

A City and Realm Divided

Campaign Premise and Expectations for *High Haven: Dynasty*

The Frontierlands is embroiled in conflict between various factions. All vie for control and a voice, but who will decide the fate of this new realm?

Themes: Heroic Fantasy and Swashbuckling Intrigue — Sandbox

Politics: Medium

Roleplay: High

Combat: Medium

Exploration: Medium

Major Conflicts

- **The Fate of the City.** The heroes will develop their own power and influence to help determine the overall fate of New Kingston and the Frontierlands.
- **The Ancient Scheme.** An ancient force is attempting to claim power for itself, and the heroes must attempt to quell the coming storm.
- **A New Homeland.** Many races come to these lands to find new beginnings, and they will often turn to the heroes for aid and guidance.
- **Age of Terror.** The death of Imor is still being felt around the world, and many would seek to fill the gap he has left behind.
- **The Wilds.** Demons and monsters prowl the open landscape that was once the corrupted forest.

Characters' Buy In

This campaign will require characters and players that are motivated by the following:

- **Wealth and Power.** Most quests will provide gold, magic items, or routes to influence.
- **Adventure.** Most quests will feature combat, exploration, and roleplay both inside *and* outside the city.
- **Heroism.** Most quests will feature danger and chances to do good at the expense of the party's wellbeing.

The Bastion

The bastions will be one structure, but each player will have command of their area. The starting bastions will have:

- 1 Cramped Basic Facility (4 squares)
- 1 Roomy Basic Facility (16 squares)
- 2 Special Facilities

There will also be 1 Vast Basic Facility shared as a common space. Bastion Turns will occur every 5 days instead of 7 days. The party will have **6,000 GP** total to upgrade their bastions at the start of use.

Theme and Tone

This campaign will not be like *Heroes of High Haven*.

This campaign will feature an open world and short, random adventures for you all to grow your wealth, land, power, and heroism. There will be many opportunities to be heroes and change the world, but the prime focus of this game will be the adventures — *not* the ending. Use the session-to-session quests and opportunities to reach your goals. Journey before destination, and all of that.