

Rothera Campaign Frame

Pitch

Rothera is a world defined by the inexplicable border surrounding it, known as the veil, this barrier defies all processes of identification or passing through magical, divine or physical means.

Most are content with living within the veil however these peaceful lives are interrupted by mysterious disappearances all throughout Rothera, seemingly random, this event has taken loved ones as well as whole structures and forests.

You are one of people that have lost something or someone in these disappearances

Tone & Feel

I want this to be Semi classic Fantasy perhaps a bit more brutal, think of like game of thrones but more fantastical I want there to be just as much wonder as there is heartbreak. However, there is the core mystery of these disappearances so as well as it being a fantasy story there will be obviously dark and mysterious vibes with certain locations.

Touchstones would be:

Game of thrones

Lord of the rings

Horizon Zero Dawn

Narnia

Magnus archives

Supernatural

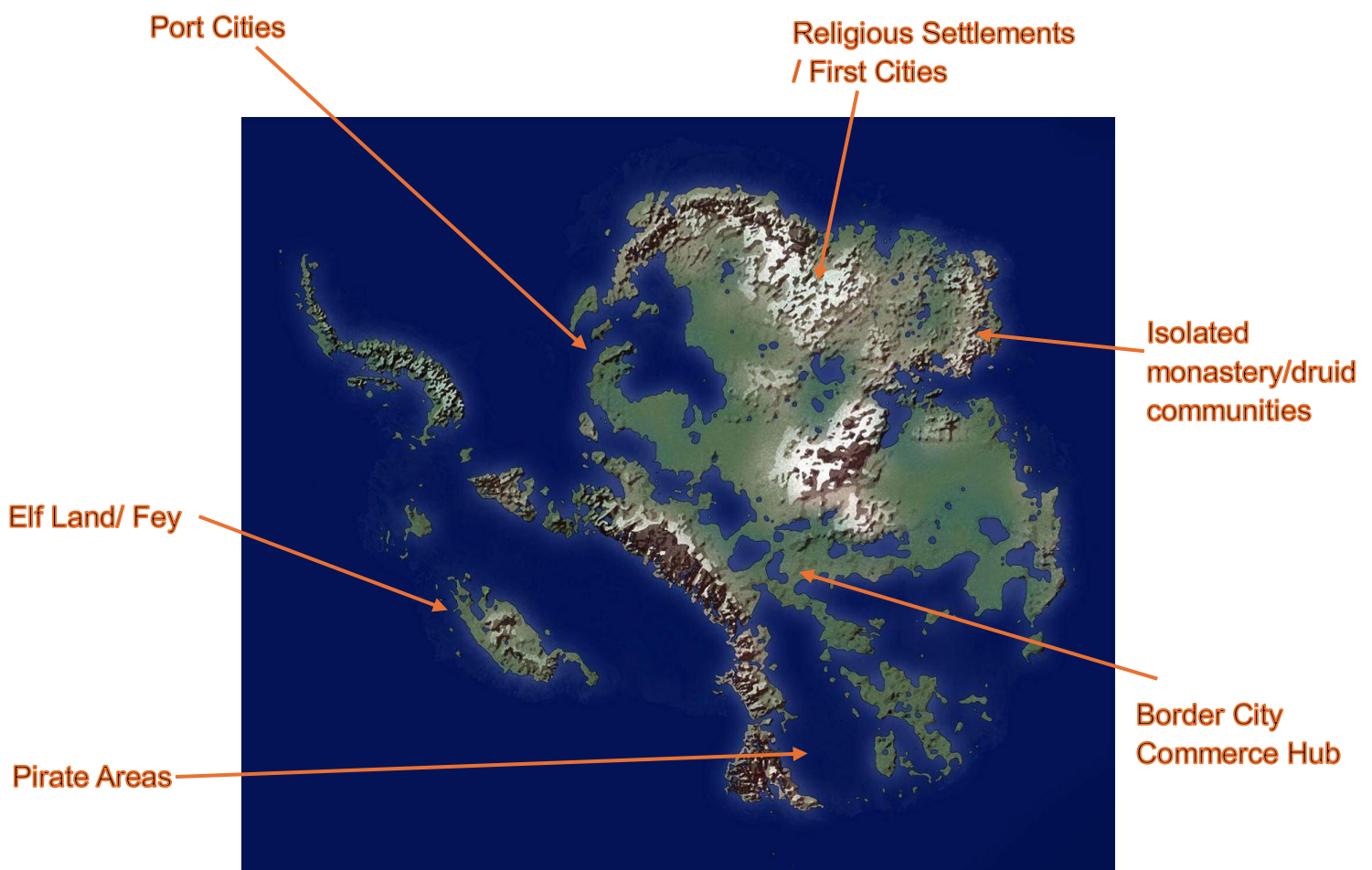
Gravity Falls

Pans Labyrinth

Principles

Hi so this is me basically asking for us to work together I want you take this like semi seriously with roleplay I'm not asking for like complete focus all the time I just want you all to be engaged. Please view this as a shared story we will be making this world together through your characters and their relationships and choices and if you have any ideas to make your characters story even better don't be afraid to ask me outside sessions. Finally, I ask you to be invested in the other players at the table to try and not just highlight your own but other stories as well.

Character Guides



The above map Represents some loose world building I've already done and what sort of communities live in those areas obviously if you have any ideas that aren't on the map I will work with you to fully realise and include them.

Magic itself is something that most know at a novice level however the further north you go in Rothera the more divine magic is favoured and arcane is frowned upon. As well as this technology has progressed further to the north, people utilise rudimentary pistols as well as more steam punk / arcane punk technology in general.

When it comes to religion the deities that exist are vaguer and are fewer for simplicities sake and to allow for most domains for clerics to still be viable for example one deity known as the crescent encapsulates the twilight, trickery and other domains that fit in that sort of vibe.

Mechanics/House Rules

Firstly, material spell components will be largely ignored except for those that have a gold value in them so please check your spells 😊

Secondly revivify will be changed so that the caster must make a check against a DC of 10 + the number of times the target has previously been successfully resurrected. If the check fails, the spell fails, the target is still dead, and any future resurrection attempt on that character will have an increased DC.

I can't think of anymore right now but if more arise, we will talk about it