

Seasonal Campaign Outline Example

The Fractured Crown

This document contains an example seasonal outline. It is divided into two parts:

- 1) The Main Story Arc (world-level events)
- 2) The Character Arc Track (personal and party-level development). *These are example entries. In your own campaign, try to become more concrete and relevant with each player character.*

Each entry is written as a mini-story with a beginning, middle, and end, and each entry changes the campaign in a meaningful way.

Part 1: Main Story Arc — The Fractured Crown

1. The Silent Succession (Political Crisis — Big Event)

Beginning: The ruler dies unexpectedly. The city prepares for a peaceful transition.

Middle: Three factions present competing claims. The players uncover signs of foul play.

End: A weak compromise candidate is crowned — and everyone knows it won't hold.

Campaign change: Power becomes unstable. Factions begin maneuvering openly.

2. The Locked Gates

Beginning: One major trade partner closes its borders 'temporarily.'

Middle: Prices rise, shortages begin, black markets appear. Players investigate why.

End: They discover the closure is politically motivated, not economic.

Campaign change: Economy and travel routes are altered.

3. The Trial of Ash and Silver

Beginning: A powerful figure is accused of treason.

Middle: Evidence is manipulated, witnesses vanish, pressure mounts.

End: The accused is executed or exiled, but the truth remains uncertain.

Campaign change: One power bloc is permanently weakened or radicalized.

4. The Broken Compact

Beginning: An old treaty or alliance is declared void.

Middle: Border incidents, espionage, and sabotage follow.

End: Full war is avoided, but relations collapse.

Campaign change: The geopolitical map shifts.

5. The Hunger Season (Famine — Big Event)

Beginning: Crops fail or supply lines collapse.

Middle: Riots, rationing, and moral dilemmas spread.

End: A solution is found, but many die and resentment remains.

Campaign change: Population and trust in leadership are permanently altered.

6. The Glass Conspiracy

Beginning: A hidden organization is uncovered.

Middle: Cells are hunted and assassination attempts occur.

End: The conspiracy is exposed, but a greater power is hinted at.

Campaign change: Trust in institutions collapses.

7. The March of Banners

Beginning: Multiple factions mobilize armed forces.

Middle: The players intervene through diplomacy, sabotage, or command.

End: A fragile balance is achieved.

Campaign change: Militarization becomes a permanent feature of politics.

8. The City That Would Not Kneel

Beginning: A major city or stronghold declares independence.

Middle: Siege, propaganda, and infiltration follow.

End: The rebellion is crushed or recognized.

Campaign change: Central authority is weakened forever.

9. The War of False Dawn (War — Big Event)

Beginning: War breaks out under false pretenses.

Middle: The real instigator is uncovered during the fighting.

End: The war ends quickly, but the world is changed.

Campaign change: Borders and leadership are reshaped.

10. The Crown in Shadow

Beginning: The true mastermind reveals themselves.

Middle: Final political and military confrontations unfold.

End: A new order is established, shaped by the players.

Campaign change: The setting enters a new era.

Part 2: Character Arc Track — The Cost of Becoming

1. Old Debts

Beginning: Someone from a character's past returns.

Middle: The past threatens current alliances.

End: The character chooses to bury or face it.

Change: Personal history now matters in the present.

2. The Price of Reputation

Beginning: A character becomes famous or infamous.

Middle: New opportunities and new enemies appear.

End: The character defines what their name stands for.

Change: The party's social position shifts.

3. Blood and Oaths

Beginning: Family or old loyalties demand obedience.

Middle: Their goals conflict with the party's.

End: The bond is broken or reforged.

Change: A key relationship is permanently changed.

4. The Thing You Can't Unsee

Beginning: A character witnesses or causes something horrific.

Middle: Guilt or obsession grows.

End: Their worldview changes.

Change: The character's ethics evolve.

5. The Fall of a Mentor (Personal Tragedy — Big Event)

Beginning: A trusted mentor is compromised.

Middle: The truth is worse than expected.

End: The mentor is lost forever.

Change: A major emotional anchor is gone.

6. What You Are in the Dark

Beginning: A character's secret is exposed.

Middle: The party deals with the consequences.

End: The truth is accepted or rejected.

Change: Group dynamics shift.

7. The Offer You Can't Ignore

Beginning: A character is offered power or authority.

Middle: The price becomes clear.

End: They accept and change, or refuse and lose something.

Change: The character's role in the world is redefined.

8. Enemies by Choice

Beginning: The party must choose between two allies.

Middle: The rejected side turns hostile.

End: A new long-term enemy is created.

Change: A recurring antagonist enters the campaign.

9. The Breaking Point (Personal Crisis — Big Event)

Beginning: A character is pushed too far.

Middle: They collapse, quit, betray, or nearly die.

End: They return changed, or someone replaces them.

Change: The party is no longer the same group.

10. The People We Choose to Be

Beginning: Each character faces a defining choice.

Middle: Past mistakes and promises collide.

End: They choose who they will be going forward.

Change: The characters' long-term identities are set.