

Starting making a sequel to Darklords Rising

Posted by Slayer of Cliffacers - 22 Mar 2011 14:27

I have finished all the SSG campaigns for Darklords Rising and am now setting upon the creation of a new campaign which is set in the time period after Lord Bane has taken over Agaria and killed Lord Albion and his family. Without giving too much away some basic themes.

1. The campaign is based upon the Elves, there were no campaigns featuring the elves as the protagonists so it's only fair.
2. It begins in Solhaven with a civil war between the protagonists, exiled High Elves, their local supporters against their local enemies and Lord Bane's 'intervention'.
3. By the end we will have found out precisely *why* Lord Bane is trying to conquer Etheria. I have already decided what this is so no point in furthering ideas.
4. Will require Legion of Blood extra shield graphics.

Anyone who wished to co-operate or further ideas should post on this thread.

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Re: Starting making a sequel to Darklords Rising

Posted by Slayer of Cliffacers - 24 Mar 2013 22:06

I have kept my deadline by a couple of hours. The Sequel is now released! 🍷



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Re: Starting making a sequel to Darklords Rising

Posted by vmxa - 24 Mar 2013 23:45

Good to see you were able to stick with the job.

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Re: Starting making a sequel to Darklords Rising

Posted by Molotov - 26 Mar 2013 06:49

congratulations!

going to try it 😊

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