

## Goals/needs:

- 1) Set in a frontier area, where there are ruins, wilderness, and other adventure locations to explore.
- 2) No overarching campaign theme; each "mission" is independent.
- 3) Some kind of organization or guild or other backstory to tie the group together.

## Tadgar setting ideas:

- 1) Frontier area in Sumbra; perhaps Western front? Party are members of Rangers, adventures are missions. Or could loosely connect to Playvelands by setting on Southern marches.

- Pluses: don't need to make up more combat/train/polish  
can feel like working towards something bigger w/o being  
a linear story

Ranger missions work well to collect varying party members  
and drop in

- Minus: Runs risk of connecting to Playvelands campaign; might be  
nicer to have more distance  
Could feel a bit redundant with Playvelands Campaign

## 2) Northern frontier of Chardon.

- Pluses: Interesting area, could have lots of random ruins and Saddles  
Would motivate me to develop a new area with a different feel.  
Easy to have no campaign, just independent mission/dungeon comb

- Minus: Need to make up a new area  
Need a good party hook

## 3) Eastern front of Dunmar (other side of Playvelands)

for  
working  
great team  
something  
something

Things I need to develop:

→ need to tell  
v. difficult for game  
"Watermarked" if  
open campaign

1) Really basic narration covering Chorlton / trip north / Campaign background

~ key elements:

Great Library itself - goals, motives, why do they need adventurers?

Main NPC quest-giver

Home base town

General idea of frontier area, culture, people

2) First adventure:

Will be short / Chorlton

Want 2-3 combats, 1-2 exploration / trap / obstacles, 1-2 social

} look at little pieces  
some political elements

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Session 1: Premise