

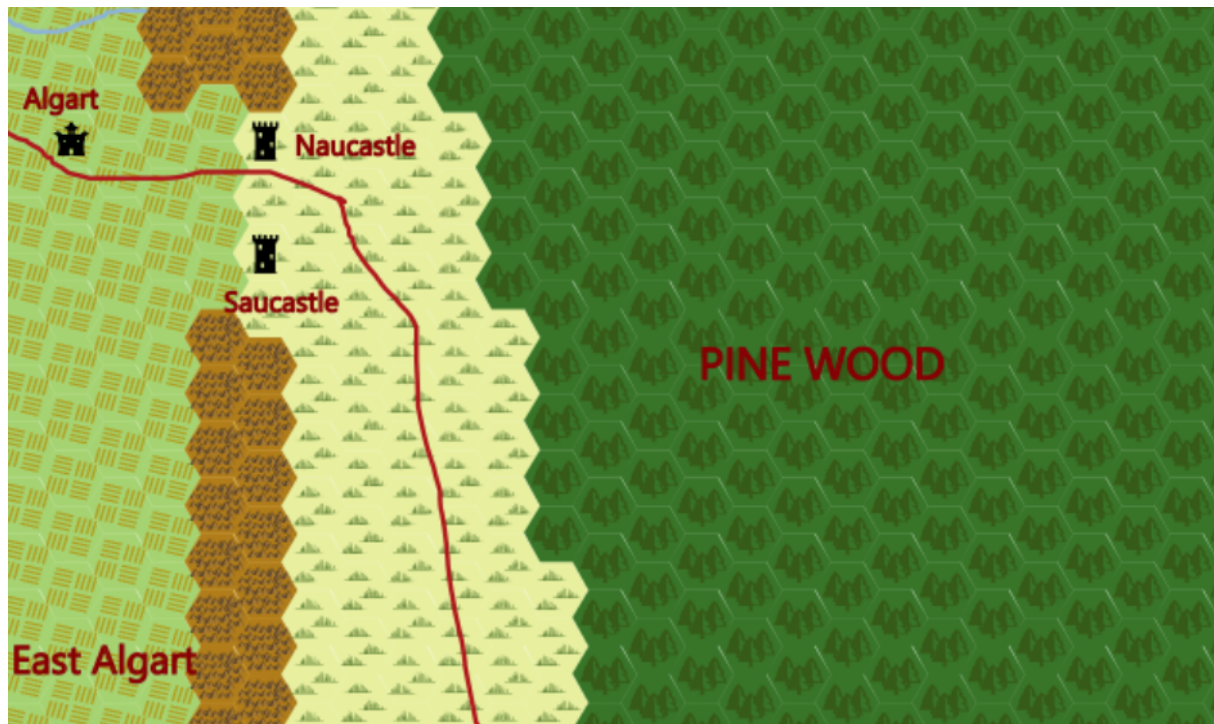
Game Pitches - Lords of Hack Online Game

This document holds a list of game pitches for our new online game starting on September 24th at 5:00p. All of these game pitches will rely on the [Rampage Amid the Ruins, Second Edition](#) game rules.

Lost Virkon

Deep in the [Pine Wood](#) lies the lost capital of the [Dukedom of the Great Vale](#), the city of Virkon. Destroyed centuries ago, the city was once the capital of everything between the [Ostkrag](#)s and the Vestkrags but north of the desert. Today, the Pine Wood is littered with ruins of high elven castles, gnomish towns and changeling villages. It is rumored to be stuffed with lost treasure and magic and haunted by hags, lycanthropes, and demons, but ruled by clans of berserk orcs, swarms of cunning ratters, covens of trickster sprites, and defiant tribes of wood elves.

Your party, funded by conflicting interests in the decadent city of [Algart](#), will interact with the denizens of [Naucastle](#) and [Saucastle](#) as you explore the Pine Wood in search of artifacts and history that can be returned for XP. Player characters for this game will start with a debt that must be paid off. Your starting XP reflects that debt in gold pieces, and may start as high as 15,000XP for doggers, dwarves, half-elves, half-ogres, halflings, or humans. For the other mortal species who are not East Algart natives, the debt may be no greater than 10,000XP.



Stoink Stories

This campaign is set on Oerth, the world that includes the city of [Greyhawk](#). Stoink is a nearly lawless town, ruled by a ostentatious character named Boss Renfus the Mottled, a loud, overweight bandit who is Greyhawk's answer to Jabba the Hutt. Stoink's position on the map makes it a great crossroads for evil operatives from nearby major lands like Nyronnd, Urnst, the Bandit Kingdoms, and the Theocracy of the Pale. In this game, the player characters are a crew of daring scoundrels making their fortunes on the haunted streets of this grim fantasy city full of dark comedy. There are heists, chases, occult mysteries, dangerous bargains, bloody skirmishes, and, above all, riches to be had — if you're bold enough to seize them.



Player characters will gain XP by spending their loot on a chosen vice, or to better help the gang. Player characters will start at 6,000XP.

Countryside of the Crossroads

The player characters are involved in the intrigue between lords of four castles surrounding the town of Crossroads Tavern and all the nearby ruins from an earlier age. These four lords hate each other, but are all ruled in turn so they are not able to wage outright war. However, by working in the shadows with the player characters as their operatives perhaps the Countryside of the Crossroads might become a better or more lucrative place for all those involved.

