

Background

The imperial overlord is weak, and chaos is everywhere. Heroes such as you are swept into the struggles of wizards and warlords. Three mighty people vie for control of the world: the overlord's canny and secretive vizier, the empire's conquering general, and a rogue prince of land and sea. You are battling on the side of one of them. For now, you have fallen on hard times and serve in a lowly position, but you will have plenty of opportunity to prove your worth in battle and rise as your destiny befits you.

Ancient prophecies are fulfilled; ancient oaths broken. The dead stalk the night, and armies trample all before them by day. Forbidden scrolls have been unsealed, and the gods themselves recoil from the evil unleashed upon the land. Secret alliances and bloody vendettas play out in the lawless world created by war. Bonds of kin and oaths of allegiance provide security amid the chaos, unless those closest to you turn traitor.

With brave and capable companions to back you up, you will dare much and suffer much. If you are worthy of your destiny, you will shape the world.

Details

The details of the game world are up to all of us. The vague stuff above is the only thing that's already decided. Players will choose which "mighty one" to back: vizier, general, or rogue. Beyond that, the group creates a back story that describes the three mighty ones and how each player is related to one of them. Players also contribute to the world design by defining their characters, especially their classes: fighter, wizard, cleric, paladin, dwarf, and elf. We'll invent the details as we go. Expect the campaign to have a dark, ironic bent. Most of mine do.

Heroes not villains

No evil. A band of ne'er-do-wells who wind up on the side of good is fine if that's what people want, but the forbidden knowledge, living dead, insane gods angles ought to be the province of the bad guys, not your characters. You can put that sort of stuff in your character as long as your character is someone who's escaped from the dark side, or who is only tempted by evil, or who is haunted by it, that sort of thing.