# Building Your Campaign

## The Big Picture:

**Describe in a couple of sentences the theme of the game.**

**Examples:**

* Sword and sorcery pre-history period after the Ice Age to the rise of contemporary history.
* Post-apocalyptic “Oregon Trail”
* The history of planet Tessa

**Ours:** High fantasy world with scattered clockwork technology.

## Bookends:

**Describe the beginning and the end point of the timeline we are building. Determine the description and tone of each (Light or Dark). The beginning will be the some of the oldest known history for our campaign, while the end will be when our adventure begins.**

**Ours:**

ERA: The Planet collides with an asteroid belt. Magic is born. (D)

1000 years

ERA: The Blood War concludes. (D)

## Palette:

**Idea pool of what everyone wants and doesn’t want in the game. Each person presents one idea (go around the group) and discusses the idea if any clarification is needed. We will keep going around the group until at least everyone has submitted one thing, or until someone skips their turn. Discuss! Ask questions!**

|  |  |
| --- | --- |
| **Yes - Encouraged (but not required)** | **No - Forbidden** |
| **Crazy OP Hermit Wizards** | **Simple Machines only (<1700 AD)** |
| **World is Generally unsafe** | **Unobtrusive Gods** |
| **Overarching prophecy of hope (Different translations)** | **No Extreme-sized armies** |
| **Holy Magic is a thing** | **No True Immortals (Challenge the Gods!)** |
| **Morale sacrifice for great power** | **No time travel** |
| **More dimensions; A dimension where morality is reversed** | **No murder hobos** |
| **Corrupt head of the church (people aren’t generally aware of it)** | **Don’t worry about food and water** |
| **A large portion of the world has been killed; Many areas deserted** | **Plot autonomy/Redeeming chance** |
| **Cabal of OP wizards** |  |
| **Resource wars** |  |
| **Puzzles/Multiple ways to achieve goals** |  |
| **Floating Castle** |  |
| **The Great Underground Labyrinth revealed by the scar** |  |
| **Nature reclaiming the earth** |  |
| **Remnants of a monolithic civilization** |  |
| **Peoples were united before the divide** |  |

## First Pass

**Going around the group, each player will create one “Era” or one “Event”. An Era describes a time period for the world, while an event describes some notable event within an Era. After everyone has had a turn, the next player in the order becomes the “Lens” and drafts a “Focus” for this round of play.   
  
The “Focus” describes what you want the group to focus on describing during this round of play. It can be as wide or narrow in scope as you want. You’re the “Lens”! The “Lens”, after determining the “Focus”, can take a “nested” action, meaning he/she can place two Eras, Events, or Questions, but must post their second inside the first (i.e. An Era and an Event, an Event and a Question). “Questions” are questions about a particular Event that the person can answer themselves, or they can ask for an answer from the group, or even a particular member. A “Question” can also be acted out as a “Scene”, in which the players will all get involved in a particular story within the timeline to determine the direction of events! Once the round has completed, and it comes back to the “Lens”’s turn, he/she can make another nested action, a single action, or pass their turn.   
  
Once their turn is complete, the person to their right creates a “Legacy” or “Icon” based on the Focus for that round of play. A “Legacy” is an Event that is key to the timeline, that will come up again during play and/or is important to the overall timeline of the world. An “Icon” is a person, place, or thing that defines some aspect of the world (i.e. “Excalibur that defines the king”, “Pirate lord mantle that is passed down throughout the ages”, “The First Demi-God”, ...etc.). Describe the Icon or Legacy and its features, importance, surrounding details...etc. Tell us the story!   
  
Once a round is completed, we’ll take a break to discuss the direction the game is taking, any ideas people want to share, and make sure everyone is enjoying themselves. Once we are satisfied, we will move to the next round, move the Lens to the next player, and begin play again!**

## Important Notes

* Recognize that you are part of a group where everyone has an equal stake in the direction and content of the story.
* Be prepared to have your ideas either get destroyed or taken in directions that you do not anticipate. This is fine! If you want to continue telling a story, you can always go back in the timeline and add more Eras, Events, or Questions!
* State the obvious!!! Just because you are thinking of something, don’t assume that others are, too!
* It’s okay to use tropes.
* Steal ideas/inspiration from everything!
* Failure is an option.

## **Header Templates**

## **Era:**

### **Event:**

#### **Question:**

#### **Scene:**

### **Era: The Planet Collides with the Asteroid Belt. Magic is Born. The Great Divide. (D)**

**Event:** Magic is discovered in the scar. Peoples touched by the scar become magic users. Revolution begins as a new power is introduced into the power struggle.

**Q:** How is magic passed through peoples? Those originally touched by the magic breed families with potential for magical abilities. Peoples are aware that there are powerful bloodlines, but only the old wizards know the true path of magical inheritance.

**Event:** The monolithic people go underground as the chaos of new magic power rages across the land, dissolving power structures. The 500-Year War of Magic begins.

**Q:** Who rose to power after the 500-Year War? The crazy OP hermit wizards end the war and then go off into hiding. Nation-states rise to power in the vacuum of their presence.

**Event:** The now-underground monolithic carve out their new civilization within the labyrinth, building new communities, language, and culture. Their beasts are shaped by the magics that surround them.

**Q:** What role do the lost peoples play in civilization today? The caves are shrouded in mystery. Children are warned that the lost peoples will grab them if they wander too far.

**Q:** Are the creatures around today and what are they? There are a few, but not many. Phoenixes, Goblins, fawns, dragons, gryffins..etc. Creatures innately tuned and tied to the magic.

**Event:** Witch doctors and other shamanic peoples begin imbibing pieces of crystal claiming that they can absorb the power through specific rites.

**Era:** The Changing of the Scattered Peoples: The magics of the world shape the peoples to their environments. Elves, Satyrs, Gnomes, Dwarves, Golems...etc. form.

**Event:** The lecherous battle-wizard Jace, single-handedly spawns a race of battle-elves: long-lived people who are attuned to battle-magic and crave battle. As the generations go, their population grows.

**Event:** The Magical Renaissance. Various regions begin to specialize in different forms of magic.

**Q:** How did we get from the 500-year war to the Technomantic Revolution? The technology arose from the need for non-magical peoples to have powerful tools. Peace arises from people accepting their various homes.

## **Era: Technomantic Upliftance**

**Event:** The Forging. Manfred seeks the alliance The Great Tree. He succeeds, but it takes 10 years. (D)

**Event:** Birth of the first vampire. Court Alchemist Manfred of (royal house of largest kingdom in the southern hemisphere) liquified crystals and consumed them. Great power, but a thirst for blood. The power is mostly physical, very little magic. (D)

**Question:** How did the war start? The vampyre infection spread throughout noble houses, and they started harvesting their own people for blood. People rebelled against the the houses.

**Question:** How do people become vampires (how do vampires get blood)? You have to be completely drained by a vampyre.

**Event:** Along the Scar, monolithic towers appear on the crossings of the leylines. Everyone who explores the towers fails to return. (D)

**Q:** Where did the towers come from? People think they were built by the vampyres, but the good wizards erected the towers to help find the center of the labyrinth.

**Event:** Vampire release a weakening plague upon their peoples. The good wizards seek an answer. (D)

**Event:** Council of Good Wizards go into the labyrinth to obtain a higher power of magic to end the blood wars. They journey to the center where the ancient peoples hid a great power. (D)

**Event:** The Blood Wars commence along the Scar where the magic is strongest, but the people near the poles, where magic is nearly nonexistent, saw people leaving their lands and their resources. (L)

**Question:** What are the effects of the blood war? Half of the population is gone. Power structures are uprooted. Vampyres thought to be wiped out, but rumour says they still exist. Widespread paranoia about vampyres.

## **Era: The Blood War concludes. (D)**

**Event:** **The last day of the blood war:** The Wizards return from the labyrinth and banish the plague by erecting a magic-blocking barrier. Unfortunately, the barrier also blocks their magic, too. The peoples take back their lands, bit by bit, until only the final stronghold of Manfred remains: an arch that spans the Scar.

**Q:** What happened in the stronghold? Paladins from the church march in, intent on the Manfred’s ultimate demise, but only one returns. He brings only one of Manfred’s pointed ears as proof, saying the rest vanished into ash when the beast was slain. He becomes a saint and anointed as the new head of the Church. Everyone believes his story, but the Arch still stirs.

ICONS:   
  
The Great Portal: Legend speaks of a portal at the north pole that leads leads to the Bizarro World.

The Ark: The fortress-city that Manfred takes over that spans the great scar is a relic of the ancient peoples. A giant crystal floats, seeming to hold the Ark in place, despite its own weight.

Focuses:

1. The Blood War
2. The Monolithic People