The Big Book Of Campaign IV

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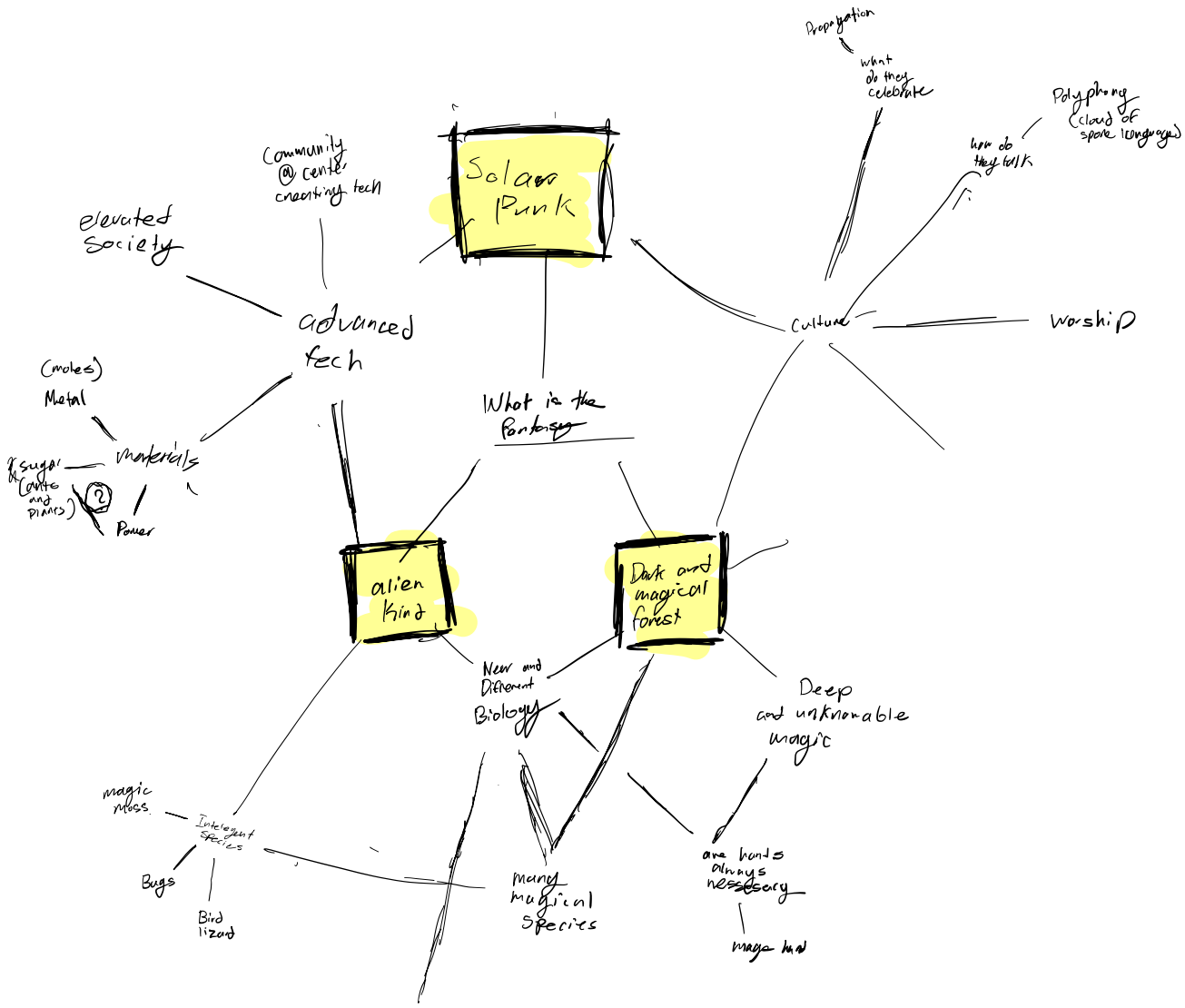
VIBE



Forest creatures

- ape
- lizards
- fungi
- Birds
- Cats
- frog

Creature list

- Big fucking Bats
  - soooo cute
- Mole creatures
- cat mount

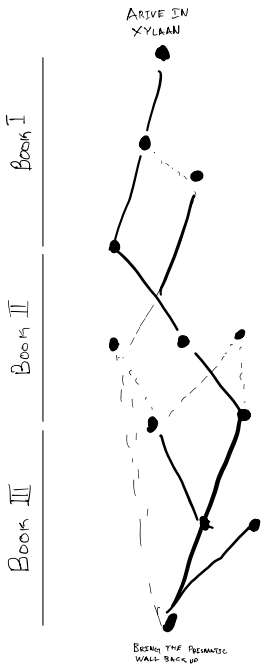
Can a society be advanced w/o exploitation

- I'm bored of Utopia
- And Its too hard to write about

- stop making points write something that plays into fantasy

- Is everything founded on sugar intoxication

Narative Expectations



Prepare a Generalized Linear Path

- Create Urgency within that linear Path
  - Prepare in danger (sechkers, creatures, cruelty
  - Deals struck aliances forged (need to assassinate someone)
  - Imminate threat
  -
- Offer Enticing Distractions
  - Good Rewards
    - Secrets and Hints
    - Gold
    - Retainer Potential
    - Alliance Potential
  - Hints at future conflict
  - Personal Quest Relevance
- Make the world feel Alive
  - Create consequences to following distractions
  - Create both subtle and dramatic changes in consistent locations
  - Create External Drama
    - Faction / Villan changers
    - Forces out of Player control
- Plan a few crazy outcomes and conections at each story beat
  - Connect unconnected stories or plans

Genre Compatibility

- Hunt
- Spy Thriller
- Political Drama
- War
- Survival
- Treasure Hunt

Non essential Checklist

- Primary Conflict
- Secondary Conflict
- Worldbuilding Encounters
- Downtime

Map, Travel & Weather Dynamics

- Hex Grid World Map
- Travel Mechanics
  - Feeling to Evoke
    - Qualitative & Quantitative
    - Dynamic world with consistent logic
    - Less hostile as party grows
    - Linear path with enticing but drawing you off the path
  - Effects & Dials
    - Informaton (Tiles and actor location)
    - Static Terain modifiers
    - Dynamic Terain modifiers
    - Party modifiers
      - Vehicles
      - Temporary Boons
      - Injuries
- Weather Tools

Systems & Design

Plot Structure

- 5 core arcs
- Encounter Types
  - Primary objectives
    - Defined and clear goals
    - Core story relevance
    - Connection to backstory conflicts
  - Secondary objectives
    - Rewards players in primary objectives
    - Very easy to stumble on
  - Encounters

Downtime

- Between arcs

Rewards

- Think about the behavior you are rewarding
- Are your verbs clear and compelling

Poes Research

TALS

Things to Remember

Adventure Design

- Encourage reactivity
- Define clear goals
- Define clear rewards
  Being deliberate about what you are rewarding
- Define urgent consequences
  Both clear and unclear
- When possible tie in charachter narrative
- Consider Genre

Encounter Design

- Above all make it enticing
- Evocative
- Rewarding
- Introduce a concept

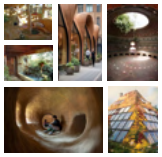
Battle

- Consider
  - Terain
  - Atmosphere
  - Narative
  - Puzzle
  - Reward
  - Steaks
- Why are we fighting
  - Objectives
  - How does this move the story

Travel

Exploration

Grassland



Chaparral

Buildings use insulated earth

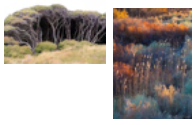
Trees form small islands in the grass
- Perhaps several communities living underground
  - Looking alien to the surrounding as monster
  - Houses trees below roots
    - Some structures, entirely from vegetation
- Trees are similar to dominant species
- Plenty of wildlife lives in and use of these small forests

Tall and colorfull grass
- Hide predators
  - Encounter around weak settlement

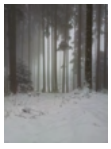
Wildlife
- Kobolds
- Hobgoblins
- Goblins
- Mountain lion
- Lemur (unique)
- Rodents (squirrel)
- Lots of birds (migrant)

- Moss like corra

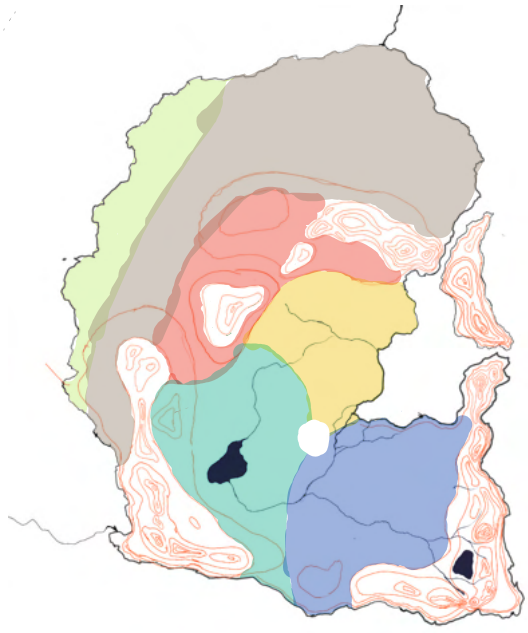
Hex tiles
- Grass (of region)
- Swamp (river/wetlands)
- Rocky (cliffs)
- Pine island (Green/yellow)
- Short grass plain
- Layer of brush



- Flowers in a stream
- Colorful
- Fey?



Alpine



Grassland: Kobolds & Hobgoblins

Chaparral:

Pines: Goblins

Desiduous: Vistfeles, Tamire & Seatfort Animals

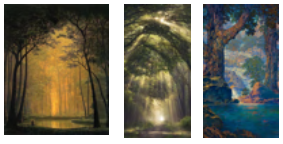
Wetlands: Orcs & Gnolls

Rainforest: Overseers & Bulbears

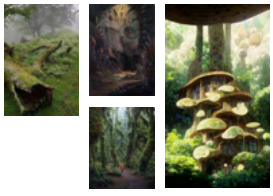
The dragon is a piece of history. Quest to provide information

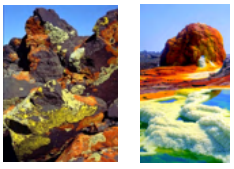
The focus of history generation is both deliberate and involuntary

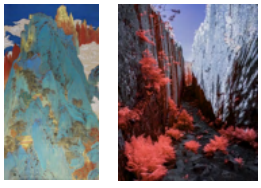
The fears?

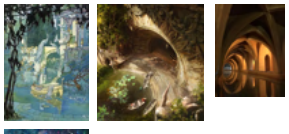


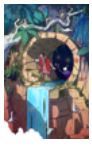
Deciduous

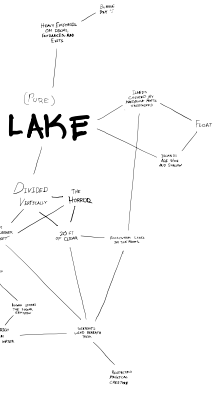


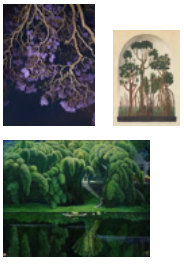


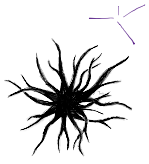






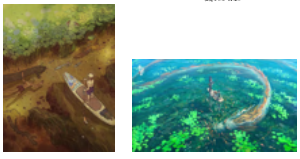






Strong
- Filter toxins
- Impact physical forces through water
- Include life fulfillers
- Have magical tendrils
- Can hold concentration multiple times

Rainforest



Book I Lv 3-8

A Plot : Goblins caught in the middle
- Vacuole is summoning Xylaan need a source of labor and worship
- Telor is a colonial force

B Plot : Brewing conflict with military & alchemists
- Cult wants barriers to a larger war eliminated

Introduction

Raynault Adventure

Downtime

Feeling Outline

- Introduction [2 sessions]
  - Action [fast paced]
  - Pitch
  - Tone
- Raynault Adventure [2-4 sessions] Focus: Pearl, Poe
  - Short
  - Linear!!!
  - Prompt
  - Straightforward
- Into the woods [7-12 sessions] Focus: Tall, Billiard
  - Revel in exploration
  - Long winding
  - Exposition in action
  - Introduce Vacuole
  - Dungeon and loot at end
- Alchemist Diplomacy [3-5 sessions] Focus: Poe
  - Kinda short
  - City and political intrigue drama
  - Book 2 setup
- Council [5-8 sessions]
  - Medium length
  - Vacuole middle, prep for finale
  - Gather allies
- Vacuole confrontation [4-6]
  - Vacuole end

Into the woods

Downtime

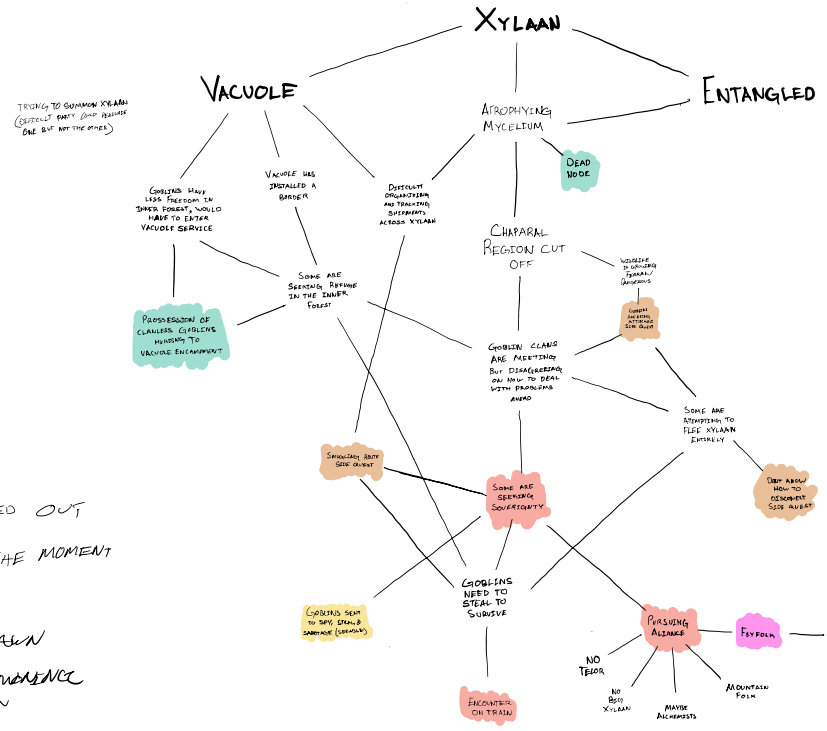
Alchemist Diplomacy

Downtime

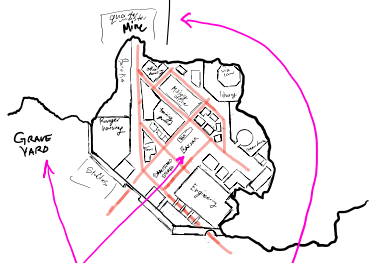
Council

Vacuole confrontation

Hooks



- Dwarf being smuggled out
- Goblins seizing the moment
- Fire to be put out
  - Elementals spawn
  - Someone is summoning a distraction
  - Steals
  - Steals



Engineering

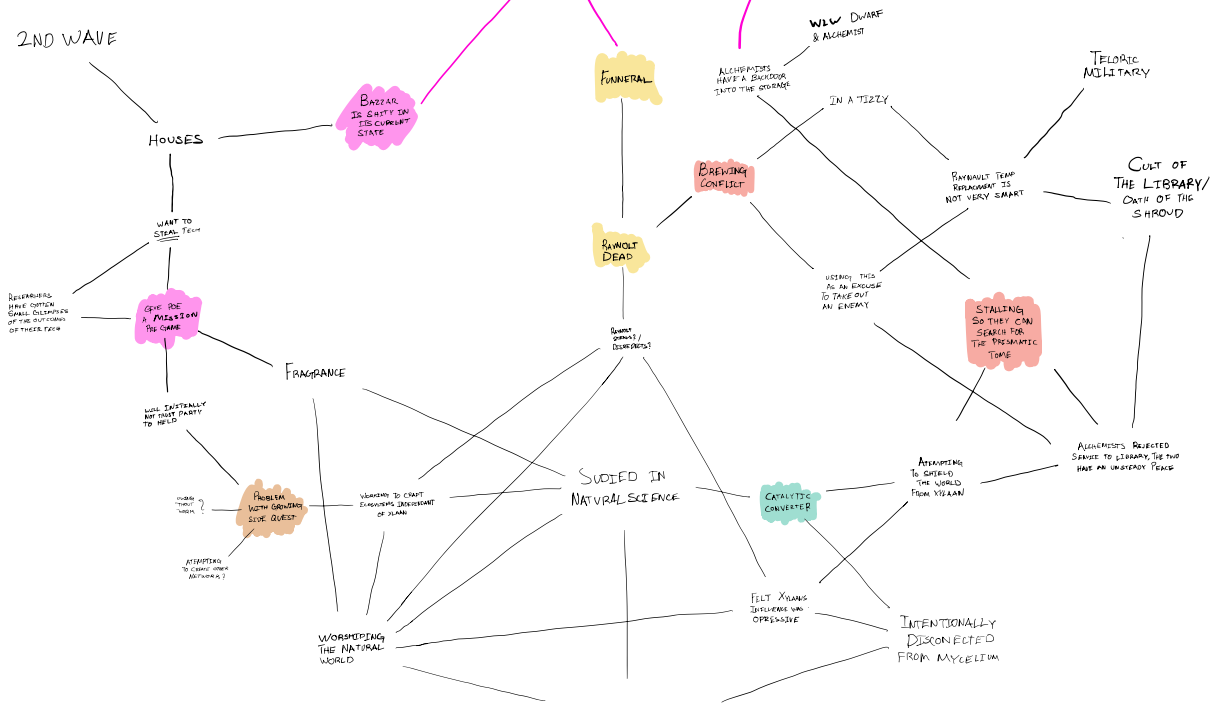
Construction

Transportation

1st wave

Focalists

2nd wave



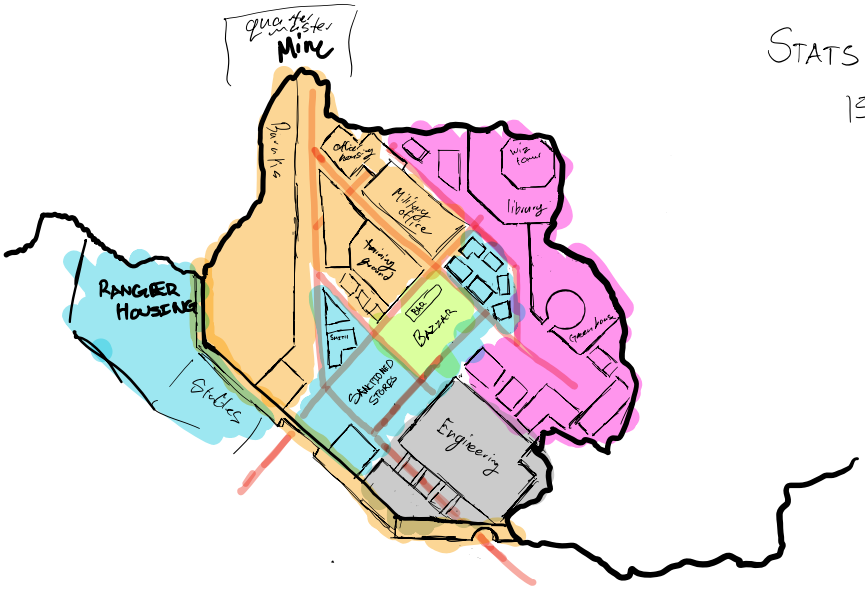
Alchemists

Consequence: War

{HAWTHORNE}

SOLDIERS SENT

- Baraks
- Training yard
- Officer housing



Stats

1500 People

70 % Military

24 % Violet Church

5 % Engineering

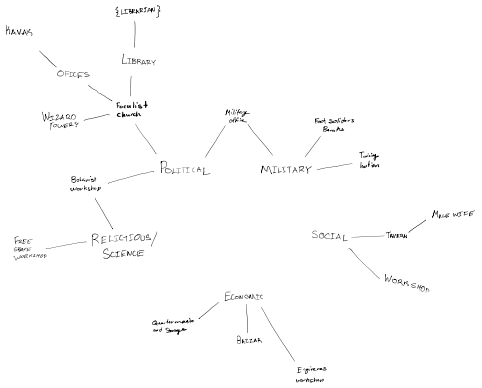
5 % Misc

~1000 (500)

Location

- Tower
- Barraks
- Ranger housing
-

Wizard tower



Whats the core

- [illegible]

Orientation

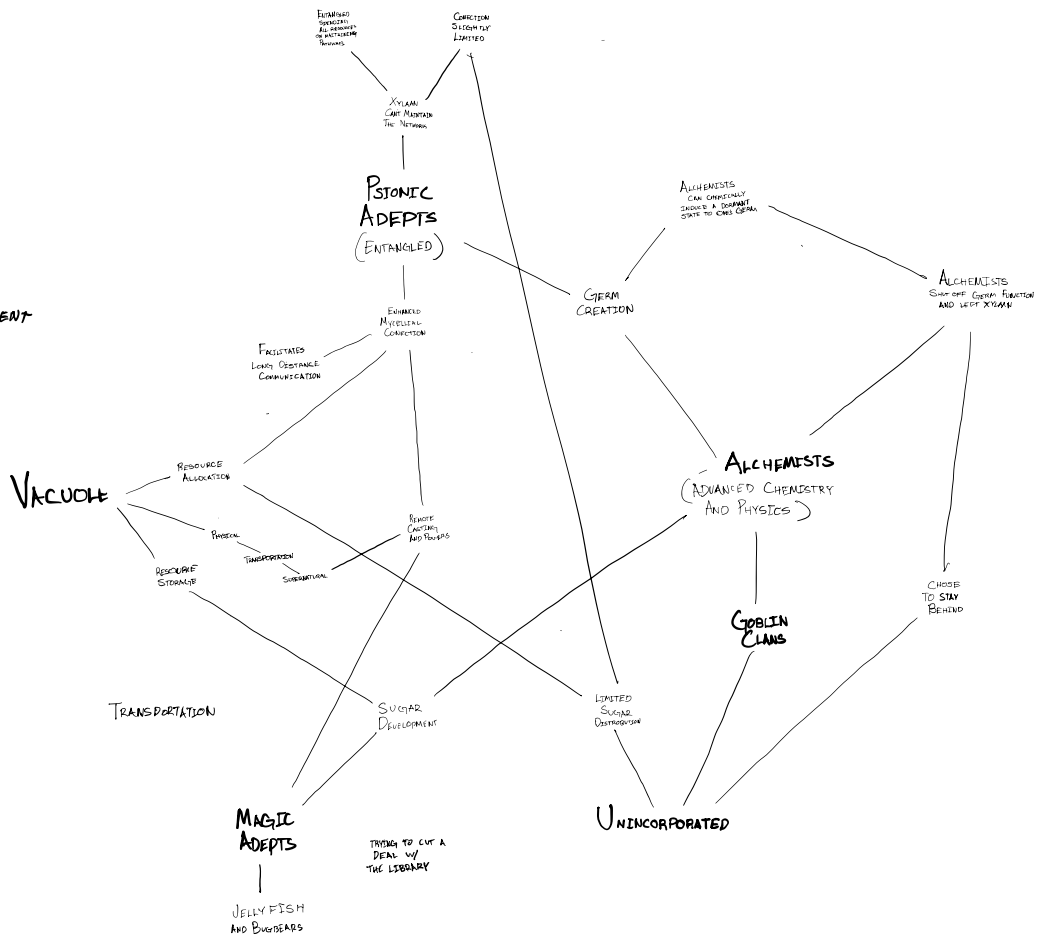
- Meet the Doctor
- Meet Hawthorne
- Call to action
  - Many capable
  - Limited accessibility
- Occupy others
  - Goblins
  - Conflict
    - People getting drunk at the function
    - District managers pushing
    - Rodrigo

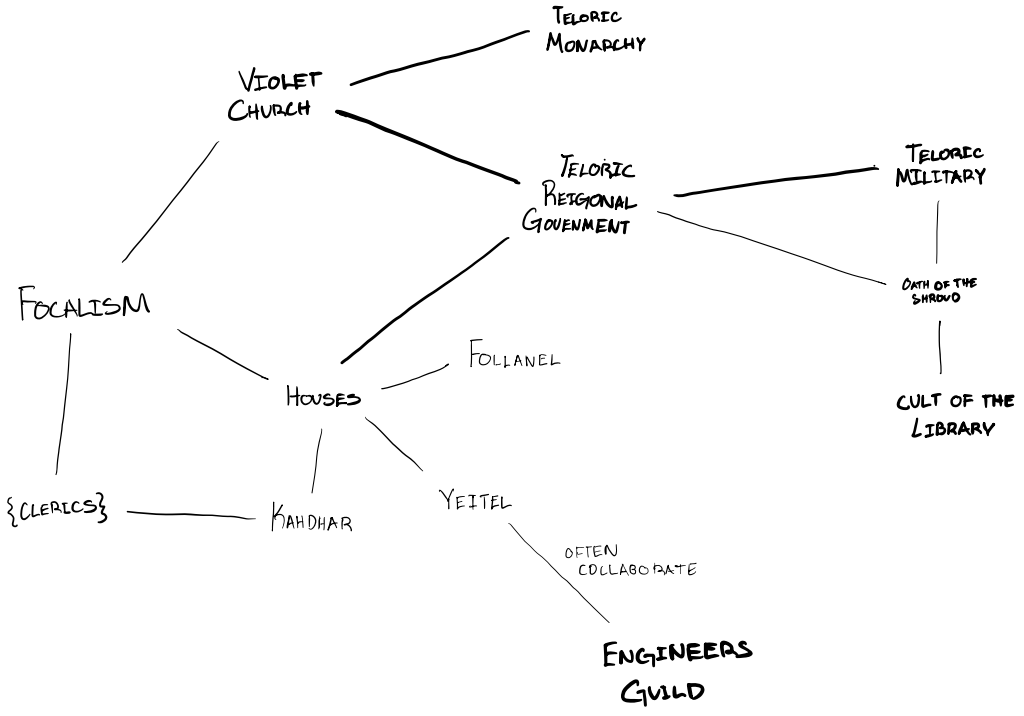
Remember

- Interactive
- Emphasis on personal space

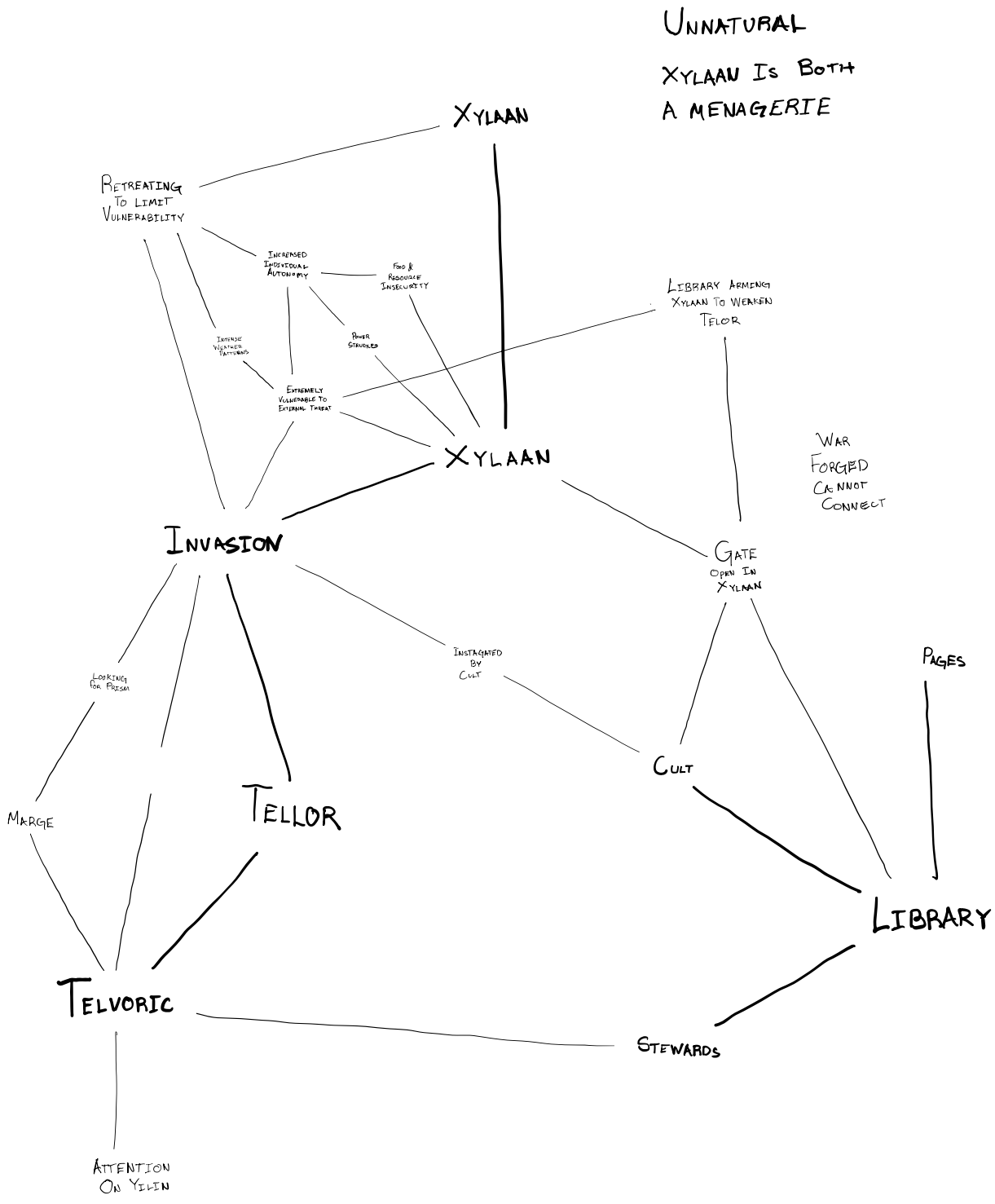
Factions

- Violet Church
- Teloric Military
  - Order of the Shroud/Cult
- Unincorporated Xylaan
  - Goblins Unification Movement
    - Lumber
    - Mining
    - Building
    - Textiles
    - Nations
  - Mountain Folk
- Alchemists
  - Northern
  - Southern
- Mountain Folk
- Governing Trio
  - Entangled
  - Magic Adepts
  - Vacuole
- Elementals
- Fey





Higher Powers



Alchemists

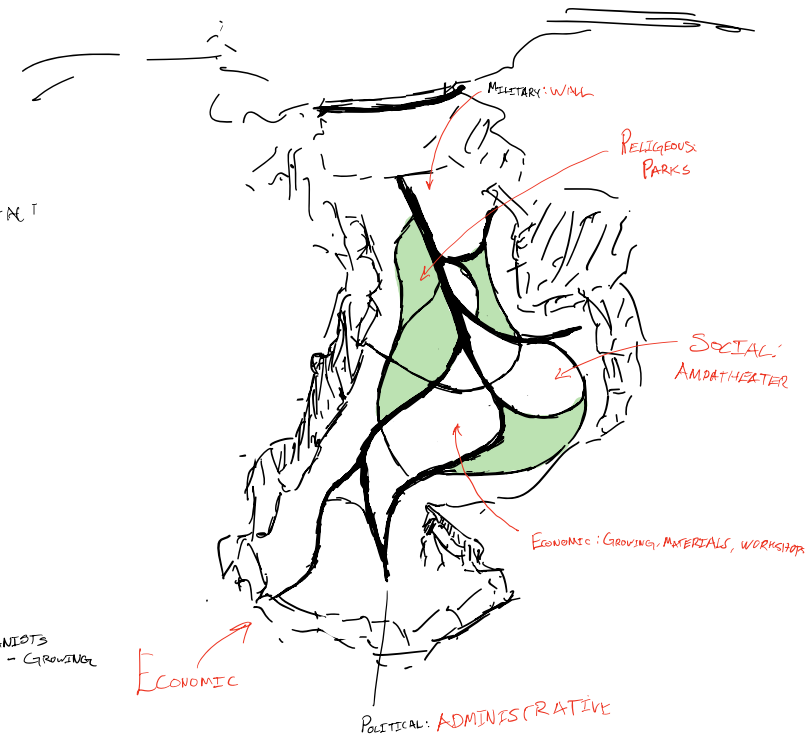
what happens when you loose the plants
City org must be hard

Alchemists

- Formerly of Xylaan
- Scientifically advanced
- Anti Authoritarian
  - Deprived themselves of polyphony
  - Rid themselves of thier oppressor
  - Vowed to oppose and contain /
  - Anarchy
    - Do they have laws?
  -
- No existential threat
- Excess discord
- Unifying enemy

No Plan

Survives first contact



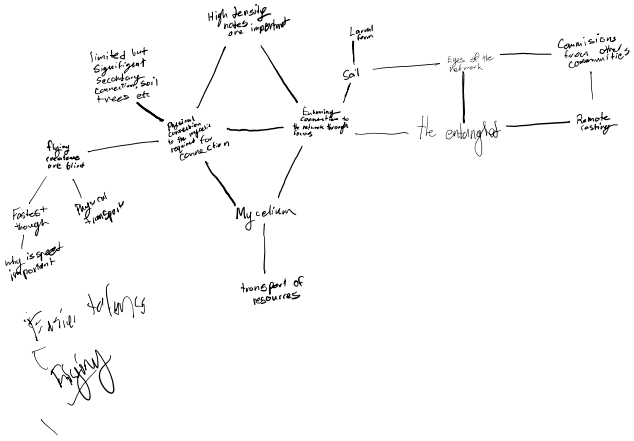
- Botanists
  - Growing

Economic

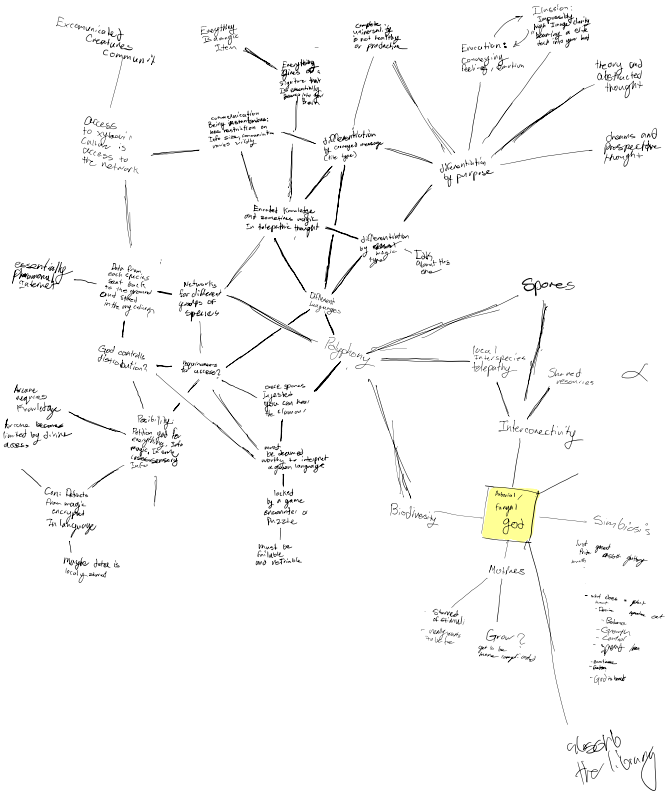
Gov

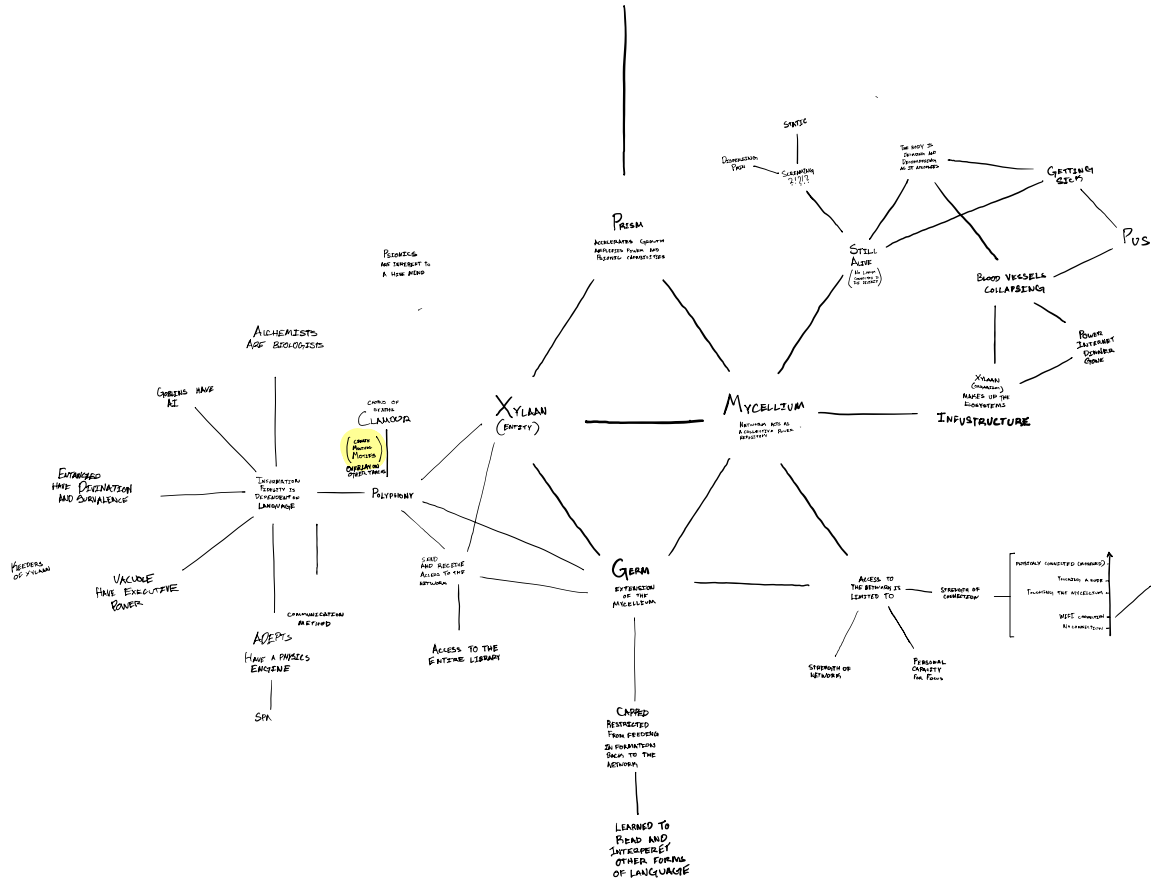
- No writen law
  - Tradition is broken as a rule
  - Consensus & Mu

- Anyone can attend any meeting
- Conflict resolved within groups & families
- Susceptible to demagogs
  - long line of coups

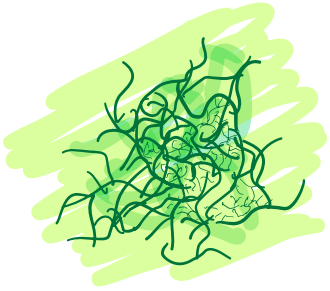


Polyphony





Alchemists



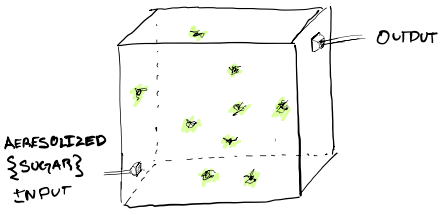
{MOLD}

SCAFOLD

MOLD IS A CLASS OF FUNGAL SPECIES CULTIVATED FOR THE EXPLICIT PURPOSE OF MANUFACTURING. ALL MOLD VARIANTS ARE PROGRAMABLE AND, AS COMPARED WITH TELORIC MANUFACTURING PURPOSES, RELITIVLEY CHEAP

VARIANTS

- MEMBRANE
  - ULTRA THIN GLASS NOODLES
  - SELECTIVE TRANSPORT
  - SERVES THE PURPOSES OF GLASS, STORAGE
  - OFTEN LIGHTLY TINTED
- TEXTILES
  - GROWN IN BOTH SHEETS (SIMILAR TO LINEN OR COTON) OR IN THREADS TO BE WOVEN (SIMILAR TO SILK
- INFUSED
  - GROWN TO FIT A MOLD AND THEN INFUSED WITH SPECIFIC MINERALS AND METALS DEPENDING ON ITS INTENDED USE
  - USED FOR TOOLS, BUILDING MATERIALS, DELICATE MACHINARY
  - CAN BE PROGRAMED TO MAKE ENTIRE BUILDINGS
- AEROGEL



INFUSED {MOLD} SPORE PROPAGATION APPARATUS

RESOURCE DISTROBUTION

PRE

- KEEP SOME GOODS
- GOODS ARE BROUGHT TO MYCELIUM NODES, XYLAAN MAKES DECISIONS ABOUT STORAGE AND DISTROBUTION
- VACUOLE FACILITATES DISTROBUTI AIR SHPS, SOMETHING LIKE AEROGELS SYPATHETICALLY LINKED TO A VEHICAL ATTACHED TO THE NETWORK, TRAFIC CONTROL

POST

- REPRESENTITIVES BARGIN FOR NODE SUPPORT
- VACUOLE CANNOT ORGANIZE DISTROBUTION
  - ASKING FOR GOBLINS TO COLLECT
- LOTS OF ISSUES WITH TRAFIC

MATERIALS SCIENCE

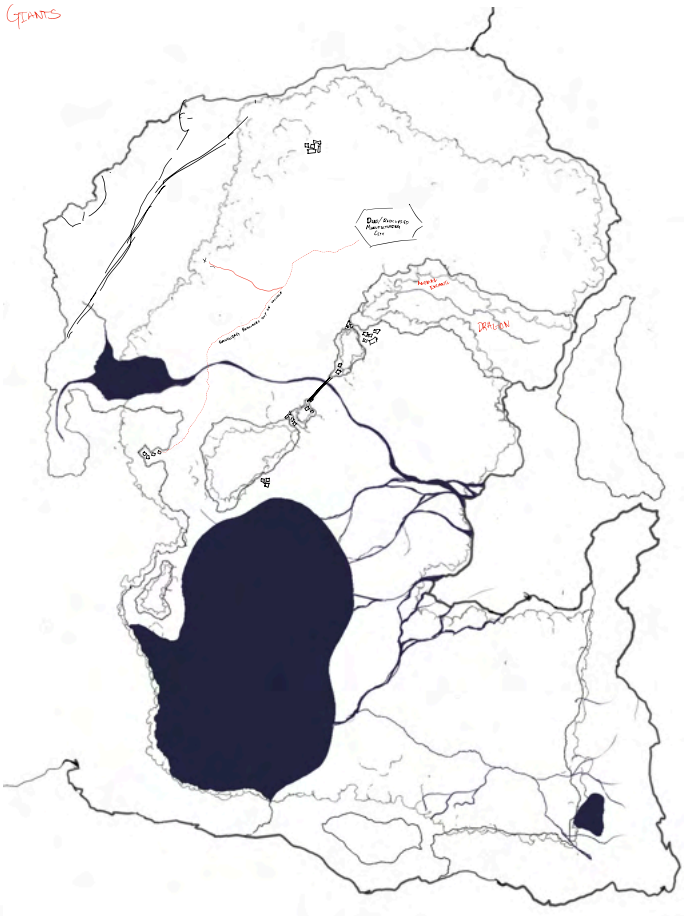
CONCRETE BABY

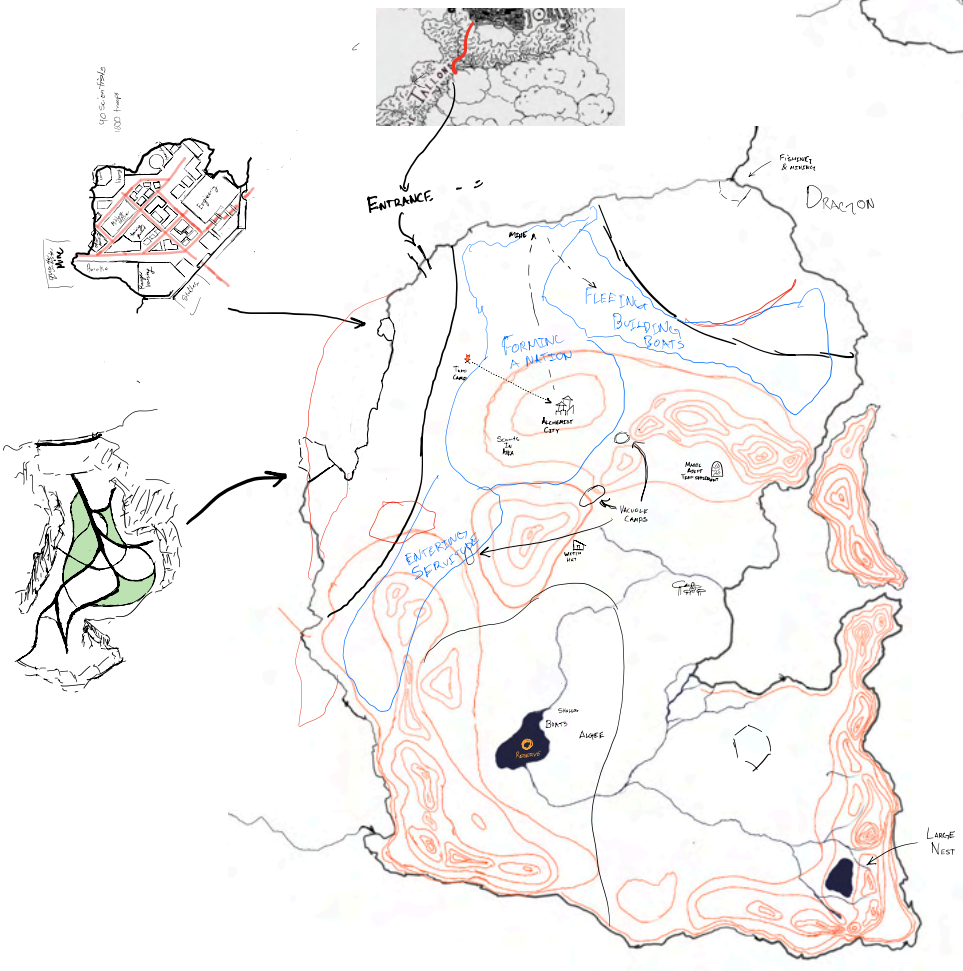
GROWN IN ORCHARDS

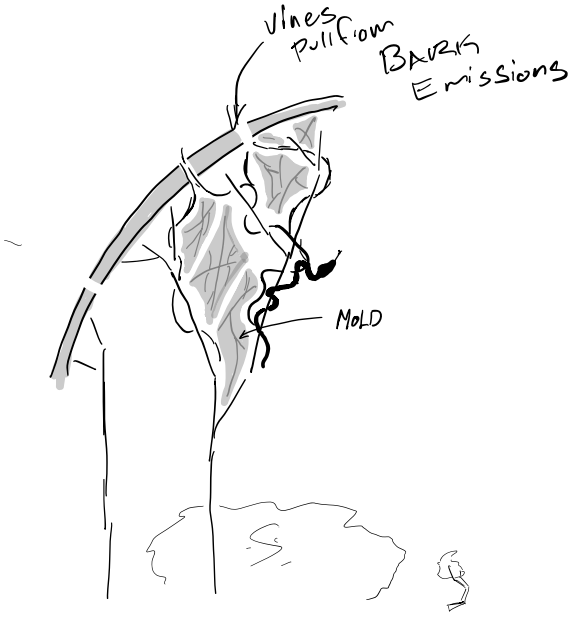
- NATURALY IF YOU CAN CALL IT THAT
  EXISTS AS A FORM OF LICHEN
- GROWN IN LUNG LIKE ENCLOSURES
- CULTIVATED IN A COUPLE WAYS
  - IN THIN DURABLE SHEETS THAT ACT LIKE FABRIC
  - HARD MINERAL INFUSED STRUCTURES THAT FORM IN A MOLD HE HE
  - FOOD?

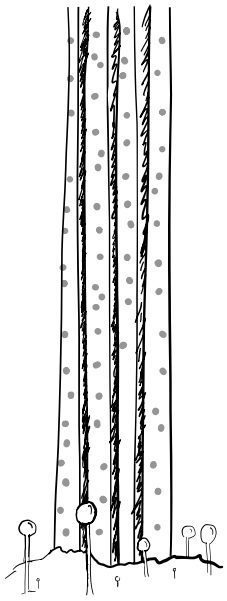
Icons Need Design

- Fort Raynault
- Goblin City
- Sanctuaries
- Hazards
  - Skull
- Dwellings: house
- Curses: confusion
- Monuments
- ruin









Musty

VIBRANT

SHIMME

SLIMMY