

Skies of Glass Future Story Planning

Introduction

When developing a roleplaying game, it is important to outline the setting's future story to enable better plot and sourcebook planning. This document contains a possible future story for Skies of Glass. To avoid giving away any surprises regarding the game, this plot is not the one we actually intend to use. For more information on developing the future story for a new game, download episode 31 of Fear the Boot.

I. Future Story

A cabal of merchants, rulers, and thinkers is plotting to bring large portions of the United States under consolidated rule. Their aim is debatably noble, since it will bring order and stability, but it will be done through questionable methods, against the will of the people they're subjugating.

This plot should be conspiratorial in nature at first, focusing on diplomatic maneuvering, sabotage of cities, and the hiring of mercenary armies. Eventually, as the populace catches on, those opposed to this new order will form volunteer militias to fight back. However, since the conspiracy is widespread and well-concealed, it will be difficult to ever fully root it out, leaving remnants that can pop up in future plot arcs.

Additionally, hints of corruption among the volunteer militias should become evident late in the story arc. Perhaps one of the Generals will subjugate or eliminate the rest of them, creating momentum for his own rise as a regional warlord.