

Campaigning

Campaigning is a framework to promote progression down the path. FTA-TPP. The wanderer establishes campaigns using the campaign template. Wanderers should review their active campaigns daily during their morning primer.

Daily campaign briefings reinforces the wanderer's progression towards campaign completion.

A wanderer pursues mastery on the path and campaigns are an extension of their pursuits.

The path to mastery is the journey. Mastery is an illusion because the path never ends. Campaigns happen along the path, aiding the wanderer's progression while creating attainment milestones the wanderer can reflect on later.

When the body domain is exhausted from campaigning, you may campaign in the mind domain. When the mind is exhausted from walking a mental path, you may walk a physical path. The depletion of body and mind domains rewards the spirit domain. This prepares the spirit to accept earned rewards off the path at The Inn, promoting a healthy relationship with The Inn off the path.

The journey never ends; even death is a milestone.

Campaigns

Establish campaigns on a specific path or on the path of paths, like ethoic bounties.

You should have around 1-2 campaigns for each domain. If you pursue too many campaigns, nothing will get done. You can have around the same number of campaigns off the path if needed.

This allows you to pursue mastery for all of your life.

Your campaigns must be further down the path than you are, but still obtainable. You will be responsible for punishment if you abdicate your appointed duties.

Campaign deadlines

Campaigns need deadlines. If you are not meeting your deadlines, you may be on the wrong path, you may have a depressed spirit, or you may have too many campaigns. If your path resonates with your spirit and your spirit is not depressed, you must move some campaigns back to the bounty board for later.

Deadlines that are not hit result in campaign abdication. When this occurs, you take something away from yourself—you sacrifice a pleasure. Then you create a new deadline.

Deadlines need to be realistic and enforced with consequences the wanderer inflicts upon themselves for abdication.

Once you finish your active campaigns, take a vacation and enjoy your campaign rewards. Then pursue new campaigns.

Why

You need a “why”, for why you are pursuing a campaign. “Because I like it”, is always a good reason. Sometimes more “whys” will appear as you move closer or farther away from campaign completion. Update your campaigns to reflect this.

Abdication Punishment

All campaigns require deadlines and consequences for campaign abdication. You must punish yourself when you fail to meet a deadline or fail a campaign.

The default punishment for abdicating a campaign deadline is shame.

Looking back at a campaign and seeing how long it has taken to make little progress is painful because it demonstrates a lack of attained mastery over time. Mastery is fulfillment and a life without mastery is a life without fulfillment. Staying at The Inn, watching other wanderers pass by, realizing you aren’t attaining causes the spirit to want for more, if the spirit is made aware of its sloth.

Life will not be fulfilling until you fulfill your spirit.

If you don’t meet a deadline or fulfill a campaign, if you abdicate your duty to the path, take something away from yourself.

Sacrifice an off-path pleasure until the deadline or campaign is completed, like no TV, alcohol, or other non-fulfilling off-path entity. Then you create a new deadline. Punishment continues as deadlines continue to be missed, stripping away distraction and pleasure that does not fulfill. The wanderer's focus narrows further and further on their campaign so they may complete it and rewards of fulfillment and earned pleasure.

Bounties

Bounties are potential campaigns that live on or off the path. Wanderers add bounties to their Bounty Board that aid their progression of mastery in all domains, which can include stepping off a specific path to return later. The wanderer can stack the Bounty Board with potential campaigns and select new pursuits when current campaigns are completed. They may discard bounties that no longer interest them when selecting new ones.

Use the bounties note to keep a lifelong list of campaign ideas so you always have a path to fulfillment to pursue. FTA-TPP.

Ethoic Bounties

Ethoic bounties are ethos milestones that could take a lifetime to complete. These are overarching milestones for the wanderer that may or may not be easy to measure, like making my family proud, winning a championship, becoming happy with my life, or buying my mom a house with the funds used from the family business I plan to keep for generations.

Ethoic bounties are often underneath the path of paths as opposed to being attached to a path underneath a particular domain.

Achievement Milestones

List your achievements with the dates they occurred in ascending order so you can climb to the top of your mountain. This creates milestones that measure how far you have progressed. You can reflect on your achievement milestones at any point in your life and feel fulfilled with your progress. If the wanderer momentarily lacks self-esteem, the achievement milestones will demonstrate the incorrect nature of their low self-esteem and give their spirit energy.

Every completed campaign is an achievement milestone. Some achievement milestones are not campaign related. Every bounty should be an achievement milestone.

Rewards

Rewards are attached to bounties to encourage the completion of your campaigns.

Throughout your path of paths there will be rewards you desire that further your mastery, as well as rewards to enjoy off the path.

Track these rewards like you track bounties and attach rewards to bounties so you can earn them. Earning your pleasure makes you value it while providing a fulfilling life through campaign completion.

Completing campaigns gives you larger rewards. You can give yourself rewards for completing objectives as an incentive to progress towards campaign completion. You can set micro-objectives and give yourself small rewards for progress towards objectives, which is useful when spirits are low.

List rewards in the rewards section. Attach rewards to campaigns when you find suitable matches.

Do not over reward yourself or you will place yourself on the path of pleasure which is Hell because pleasure cannot be fulfilled.