



CONQUEST

Lore Campaign Packs Crucible of Wills

Dive into the [Crucible of Wills](#) series, a powerful new tool to your Vanguard arsenal! These Campaigns offer an engaging way to immerse both veteran and new Conquest players in a series of interconnected narrative events. Follow the campaign's story to recreate legendary battles, or adapt it to fit your own unique Conquest setting!

What Do Campaigns Offer?

Campaigns provide a compelling reason for your group to schedule and engage in games, often against opponents they wouldn't typically face. Outside of tournaments, many games can feel inconsequential, with wins and losses lacking real impact. Campaigns add purpose, consequences, and rewards, contributing to a larger narrative that creates a personalized Conquest experience—where every battle matters and thrilling moments of victory await!

How to Run a Lore Campaign

- Over several weeks, gather your community for weekly or biweekly events as you explore the campaign's evolving story. Each week, players will advance through scenarios, shaping the overarching narrative together. Reward participants with a store activity card for their involvement.
- Scenarios can be played by multiple people across different tables simultaneously, with their combined efforts determining the outcome. Faction-specific STL terrain sets enhance storytelling and immersion, making the experience even more authentic.
- Feel free to adjust scenarios and plot hooks to suit your community's preferences, rewarding cinematic moments from their battles. The campaign will culminate in a final showdown, deciding the fate of the story and its characters!
- Use our [free online resources](#) to expand your campaign or create a custom one from scratch!

What are you waiting for? Join the Crucible of Wills Lore Campaigns and shape your own epic narrative!