

# What's Really Going On

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## Introduction

This is an example document used in a Skies of Glass campaign. It was the first item written by the Game Master and used as a guide for building the story that under-pinned the campaign. The lack of detail is intentional, as it's only meant to be a rough guide. All of the specifics were written on a game-by-game basis as the plot and player-characters evolved.

It's also worth noting that this document combines historical record (i.e. what happened prior to the first game) with future intent (i.e. what the parties would do if left to their own devices). However, what actually happens will be shaped by player interaction with the plot elements. In the case of this campaign, the first game picked up about midway through the second paragraph, and because of player-character actions, many of the events recorded thereafter did not unfold as described.

Since this game took place in a custom setting, many of the proper nouns may lack obvious meaning and other elements may lack context. But the purpose of this document is only to show the kind of information that might go into game preparation, regardless of your chosen setting.

*The House of Steel is becoming concerned by the ring of territory the House of Grain is creating around the greater St. Louis area. They wish to create a satellite city of their own, but so far they have no political justification for doing so. As a result, they hatch a plan to take over Cape Girardeau, which is an important trading town to the south.*

*They contact the Mayor, parading as House of Grain reps, offering to help him against the Nationalist insurgents. They hatch various plots around town, aimed at slowly weakening the Nationalists through sabotage and assassination. They intentionally send open communication with the Mayor about this subterfuge, and then have their own thugs kill the messenger, leaving the messages to be found. Having lied about their identity, these messages will appear to be from the House of Grain.*

*Finding the messages will turn town sentiment against the Mayor -- as the citizens are unaware of the Nationalist movement's existence and presume the acts to be against innocent citizenry -- inciting a revolt. If the Mayor ends up deposed and the Nationalists in control, this is all the House of Steel needs to move in and wrest the town from the House of Grain, declaring them incapable of controlling it.*

*While the Nationalists are misinformed about which House is directly menacing Cape, this is the exact war they've been trying to draw St. Louis into as the first battle in a regional campaign to break the city-state's power.*

*NOTE: People around town are frustrated by pressure from St. Louis. They're worried about lack of food, noting the farmers (as opposed to the numerous local tradesman or merchants) will be the last to starve. So any tightening of outside authority has a strong chance of setting off fierce resistance.*