

## How to Build a Successful MYFAROG Campaign

For an optimal MYFAROG experience, the Myth Master (MM) should build a campaign; an extended series of interconnected adventures in the same setting. There are many ways to do this, but here is what I will suggest.

**Pick a theme** for your campaign. Is this going to be Tolkien-style fantasy, survival horror, mythical, viking-themed, fairy tale-like, Conan-like, sword and sorcery-style, political intrigue, or what? You decide.



**Pick a day** to start the campaign. Player characters, and NPCs, will age, the seasons change, some will need to learn new spells or heal, or travel to far-away locations. If you do not carefully record time in your campaign, it will lose most meaning, and it will become uninteresting. The wind and weather, the seasons, day and night, as well as winter darkness and midnight sun, greatly influences the world in MYFAROG.

**“Time changes everything.”**

**Pick a realm** where the characters start out. This can be one picked by the MM, or it can be a realm the players have specifically asked for. If the players have non-human characters (dwarves, gnomes, halflings or elves) then it should be either their own realm (Niflheimr for dwarves, Ljósalfaheimr for elves), or near some settlement in one of the other realms (for gnomes and halflings). If you are using *The Creatures of Thulê Deluxe*; for humans, it should be their homeland (i. e. the realm they come from).



**Pick a home base** for the characters. That is; have them start in one of the many settlements in their starting realm. For dwarves and elves, you can make up something, or (for dwarves) use Járnfjall, from *The Land of Thulê Deluxe*.

**Pick a patron** for the player characters. Create an interesting NPC to be the leader of the community, or perhaps one that is in opposition to the leadership there, or perhaps their own (tribal) chief, or maybe a druid in the local temple, or someone else. The patron needs to be powerful, important and in a position to send the players on quests.



### **“The queen is the heart of the kingdom.”**

**Pick a main plot** in the spirit of the theme you have picked. This needs to be something the players need to discover, defeat, unveil or perhaps turn to their side.

**Pick some sub-plots** able to distract or confuse the party. Perhaps something that seems to be related to the main plot, but that is actually not, and that instead leads to another interesting revelation.

**Make some NPCs** for the home base, other than just their patron. A local merchant, a captain of the guard, the local armorer, a local ovates (bard), a local hunter, a sea captain perhaps, etc. Use the personality traits tables (on p. 95 in the core rulebook) to give them different personalities. Give them also some motivations. Perhaps the local merchant is angry at another merchant, and wants to ruin business for him, the captain of the guard might be worried about the condition of the local fortifications, etc. If using *The Land of Thulê Deluxe* make sure you record their tribal connections too! And finally: establish relationships to (each of) the player characters! When you start your

campaign, tell the players if their characters get along well with these NPCs or not.

**Set availability** for items and services in the home base settlement. Are there restrictions to what the player characters can buy or get done? In a tiny village, there might not even be an armorer at all, and the player characters will only have access to the weapons and armour they start with, or that they come across as they play. Some places may have a market place, others a temple, others both.

Remember that what defines a settlement (other than the number of inhabitants) as a hamlet is simply that it has only a market *or* a temple – or neither! What defines a settlement (other than the number of inhabitants) as a village is that it has both a market and a temple!

If a settlement has *more* than 1200 inhabitants, then everything, all goods and all services, is available. If it has *less* than 1200 inhabitants though, you can find out whether it is a hamlet or village by casting dice.

Roll for:

- Armorer (armour will be available)
- Weapon smith (weapons and shields will be available)
- Temple (local healing will be available; determine which deity the temple is dedicated to)
- Market place (the items in the trade lists are available)

Roll once for each, and make them *present* in the settlement on 1-3 on a D6.

### **“Trade not only goods, but also knowledge.”**

Remember to actually READ the entire MYFAROG rulebook. You will be surprised by how much you will learn from (and enjoy) it!



**Make villains.** There should be a main foe, that the characters are up against. Create him as a special (stronger than normal) monster or an extra dangerous NPC. Give him a lair, either in the same settlement, or the same realm, or plan for the player party to travel far to another realm in the future.



**Make monsters** for the nearby area, and give them interesting lairs. Make some ruins, caverns, towers, castles, or something like that, in the vicinity of the home base, and either link them to the main plot, to sub plots, or just let the players come upon them by chance.



You can also make some local villains. Perhaps not something very dramatic, but at least something that can in some way challenge and hinder the player characters in their home base. Build these NPCs in the same manner as you do other NPCs, but give them more sinister motivations or motives, or interests that are in conflict with those of the player characters or their patron. Perhaps are they spies? In league with the enemy? Traitors?

**Build an organization** for the main villain(s). Do they have an army of henchmen, a ship full of pirates, a network of spies, or are they few and difficult to come by? Are they building army, that they intend to use later on? Does he work with some of the other NPCs, and perhaps without them even knowing it?

**“Organization is the key to success.”**

**Intervention by the gods.** If you so wish, you can have one or several deities be directly involved in the plot. Perhaps two deities have conflicting interests, and work against each other.

**Branch out the world,** bit by bit, as you play. If the player characters visit another settlement, find out if that is a hamlet or a village, make some NPCs for that village too. Use the random encounter tables when player characters are travelling or spending time in the wilderness, and build the world, fill out the map, by the encounter locations.

When you do all of this, the world will become ALIVE in the minds of the players. They will REMEMBER locations and NPCs, they will create a HISTORY for the world they play in, and when their characters die, and they make new ones, they will (re-) enter an already LIVING world!