

It actually worked !

I am a top down guy. I'd like to see us paint the broad strokes first then go in with the fine brushes.

Are we going to go with the standard Western European Mediveal Feudal Temperate land based setting?

We could start with a county. A remote border city, isolated by roving bands of armed forces of rival kingdoms. Throw in Wilds, mountain range, a satellite of villages, Ruins and Legandary places, we can then build the adventure path(s).

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