingdom. They need a group of explorers who can wander the wilds without attracting undue attention, and who won't be missed if they fail to reach their goal.

But the problem with seers and prophets is that when you ask them a question, the answer you get is often more than you asked for...

Logistics

The Cold That Chews is a Numenera campaign that takes place in the standard setting of the Ninth World. The campaign will play out every other week via Discord (or similar) on Thursday at 8pm Eastern time, beginning on January 9th, 2020 (the delayed start due to the holidays). Characters will begin at first tier. The campaign is expected to be a similar length as the previous one, meaning that it should wrap up in approximately a year.

As before, we will be using the Numenera Discover and Destiny rules for the campaign with limited modifications. Additional house rules will include occasional XP rewards for exceptional RP, as well as XP rewards for successful advancement of a character's personal arc.

Safety tools used will be the Consent in Gaming checklist with the X-Card to be used for exceptions that arise during play.

If the players unanimously agree to this pitch, character creation will commence. Players should use the Discord chat to coordinate character choices. Players should prepare a background story for their characters, which will include at least one other character connection, as well as two secrets: one that the character is keeping from everyone else, and another that the character themselves is unaware of at the moment.

Players should also identify a goal/drive for their character and a rough character arc (with some milestones). I will review those and weave elements of them into the campaign. Advancing a character's arc, regardless of whether the milestone represents success or defeat, will result in additional XP being awarded.

Characters and backstories are due by December 1st, 2019.