

Fate's Edge: Campaign Guide Expansion

Advanced Tools and Techniques

Game Master Resources

Contents

| | | |
|----------|---|----------|
| 1 | Introduction: Evolving Your Campaign | 3 |
| 1.1 | Beyond the Basics | 3 |
| 1.2 | Core Philosophy Reminder | 3 |
| 2 | Advanced Campaign Generation | 3 |
| 2.1 | Evolving the Crown Spread | 3 |
| 2.1.1 | Seasonal Evolution Framework | 3 |
| 2.1.2 | Expanding Drawn Elements | 3 |
| 2.1.3 | Example: Pirate Queen Evolution | 3 |
| 2.2 | Dynamic Campaign Clocks | 4 |
| 2.2.1 | Clock Evolution System | 4 |
| 2.2.2 | Creating New Clocks | 4 |
| 2.2.3 | Clock Interactions | 4 |
| 3 | Advanced Threat Management | 4 |
| 3.1 | Threat Ecosystem Design | 4 |
| 3.1.1 | Threat Categories | 4 |
| 3.1.2 | Threat Evolution Matrix | 5 |
| 3.2 | Faction Dynamics System | 5 |
| 3.2.1 | Faction Relationship Tracking | 5 |
| 3.2.2 | Faction Clocks | 5 |
| 4 | Advanced Player Integration | 5 |
| 4.1 | Character Arc Management | 5 |
| 4.1.1 | Arc Tracking System | 5 |
| 4.1.2 | Arc Trigger Events | 5 |
| 4.2 | Legacy System | 6 |
| 4.2.1 | Legacy Tracking | 6 |
| 4.2.2 | Legacy Rewards | 6 |
| 5 | Advanced GM Techniques | 6 |
| 5.1 | Reactive Preparation | 6 |
| 5.1.1 | Situation Templates | 6 |
| 5.1.2 | Improvisation Framework | 6 |
| 5.2 | Campaign Pacing | 6 |

| | | |
|-----------|--|-----------|
| 5.2.1 | Session Energy Management | 6 |
| 5.2.2 | Arc Structure Guidance | 7 |
| 6 | Advanced Mechanical Integration | 7 |
| 6.1 | Corruption System Evolution | 7 |
| 6.1.1 | Tier-Based Corruption | 7 |
| 6.1.2 | Corruption Narratives | 7 |
| 6.2 | Asset and Follower Management | 7 |
| 6.2.1 | Portfolio System | 7 |
| 6.2.2 | Asset Evolution | 7 |
| 7 | Campaign-Specific Tools | 8 |
| 7.1 | Custom Background Creation | 8 |
| 7.1.1 | Background Template | 8 |
| 7.1.2 | Background Integration | 8 |
| 7.2 | Regional Customization | 8 |
| 7.2.1 | Culture-Specific Mechanics | 8 |
| 7.2.2 | Regional Threat Adaptation | 8 |
| 8 | Advanced Storytelling Techniques | 8 |
| 8.1 | Thematic Consistency | 8 |
| 8.1.1 | Sensory Details | 9 |
| 8.1.2 | Cultural Patterns | 9 |
| 8.2 | Moral Complexity Framework | 9 |
| 8.2.1 | Dilemma Structure | 9 |
| 8.2.2 | Consequence Types | 9 |
| 9 | Appendix: Quick Reference Tools | 9 |
| 9.1 | Campaign Evolution Checklist | 9 |
| 9.2 | Session Preparation Template | 10 |
| 9.3 | Threat Development Matrix | 10 |
| 9.4 | Character Arc Milestones | 10 |
| 9.5 | Campaign Pacing Guide | 10 |
| 10 | Conclusion: Continuous Campaign Evolution | 10 |

Introduction: Evolving Your Campaign

Beyond the Basics

After running multiple sessions of Fate's Edge, experienced Game Masters often seek tools to enhance campaign depth and player engagement. This expansion builds upon the core campaign generation tools with advanced techniques for evolving your story world and deepening mechanical integration.

Core Philosophy Reminder

Remember that Fate's Edge prioritizes collaborative storytelling over mechanical complexity. These advanced tools should enhance, not replace, the fundamental principles of narrative-first gameplay, player agency, and meaningful consequences.

Advanced Campaign Generation

Evolving the Crown Spread

The Crown Spread provides an excellent foundation, but campaigns need to grow beyond their initial seed elements.

Seasonal Evolution Framework

- Winter (Establishment):** Root themes take hold, initial conflicts emerge
- Spring (Growth):** New elements sprout, alliances form, complications multiply
- Summer (Climax):** Peak conflicts, major revelations, critical choices
- Autumn (Harvest):** Consequences manifest, legacies established, new seeds planted

Expanding Drawn Elements

When a Crown card's theme becomes central to your campaign:

1. **Deepen the Concept:** Add layers to the initial interpretation
2. **Introduce Variations:** Create related but distinct elements
3. **Connect to Other Elements:** Tie it to other Crown aspects
4. **Evolve the Stakes:** Raise the personal and cosmic implications

Example: Pirate Queen Evolution

| Season | Development | New Complications |
|--------|---|--|
| Winter | Mysterious pirate captain with amber ship | Rival captains, mysterious cargo |
| Spring | Revealed as last Thalassian heir | Family curse, ancient blood-line duties |
| Summer | Attempts to harness deep current power | Moral conflict, player opposition |
| Autumn | Defeated but offers redemption arc | Future alliance possibility, changed motivations |

Dynamic Campaign Clocks

Clock Evolution System

Campaign clocks should evolve as player actions change the world:

1. **Introduction** (0-2 segments): Threat becomes known
2. **Escalation** (3-4 segments): Threat gains momentum
3. **Crisis** (5-6 segments): Immediate danger to players/campaign
4. **Resolution** (7+ segments): Confrontation or transformation

Creating New Clocks

When existing clocks resolve or become less relevant:

- Identify emerging themes from recent sessions
- Consider player actions that created new tensions
- Look for unresolved consequences from major choices
- Evaluate faction shifts and new power dynamics

Clock Interactions

Advanced campaigns benefit from clock relationships:

Supporting Clocks One clock's progress helps another (Plague Spread → Resource Scarcity)

Opposing Clocks One clock's progress hinders another (Public Support ↓ Crime Rate ↑)

Cascade Clocks One clock's resolution triggers another (War Ends → Reconstruction Begins)

Hidden Clocks Progress tied to player ignorance (Ancient Awakening while players focus elsewhere)

Advanced Threat Management

Threat Ecosystem Design

Create interconnected threats that respond to player actions:

Threat Categories

| Category | Characteristics | Player Response |
|----------|-----------------------------------|----------------------------------|
| Personal | Directly targets PCs/friends | Immediate, emotional response |
| Social | Affects communities/organizations | Strategic, diplomatic approach |
| Cosmic | Universal/supernatural scope | Mythic, philosophical engagement |

Threat Evolution Matrix

| Response | Ignore | Oppose | Negotiate | Join |
|--------------------|--------------------|--------------------|---------------------|-------------------|
| Weakens | Grows stronger | Splits/retreats | Seeks allies | Absorbs influence |
| Strengthens | Spreads corruption | Escalates conflict | Offers better deal | Demands loyalty |
| Transforms | Changes nature | Reveals true form | Shows hidden agenda | Offers power |

Faction Dynamics System

Faction Relationship Tracking

Track faction attitudes on a -3 to +3 scale:

- 3 Enemy** Actively working against player interests
- 2 Hostile** Will cause trouble when possible
- 1 Unfriendly** Suspicious and unhelpful
- 0 Neutral** Indifferent to player actions
- +1 Friendly** Helpful when convenient
- +2 Supportive** Actively assist player goals
- +3 Ally** Will sacrifice for player interests

Faction Clocks

Each major faction can track:

- **Influence** (0-6): Power and reach in the region
- **Stability** (0-6): Internal cohesion and resources
- **Agenda Progress** (0-8): Advancement toward faction goals
- **Player Relations** (-3 to +3): Attitude toward player characters

Advanced Player Integration

Character Arc Management

Arc Tracking System

Help players develop meaningful character growth:

1. **Establishment:** Define character's current state and potential conflicts
2. **Development:** Create opportunities for growth and choice
3. **Crisis:** Present challenges that test character's core beliefs
4. **Resolution:** Allow meaningful transformation based on choices

Arc Trigger Events

Create mechanical hooks for character development:

- Moral dilemmas that challenge core values
- Relationships that create new obligations or conflicts
- Discoveries that change character's understanding of the world
- Consequences that force adaptation or growth

Legacy System

Create lasting impact from player choices:

Legacy Tracking

Document major campaign impacts:

- **Personal Legacies:** How individual characters changed the world
- **Faction Changes:** How major organizations were affected
- **World State:** Permanent alterations to the setting
- **Relationship Networks:** New connections and severed ties

Legacy Rewards

Provide mechanical benefits for campaign completion:

- Starting assets for new campaigns
- Reputation bonuses with relevant factions
- Special knowledge or contacts
- Unique character options or backgrounds

Advanced GM Techniques

Reactive Preparation

Prepare for player creativity without scripting outcomes:

Situation Templates

Create flexible frameworks rather than fixed scenes:

Social Encounter Key NPCs, potential conflicts, information stakes

Exploration Challenge Environmental hazards, discovery rewards, time pressure

Combat Scenario Opponent capabilities, tactical elements, victory conditions

Mystery Investigation Clues, red herrings, revelation triggers

Improvisation Framework

When players surprise you:

1. **Identify Core Elements:** What must remain true for story coherence?
2. **Assess Player Investment:** What aspects do players care about?
3. **Find Narrative Hooks:** How can new elements connect to existing story?
4. **Apply Mechanical Logic:** What rules support this development?
5. **Maintain Momentum:** How to keep the story moving forward?

Campaign Pacing

Session Energy Management

Vary session intensity to maintain engagement:

High Energy (2-3 sessions): Major conflicts, climactic scenes, critical choices

Moderate Energy (3-4 sessions): Character development, investigation, relationship building

Low Energy (1-2 sessions): Downtime, recovery, preparation, world exploration

Arc Structure Guidance

Multi-session story arcs benefit from clear structure:

1. **Introduction** (1-2 sessions): Establish stakes and hook players
2. **Development** (2-4 sessions): Complications multiply, alliances form
3. **Climax** (1-2 sessions): Major confrontation, critical choices
4. **Resolution** (1 session): Consequences, new status quo

Advanced Mechanical Integration

Corruption System Evolution

Tier-Based Corruption

As characters advance, corruption becomes more complex:

Tier I-II Surface-level changes, minor abilities, social consequences

Tier III-IV Fundamental transformations, significant powers, world impact

Tier V+ Mythic alterations, reality-bending abilities, cosmic significance

Corruption Narratives

Connect corruption to character themes:

- **Power Corruption:** Strength gained at cost of morality
- **Knowledge Corruption:** Wisdom gained through forbidden understanding
- **Survival Corruption:** Endurance through dark adaptation
- **Love Corruption:** Connection maintained through dangerous bonds

Asset and Follower Management

Portfolio System

Organize holdings for easier management:

Economic Trade routes, businesses, investments

Political Titles, contacts, influence networks

Military Retainers, fortifications, strategic positions

Intelligence Informants, research facilities, magical resources

Asset Evolution

Allow significant holdings to grow in importance:

1. **Establishment:** Basic functionality and limited scope
2. **Development:** Expanded capabilities and regional influence
3. **Mastery:** Major impact and strategic significance
4. **Legacy:** Permanent change to campaign world

Campaign-Specific Tools

Custom Background Creation

Background Template

Create setting-specific character origins:

1. **Origin Story:** Where and how the character was raised/formed
2. **Core Skills:** Two skills naturally supported by background
3. **Key Relationships:** One ally and one rival with ongoing significance
4. **Cultural Elements:** Unique customs, languages, or traditions
5. **Obligations:** What the character owes to their background
6. **Privileges:** What the character can expect from their background

Background Integration

Connect backgrounds to campaign themes:

- Identify background elements that relate to current threats
- Create opportunities for background knowledge to provide advantages
- Develop complications that arise from background obligations
- Allow backgrounds to evolve based on player choices

Regional Customization

Culture-Specific Mechanics

Adapt core systems to different cultural contexts:

Aeler (Stone-Born) Emphasize engineering, contracts, and infrastructure

Lethai (Wood Elves) Focus on nature, seasonal cycles, and root-law

Ykrul (Steppe Folk) Highlight mobility, honor, and spatial reasoning

Kahfagia (Sea Folk) Stress navigation, weather, and maritime law

Regional Threat Adaptation

Modify threats to fit different environments:

- Desert: Heat, sandstorms, water scarcity, nomad conflicts
- Mountains: Avalanches, altitude, isolation, territorial disputes
- Forest: Predators, spirits, resource competition
- Urban: Politics, crime, overcrowding, infrastructure failure

Advanced Storytelling Techniques

Thematic Consistency

Maintain campaign atmosphere through consistent elements:

Sensory Details

Create immersive environments:

- **Visual:** Lighting, colors, architectural styles, movement patterns
- **Auditory:** Ambient sounds, speech patterns, musical traditions
- **Olfactory:** Scents, cooking aromas, industrial odors, natural fragrances
- **Tactile:** Textures, temperatures, weather effects, material qualities

Cultural Patterns

Establish consistent social behaviors:

- Greeting customs and social hierarchies
- Conflict resolution methods and legal systems
- Economic practices and trade relationships
- Religious beliefs and spiritual practices

Moral Complexity Framework

Create nuanced ethical dilemmas:

Dilemma Structure

Effective moral choices require:

1. **Clear Stakes:** What is gained or lost by each choice?
2. **Genuine Conflict:** Why isn't there an obviously right answer?
3. **Personal Investment:** How does this affect the characters directly?
4. **Lasting Consequences:** What changes based on the decision?

Consequence Types

Ensure meaningful outcomes:

Immediate Resolve within session (character fates, instant reactions)

Ongoing Affect future sessions/campaign (reputation, political fallout)

Character Personal growth/trauma, relationship changes

World Setting permanently changed (Silkstrand's fate, Choir's influence)

Appendix: Quick Reference Tools

Campaign Evolution Checklist

- Review current campaign clocks and their interactions
- Identify emerging themes and player interests
- Plan seasonal developments for major elements
- Create new threats that respond to player actions
- Develop faction relationship changes
- Prepare character arc advancement opportunities

Session Preparation Template

Review previous session outcomes and consequences
 Advance relevant campaign clocks
 Prepare 2-3 potential scenes with flexible elements
 Identify player agency moments for each character
 Prepare Story Beat spend options for various outcomes
 Note connections to campaign themes and threats

Threat Development Matrix

| Threat Type | Player Response | Evolution | New Complications |
|-------------|-----------------|---------------------|--------------------|
| Personal | Ignore | Grows stronger | Spreads to allies |
| Social | Oppose | Splits/retreats | Seeks new allies |
| Cosmic | Negotiate | Shows hidden agenda | Offers better deal |

Character Arc Milestones

Establishment Define current state and potential conflicts

Development Create opportunities for growth and choice

Crisis Present challenges that test core beliefs

Resolution Allow meaningful transformation based on choices

Campaign Pacing Guide

- **High Energy** (2-3 sessions): Major conflicts, climactic scenes
- **Moderate Energy** (3-4 sessions): Character development, investigation
- **Low Energy** (1-2 sessions): Downtime, recovery, preparation

Conclusion: Continuous Campaign Evolution

The most successful Fate's Edge campaigns are living stories that grow and change with player involvement. These advanced tools provide frameworks for that evolution while maintaining the core principles that make the system special.

Remember that these tools are meant to support your storytelling, not constrain it. Use what works for your table, adapt what needs adaptation, and discard what doesn't serve your game. The goal is always collaborative storytelling where every player's choices matter and every consequence feels earned.

The expansion from "The Gilded Thorn" to "The Drowned Cure" demonstrates how these tools can support campaign growth from local adventure to world-spanning epic. Whether you're running a single session or a year-long campaign, these techniques will help you create engaging, player-driven stories that your table will remember for years to come.