

DAN'S CAMPAIGN DOCUMENT (12/2021)

HUMBLE BEGINNINGS

Welcome, adventurers! Our story begins in the tiny Southland mining town of **Braeden**.

The only reason Braeden exists on a map is that it throws an absolutely *spectacular* Winter Festival each year. As this festival marks the beginning of our story, your character needs a reason to be in Braeden at this time—you can be a townie, a carnie, a traveler come to enjoy or work at the festival—or whatever else your imagination comes up with.



HEROES OF THE REALM

Your characters will begin at **Level 1** and will rapidly progress to ~Level 8-12 as you find yourselves swept up in world events, traveling the continent on the hunt for answers and revenge.

Your characters do not need to be “Good” aligned. Wealth, power, fame, etc. are all acceptable motivations—and these rewards can be built into your character arcs—but in addition to these, you should have at least a small baseline desire to help people, and to leave the world better than you found it.

THE WORLD IS INCOMPLETE...

--without you in it! Maps and plotlines currently exist in draft form only. We'll work together to incorporate your characters' backstories into the landscape and cosmology of the world, and focus heavily on your character arcs and development as we tell together the stories of challenges that only you and your party could overcome.

THE WORLD IS DYNAMIC...

Your characters' decisions *matter*. Challenges you overcome, ignore, or abandon may impact the rise and fall of cities, and eventually the fate of the world.

THE WORLD IS STORIED...

- This adventure takes place in a world known to its inhabitants as **The Four Lands**.
- A **Calamity** of unknown nature annihilated much of the world in the long-distant past. Many of the civilizations now inhabiting it are mere hundreds of years old, descendants of those few who found ways to survive.
- Dwarves and Gnomes have made their homes in the mountainous **Eastland**. Humans and Halflings have resettled the **Southland** forests. Elves make their home in the hills of the **Westland**. The **Northern Wastes** are home to Orcs, Goblins, and monsters unknown.
- **The Guardian City of Tyrsis** stands at the center of the continent. It was founded forty years ago when the people of the Four Lands made their last stand against the evil Necromancer, **Brona**.
- What legends will you add to the story of the Four Lands? How will history remember you?