

A POST-APOCALYPSE CAMPAIGN PACKAGE



Arcane Dominion

PREVIEW

What is this?

Arcane Dominion is a campaign and world-setting for “any” science-fiction role-playing game. It includes descriptions of locations, NPC:s, a main campaign quest, side-quests and several loot- and event-tables.

This book does not contain any complete adventures. Instead, it is supposed to be used as a campaign creation kit, where the description of the main locations, main Non-Playing Characters, as well as the different adventure seeds and side-quests, will help you develop an amazing and exciting campaign for your specific role-playing game.

The world is post-apocalyptic. The action takes place in a secluded location, far from other places. Here are two main settlements: the dusty low-tech desert town *Sagebrush Springs* and the more high-tech sprawling *New Dawn City*.

There is a deeper conspiracy which the adventurers can solve – or not. It is up to your gamers – and the GameMaster – to fill in the blanks, but most is already described with plenty of different options.

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Sagebrush Springs' Council

The Main Story

One of the council members of the low-tech desert town is suspected of being a spy for the high-tech city.

The adventure group is tasked with finding out the truth behind this suspicion. As they delve deeper into the investigation, they uncover a web of lies and deceit that threaten to tear the town apart.

The council member in question, who is initially portrayed as cunning and manipulative, is eventually revealed to be acting out of a deep sense of guilt and remorse over a past mistake. The adventure group must navigate the complex emotions of the council member, as well as those of the townspeople who feel betrayed by the suspicion of a traitor in their midst.

Who is the council member?

Pick one of the NPC:s described later in this book (*page 66-*), or create your own character.

The council member was suspected of being a spy because of their suspicious behavior and frequent communication with outsiders from the *New Dawn City*. They were also seen visiting *New Dawn City* frequently, which raised suspicions among the townspeople.

The adventurers can find clues by talking to the townspeople and other council members, investigating the council member's whereabouts and activities, and searching for any hidden communication devices or documents. They may also need to use their own wits and cunning to uncover the truth, as the spy is well-versed in deception and manipulation.

The council member is remorseful of a past mistake where they had inadvertently caused harm to a loved one due to their actions. This guilt had led them to feel isolated and desperate for redemption, which may have made them vulnerable to manipulation by outsiders.



Sagebrush Springs: Remy's Shop

Remy's Shop

Remy's Shop is a quaint little store located at the edge of Sagebrush Springs. The building itself is weathered and worn, with a wooden sign hanging above the entrance that creaks in the wind. Inside, the shelves are lined with all sorts of goods, from canned food to ammunition to handmade trinkets.

Remy himself is a grizzled old man with a bushy grey beard, always wearing a stained apron and a friendly grin. He's known for his sharp wit and even sharper prices, making him a popular figure among the town's residents. However, some whisper that he has a dark past and that his shop is a front for shadier dealings.

Remy's shop is a small store located at the beginning of the "main street" of *Sagebrush Springs*. The shop is made of wood and has a rustic feel to it, with a sign hanging above the door that reads "Remy's Supplies" in bold letters. The shop has a front

porch that is shaded by a large oak tree, and a wooden bench where customers can sit and chat, and sometimes even have a cold beer.

Inside the shop, the walls are lined with shelves filled with all kinds of supplies, from camping gear and survival tools to basic medical supplies and ammunition.

Remy, the owner, is a tough and no-nonsense man who knows the desert like the back of his hand. He always has a story or two to share about her experiences in the wilderness, and is happy to offer advice to anyone who needs it.

There are a few dangers associated with Remy's shop, as it's located on the edge of town and sometimes attracts unsavory characters looking to purchase weapons or other supplies

Remy is vigilant and has a good relationship with others in the town, so he is able to keep most of the troublemakers at bay.



Sagebrush Springs: High Noon Bar

High Noon Bar

High Noon Bar is a popular drinking spot in Sagebrush Springs, run by a tough woman named Maria. The exterior of the bar is decorated with weathered wood panels and a faded "High Noon" sign hanging above the entrance.

Maria is known for her no-nonsense attitude and sharp wit. The bar is a popular spot for locals and travelers alike, and is always bustling with activity.

The building itself is a two-story adobe structure, with large wooden doors that open onto a spacious patio area filled with tables and chairs. The interior is dimly lit, with a long wooden bar on one side of the room and tables and booths on the other. The walls are adorned with various western-themed decorations, including vintage cowboy hats and old rifles.

High Noon Bar can attract rowdy and sometimes dangerous patrons,

especially during weekends or holidays. However, Maria is always prepared to deal with any troublemakers, and has a team of bouncers who help to keep the peace.

Dangers:

- Brawls between patrons can break out at any time, leading to broken furniture and potential injuries.
- The bar can attract some unsavory characters.
- Poisoned drinks - A rival gang slip poison into the drinks of the *High Noon Bar's* patrons.

Possible finds:

- The bar's walls are adorned with vintage Western memorabilia, including cowboy hats, rifles, and portraits of famous gunslingers. These can be valuable to collectors.
- Maria is also known to keep a stash of secret whiskey bottles for special customers.



Sofia

Sofia is the town's main farmer, responsible for growing and harvesting most of the town's crops. She is a no-nonsense woman with a sharp tongue and a quick wit, but is fiercely protective of her community. Sofia has a stocky build, green mysterious eyes and wears her hair braided.

Even though Sofia is the town's farmer, she is still a shrewd business-woman.

She is highly intelligent and adept at negotiating, but lacks combat skills.

Sofia is a fun and outgoing woman that can take care of herself. But for the more warrior-like adventures, she will need help from others.

Sophia can sometimes be too trusting, especially when it comes to her friends and allies. She has a tendency to take people at their word and overlook their flaws, which can sometimes lead her down a dangerous path.

Traits

- Knowledgeable about farming, nature, plants and the climate.
- Effective leader and negotiator.
- Resourceful.
- Stubborn.
- Sophia may be prone to over-estimating her abilities.

Weapon of choice

- Combat knife



<i>Skills:</i>	<i>Value:</i>
Strength	MEDIUM
Intelligence	STRONG
Fighting Skill	LOW
Health	MEDIUM



New Dawn City: The Halls

The Halls (Church of Celema)

The Halls is an impressive and imposing structure that stands tall in the center of *New Dawn City*. The building is made of dark stone, and its spires reach up to the sky, casting long shadows across the city streets. The entrance is an arched doorway that leads into a massive chamber with high ceilings and polished marble floors. The walls are lined with intricately carved wooden panels, and the air is filled with the scent of incense and candles.

The Halls is the primary temple of the *Church of Celema*, a religion that worships the goddess of light and purity. The religion is led by a High Priestess named Eilidh, who is said to have powerful magic at her disposal. The Church is divided into several orders, each with its own set of beliefs and practices. The most devout members of the Church often take vows of poverty, chastity, and obedience.

The *Church of Celema* is dedicated to promoting purity, enlightenment, and goodness. They believe in the power of light over darkness and that every person has a divine spark within them. The Church is opposed to dark magic and evil, and their members often take an active role in fighting against those who would harm others.

High Priestess Eilidh, who is highly revered by her followers and is said to have divine power at her disposal, is a tough and hard-core fighter that has resided in the city for 15 years. There may also be other high-ranking members of the Church who have their own agendas and beliefs. The players may encounter priests and acolytes of the Church who are willing to assist them in their quests or who may be potential adversaries.

However, mainly, the Church is a potential danger to the adventurers and the City itself since Eilidh is trying to gain power over *New Dawn City*.

77. A group of hunters offer to trade some of their game for ammunition.

78. The adventurers meet a group of refugees fleeing from a nearby war-torn area.

79. The adventurers find themselves lost in a vast, confusing maze.

80. The adventurers meet a group of travelers who are searching for a lost loved one.

81. A sudden flood washes out a bridge, forcing the adventurers to find another way.

82. The adventurers are hired to protect a valuable shipment of secret goods.

83. A small village is being threatened by a dangerous animal.

84. A group of scientists are conducting research in the area.

85. The adventurers discover a nuclear missile silo.

86. A mysterious stranger offers the adventurers a valuable item in exchange for a favor.

87. The adventurers stumble upon an underground fighting ring.

88. The adventurers stumble upon an underground gambling racket.

89. A nearby factory-complex is rumored to be cursed.

90. The adventurers discover a very powerful energy weapon.

91. The adventurers encounter a group of thieves who have stolen a valuable item.

92. The adventurers find a hidden laboratory conducting unethical experiments.

93. A scientist asks for the adventurers' help in defeating a dangerous cyborg.

94. A group of travelers offers to sell the adventurers a rare robot.

95. The adventurers meet a group of smugglers who are transporting illegal goods.

96. The adventurers find themselves in the middle of a deadly race.

97. The adventurers stumble upon a group of beasts who are terrorizing a nearby village.

98. A wealthy noble offers the adventurers a large sum of money to retrieve a stolen item.

99. The adventurers come across a hidden library full of ancient knowledge.

100. The adventurers encounter a group of cultists who are summoning a dangerous demon.



*Embark on a journey through
Arcane Dominion, a comprehensive
campaign creation kit that offers
endless opportunities for adventure,
discovery, and excitement.*

*Explore a post-apocalyptic world
filled with danger and intrigue, where
every decision can mean the differ-
ence between life and death.*

*Meet fascinating characters, uncover
hidden secrets, and traverse unique
locations that will test your skills and
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