

## 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.

## Tactica setting ideas:

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

- Plusses: don't need to make up more countries/terrain/politics  
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 Playwrelands campaign; might be nice to have more distance  
could feel a bit redundant with Playwrelands campaign

## 2) Northern frontier of Chardon.

- Plusses: Interesting area, could have lots of random ruins and Labyrinths  
Would motivate me to develop a new area with a different feel.  
Easy to have no campaign, just independent mission/dungeon runs
- Minus: need to make up a new area  
Need a good party hook

## 3) Eastern front of Dunmor (other side of Playwrelands)

working for  
great library  
something  
something

Things I need to develop:

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

~ key elements:

Great Library itself - goals, nature, why do they need adventures?

Main NPC quest-giver

Home base town

General idea of frontier area, culture, people

2) First adventure:

Will be slow / chaotic

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

} look at little pieces of  
some published adventures

Session 1: Overview