

Prologue / Setting Intro

Urithiru has ordered an end to the war in Emul. When your company was informed last night, the energy in the air was palpable—your muscles relaxed for the first time in weeks, after a hard-fought campaign. But whatever’s big enough to keep the Alethi from war could only be worse than what you left on the battlefield.

Following the announcement, your commander pulled you into a meeting tent. Not uncommon, for a radiant like yourself, to receive information and orders separate from the rest of your ranks. What you didn’t expect to find was a tent full of other radiants, and the queen herself.

“The war will cease,” Queen Jasnah announced. “In all but one location. We have need of an offensive contingent...in Alethkar. A letter penned weeks ago informs us that Highprince Aladar has managed to release several of our troops from enemy forces—presumably while so many were away occupying the tower. But they will return, and it’s likely the Fused have already intercepted him.

“The letter came from a site outside of Kholinar. We have reason to believe it houses one or more important artifacts. Aladar and the others will undoubtedly be recaptured, or in the throes of battle, by the time you arrive. Your objective is to clear the area of enemy soldiers, and return with the artifact—or artifacts—we seek. Even better if you can do so with the highprince in tow, but do not risk the mission to save lives. We’re sending you radiants, not as scholars, but warriors.”

“Why clear the area?” a windrunner from another company asked. “Why not just infiltrate for the artifacts? Surely the lightweavers can manage that.”

Two strangers shifted behind the queen, looking uncomfortable. They appeared Makabaki, but not Emuli. The queen glanced back at one, a woman with long, dark braids and simple clothing, before turning back to you.

“We have reason to believe the herald, Jezrien, was permanently removed by this type of artifact—a weapon. And it’s not the only one. Something capable of killing heralds is now being produced on an unknowable scale. And, word from the tower is, it’s now also capable of killing spren.”

“*Spren?*” a few radiants demanded.

“So we secure it all, and remove those with the knowledge of its creation. But it will be heavily guarded. Get into the facility as quickly as you can, and turn these weapons back on the Fused. It’s the best chance we have.”

“What if we fail?” Another radiant asked.

“Failing that,” the queen responded, “or finding limitations in their efficacy, there’s one sure way to reduce the threat of the Fused in Alethkar. Remove the vessels they can use to return.”

Yelling erupted in the tent. From two Alethi soldiers—one a female singer with carapace armor. “You abolish slavery but would commit genocide!”

The queen frowned. “Should Odium win the contest, we’ll want to mitigate the threat now. Unfortunately,” she said, her tone surprisingly remorseful. “I see no choice.”

“She’s right.” A tall, exhausted-looking singer called from behind the queen. You recognized him as Midi, a truthwatcher tactician in Aladar’s company, wearing dusty travel clothes. “I hate it, and I hope it won’t come to that. But once you see where we’re going...there’s no way in but through. And if this artifact is as powerful as she says it is, maybe we can do something about the Fused, Odium, and his storming voidspren too.”



Themes we'll explore

May these be a starting point in thinking about the arcs your characters (and the shared story) could take:

- The value of honor when the journey is over
- Standing for something vs. standing with someone
- War as a hero vs. as a pawn
- Using “the master's tools” to break free of oppression (and all those nuances bebe)
- Where rebellion ends and revenge begins
- Friendship as a divine attribute in a callous world

Mechanics note: We will play both as high-level radiants and as basic soldiers. There will be periodic scene changes throughout the course of the game. Actions you take in one character may impact options for the other.

Content call-out/warnings

Safety comes first. This is all negotiable. Let me know how you feel about:

Themes of war—which sometimes looks like extreme action including violence. Imperialism as the status-quo among those in power (ripe for challenge). Tragic backstories okay. Hope or grimdark depends on you, but we will be confronting a sense of the “inevitable”.

Setting

A **village encampment outside Kholinar**. You approach, knowing enemy soldiers will have it surrounded and occupied. The war isn't over—merely redirected here.

With the singer truthwatcher Midi, you lead an army of a few hundred troops. You'll likely be met with equal number, several of them Fused. If what they seek is to end the war, you suppose you can help them do it.

Gameplay Logistics

Character builds (Radiants)

Who?

Who is your RADIANT character? You should know a few things about your character though. So please send me (ace) the following info (does not have to be complete or final; more to start the discussion with what you *do* know):

1. Name/alias and pronouns
2. Approx. age
3. Brief description of appearance (doodles and piccrews accepted—no ai please)
4. Ancestry and radiant order
5. Thoughts on your spren (for me to roleplay)
6. Background (general life beats)
7. **How did you end up in the army?**
8. Player: what kind of growth arc is your character on? What do they need to learn, about the world or themselves (see themes)?

Note I will not be managing secrets for this mini-campaign. Too many moving pieces with high levels and large-scale battle.

Character builds (soldiers)

Your soldier character will be created by me. Occasionally, throughout the game, we'll SCENE CHANGE to show another set of characters.

Character logistics

The plan is to start RADIANTS at **level 13**. I am open to changing this.

We'll be using **Stormlight alpha 2.5**.

Session 0.5

Our first meetup will be focused on getting to know each other and figuring out who our characters are, how/if they know each other, and other game logistics. We'll figure out what we're comfy with (or not), and make sure we're on the same page for things like PVP, roleplay to combat ratios, any house rules, etc, as well as things like scheduling and play location.

Since we've already done some of the aforementioned, we can spend the second half of the session actually playing.

IRL Logistics

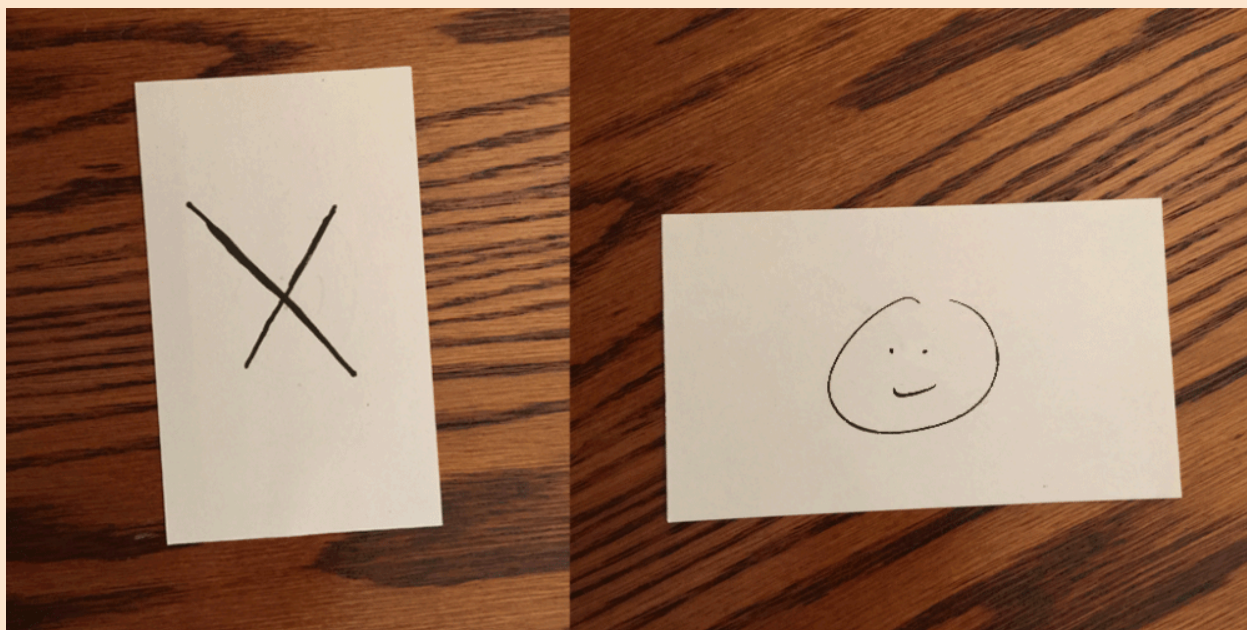
What do I need?

Some way to roll dice and some way to track your character. I'm working on a map thing that may be able to handle some of this eventually too.

Safety & comfort measures

While it's difficult to tell a story that doesn't touch on themes of bigotry, drawing a hard line on any real-world bigotry directed toward players or their characters. This is a game that facilitates some fantasy violence, but 'disturbing' horror elements (detailed gore, etc.) will not be used in excess, and overall comfort level will be established at the table.

I ask that as a group, we self-monitor for things like how much space we take up at the table, and making sure everyone's having a good time. The goal isn't necessarily to make it equal, but to make it enjoyable for everyone. We'll also be using [x-cards](#) to skip past any content that feels unsafe, no questions asked.



A note on commitment

This mini-campaign is designed to be ~~3 or 4 sessions~~ **2-3 sessions** of 3 hours each (actual game time). Life happens, but let's do our best to be committed to each other for the cadence we agree to in session 0. The short burst is designed to let us engage fully for a short period.