

# Welcome to the Bloodstone Wiki!

## The World of the Bloodstone

The concept of bloodstone is based on a "West Marches" gameplay style. The term was coined up by **Ben Robbins** in 2007. It describes a rotating style of play, where the GM and the party consists of the same people, the world is the same, but the roles and adventures rotate.

## The Woven Stories

Bloodstone itself uses a modified West Marches gameplay style. The games don't rotate per session, but it consists of campaigns, adventures, and one shots. Adventures are short campaigns usually 2-10 session long.

## What is "The Bloodstone"

The Bloodstone is an artifact the story follows. It is a gem, made of the coagulated life essence of a magical creature formed when the weave stabilized after the [Second Sundering](#). The gem itself can be used to access powers beyond the reach of mortal magic.

## The Goal of Bloodstone

The goal of Bloodstone as a campaign is to explore Faerun's many places, before weaving all the different stories into one final thread that leads into the creation of a place called the Forward. This place will be the stories' (season 1) buildup, a world that has been created inside the bloodstone, a universe of it's own. It is enterable in all the ways standard realms can be.

## The "Hub"

Per the definition of West Marches, characters stay inside Hubs doing downtime activities while time flows if they are not adventuring. These hubs in bloodstone are created the following ways:

## Guild Hall

A Guild Hall is one type of hub. It serves as a "hire us" place, and multiple parties can use the same Guild Hall if they are part of the owner guild.

## Housing

Parties can also "stay" in a house owned by them or one of their members.

## Castles

Castles are similar to houses, but multiple parties can use them. Usually they are owned by a patron entity, or one of the party members. A castle can serve as a guild hall

## Private Planes

Private planes are as the name describes personally owned by a mage. By default they are a small plane, not much more then a house. A party can camp or build other hubs here.

## City Stay

If the players do not own a private residence, they can stay for rent. The characters will earn less in their downtime like this.

# The Passing of Time

While characters are not in play, if the time has passed, the PC-s act as determined by the dungeon master, and work for their living and earn some funds along the way.

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