

In Panagao

An Open Legend (West Marches) Campaign

Introduction:

You've just been dropped of in Granheem's Sanctuary, the first and only town established in the new world. Of course Panagao isn't new. The continent has always been there up for grabs, but it lay protected behind the Wollek Mountain range for centuries. While the trip on the airship has been rough, it was much safer than the old route through the mountain pass, which only madmen tried to take and were never heard of again. But you don't have much time to reminiscent on your amazing journey, as an intimidating man in a big bulky steampowered armor starts yelling at you with a booming voice...

"Stop daydreaming you precious googly-eyed rookie! I've been asking for reinforcements for months now from The City. Only one in four airships makes it around the moutains and what do I get? A bunch of wannabe explorers! Make yourself useful and get out there, and for Brigh's sake bring back at least some reports on what's awaiting."

Campaign Hook:

Explore the untamed wilderness of Panagao and discover the land's mysteries and secrets.

Campaign Details:

Medium: Discord (for voice) and Roll20.

Setting: Fantasy, with Steampunk elements.

Gameplay: Combat: 30%, Exploration: 50%, Interaction: 20%.

Experience Level: Players of all experience levels are welcome!

Schedule: West Marches campaigns are about flexible schedules, so the game time will vary, but most games will either be scheduled during the week between 18.00 and 24.00 CEST (Fridays can go later) or on Saturdays. Any player can propose a session within those times (after consulting with me) and select what they want to explore (location, rumor, background hook, etc.). Other players can then claim the remaining spots, up to four players at a time.



THE COMMANDER STRUGGLES WITH NATURE

Setting Details:

Adventuring Hub: Granheem's Sanctuary was established 20 years ago, by the first troops sent by The City, under General Granheem's command and is still run by the military. A little while ago, The City stopped supporting Granheem's Sanctuary and the military because they lost too many airships to the treacherous winds of the Mountains, so only pirate ships try to make the trip, which leaves the town short on supplies.

Races: The City is home to many different races, while humans being the most prevalent. There used to be Elves in The City, but after centuries of mingling with humans, the whole elvish population now consists of Half-Elves. Halfling and Dwarves represent small minorities, but their unique skillsets are highly sought after.

Technology: The City is a highly industrialized civilization, so advanced technology is available, but still hard to come by, as it is a luxury reserved to the upper classes. Meanwhile, in Granheem's Sanctuary advanced technology (Flamethrowers, Mechsuits, etc.) is in the military's possession. While simple firearms and explosive devices are available to the PCs, more advanced options can be purchased at higher levels or after consulting me.

Gods: Many people in The City don't practice any faith, but the Trifecta is still deeply imbedded in the culture, as the three Gods represent essential parts of everyday life and the struggles of the City's citizens, providing them with hope. Each faith has sent out their agents to bring their faith to Panagao. The Trifecta consists of: Setebos (Nature), Brigh (Technology) and Skit'Skur (Magic).

Magic: People with extraordinary abilities tap into the Weave, an underlying arcane current, which flows through every being and through every corner of nature, so everyone has the ability to perform remarkable feats, with the right training. There are still magic users out there, who practice the ancient art of reading formulas and hand gesturing. These "Wizards" use books or other devices to funnel their powers through.

Character Guidelines:

Goals: Work together to create a world that a large group can explore and experience. Players will decide on what they want to explore and pull together a temporary group.



GETTING READY TO VENTURE OUTSIDE OF GRANHEEM'S WALLS

Enjoyment will not only come from play, but from the communication between players (and characters) between sessions.

This is not intended to be a direct exploration of character emotions but there will indeed be chances for well thought out characters to flourish, albeit during goal focused exploration and spelunking.

Backstory: Characters can have widely different motivations (bringing civilization to a wild land, getting out of the city, being a missionary to convert the natives to your religion, etc.), but exploration will always have to play a part. There is no adventuring to be found inside of Granheem's Sanctuary.

Starting Gear: PCs start with Wealth Level 2 and can choose up to 3 Items (Weapons/Armor) from the weapons/armor tables. Any custom weapons need to be approved by me. Besides that, any other regular adventuring is at your disposal (torches, rope, etc.).

System Details:

Open Legend (www.openlegendrpg.com)

Starting Level 1

Standard Character Creation

Additional Resources: <https://openlegend.heromuster.com/>

