

# Fate's Edge Adventure Module Template

## Creating Cohesive Scenarios Using Deck Inspiration

### Adventure Module Structure Overview

#### Core Components of Every Module:

1. **Theme and Tone:** What feeling should this evoke?
2. **Deck-Based Seed:** Using card draws to inspire cohesive elements
3. **Narrative Hook:** Why do the PCs care?
4. **Key NPCs:** Who populates this story?
5. **Scene Clocks:** What ongoing pressures drive tension?
6. **Resolution Paths:** How can PCs succeed (or fail) meaningfully?
7. **Campaign Integration:** How does this fit into larger arcs?

### Template: "The Singing Wastes" - A Black Banners Adventure

#### 1. Theme and Tone

- **Theme:** War's aftermath, haunted battlefields, the cost of violence
- **Tone:** Melancholy, mysterious, with moments of terrible beauty
- **Genre Elements:** Military fantasy, supernatural mystery, post-conflict drama
- **Mood Words:** Haunting, desolate, echoing, frozen, restless

#### 2. Deck-Based Seed Generation

**GM:** Using the Black Banners generator to create our scenario:

*GM: Drawing until all four suits appear:*

**Spade (Q - The Bone Fields)** A place where the Ykrul clans come to negotiate terms with the dead

**Heart (J - The Black Colonel)** Legendary commander who hasn't been seen in the field for months

**Club (K - High Chief plays the companies against each other)** Winner takes nothing

**Diamond (Q - Clan-Mother's war-braid)** Her warriors will fight beside you this battle

*GM: Highest rank is Q (Queen), so we have an 8-segment primary clock. The Ace rule applies: weapons that remember, ice that holds the dead, loyalty that needs no banner.*

### 3. Narrative Hook

**The Premise:** The PCs are hired by a Vilikari noble to investigate why the Bone Fields - a traditional neutral ground where war-bands come to negotiate with the dead - have become dangerous. Mercenary companies are disappearing, and the Black Colonel (a legendary figure thought dead) has been sighted leading ghostly troops.

**PC Motivations:**

- **Mercenary:** Former soldier seeking answers about missing comrades
- **Noble:** Family honor at stake, political implications
- **Scholar:** Ancient battlefields hold historical/magical significance
- **Outsider:** Curious about the strange customs of the borderlands

### 4. Key NPCs

**The Black Colonel (Antagonist/Enigma)** Once a brilliant tactician, now a wraith bound to the battlefield. Not evil, but unable to stop fighting the war he never finished. Carries a banner that makes the dead fight.

- **Motivation:** Finish the battle that cost him everything
- **Method:** Uses the Clan-Mother's war-braid to bind spirits to his cause
- **Weakness:** Cannot cross running water; obsessed with honor

**Clan-Mother Yara (Allies/Obstacle)** A Ykrul leader who initially hired the Black Colonel but now regrets it. She's pragmatic and honorable, but her war-braid has been corrupted.

- **Motivation:** Save her people from the Colonel's influence
- **Resources:** Knowledge of death-rites, loyal warriors
- **Complication:** Her own ancestors now fight against her

**Captain Thorne (Red Herring/Ally)** Leader of a missing Free Company. Found alive but changed - he speaks of beautiful music that called his men away.

- **Motivation:** Wants to return to his men, doesn't understand he's part of the haunting
- **Knowledge:** Saw the Black Colonel's banner, heard the singing
- **Role:** Guide to the deeper mystery, potential sacrifice

### 5. Scene Clocks

**Singing Wastes Corruption Clock** (8 segments)

●●●●●●●● 0/8

*How far has the haunting spread beyond the Bone Fields*

**Advancement Triggers:**

- 1-2 CP: Local spirits become restless
- 3-4 CP: Living begin hearing the songs

- 5-6 CP: Dead start appearing in nearby settlements
- 7-8 CP: River crossing becomes impassable, region quarantined

**Colonel's Army Clock** (6 segments)

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*Strength of the ghostly force under the Black Colonel's command*

**Advancement Triggers:**

- Each missing company: +1 segment
- Successful death-rite by the Colonel: +1 segment
- PCs fail to disrupt a haunting: +1 segment
- Clan-Mother's resistance weakens: +2 segments

**Clan-Mother's Resolve Clock** (4 segments)

●●●● 0/4

*Her willingness to sacrifice to end the haunting*

**Advancement Triggers:**

- Seeing ancestors among the enemy: +1 segment
- Pressure from Vilkari noble: +1 segment
- Personal losses accumulate: +1 segment
- PCs show weakness/mistakes: +1 segment

## 6. Adventure Flow

### Act I: Arrival and Discovery (Sessions 1-2)

**Opening Scene:** The PCs arrive at the Bone Fields to find them unnaturally quiet. The traditional markers and burial mounds are intact, but no war-bands are present.

**Key Scenes:**

1. Investigation of abandoned campsites (Wits + Survival/Lore)
2. First encounter with the haunting - ghostly music, cold spots
3. Meeting Captain Thorne, who warns them away
4. Discovery of the Black Colonel's banner in a makeshift shrine

**Clock Advancement:**

- Singing Wastes Corruption: +2 (first haunting encounters)
- Colonel's Army: +1 (banner discovered)

**Act II: Deepening Mystery (Sessions 3-4)****Key Scenes:**

1. Meeting Clan-Mother Yara at her temporary camp
2. Learning about the war-braid and its corruption
3. Investigation of the actual battlefield where the haunting originates
4. Confrontation with ghostly soldiers (combat + social challenges)
5. Discovery that the "music" is the Colonel's tactical commands

**Clock Advancement:**

- Singing Wastes Corruption: +2 (haunting spreads to nearby areas)
- Colonel's Army: +2 (more spirits bound)
- Clan-Mother's Resolve: +1 (sees ancestors among the enemy)

**Act III: Climax and Resolution (Sessions 5-6)****Key Scenes:**

1. The final confrontation at the heart of the battlefield
2. Choice: Destroy the war-braid (killing bound spirits) or perform a counter-rite
3. Battle against the Colonel's ghostly army
4. Resolution of the haunting and its consequences

**Clock Resolution:**

- If Singing Wastes Corruption fills: The haunting spreads to neighboring regions
- If Colonel's Army fills: The ghostly force becomes unstoppable without major sacrifice
- If Clan-Mother's Resolve fills: She performs the ultimate death-rite, becoming part of the haunting

**7. Resolution Paths**

**Victory (High Cost)** PCs stop the haunting but at great personal/faction cost. The Black Colonel finds peace, but the region is scarred. Award 10-12 XP.

**Compromise** Haunting contained but not ended. PCs must return someday. Award 8-10 XP.

**Failure** Haunting spreads, more regions affected. PCs flee or are bound themselves. Award 6-8 XP but create ongoing campaign thread.

**Noble Failure** PCs lose but save innocents or preserve honor. Award 8-10 XP with strong narrative hook.

**8. Custom Mechanics**

**The Singing Mechanic:** When PCs are in the Bone Fields, they must make Wits + Lore rolls (DV 2) to resist the haunting songs. Each failure generates 1 CP that the GM can spend to create haunting effects or advance clocks.

**War-Braid Bond:** PCs who gain the Clan-Mother's war-braid (Diamond benefit) gain +1 die to social rolls with Ykrul but attract ghostly attention (+1 CP on all rolls while in haunted areas).

**Echoing Past:** Successful rolls in the ancient battlefield may grant fleeting visions of the original battle, providing useful information but generating 1 CP from temporal dissonance.

## 9. Campaign Integration

- **Tier I-II:** Introduction to border conflicts and supernatural threats
- **Tier III:** Can be revisited when the haunting returns stronger
- **Tier IV+:** The Black Colonel may return as a mythic-level threat
- **Faction Hooks:**
  - Ykrul clans now owe the PCs a favor
  - Vilikari noble may offer ongoing employment
  - Ecktorian scholars want reports on the phenomenon
  - Free Companies seek missing comrades

## Module Creation Quick Reference

### Step-by-Step Module Creation:

1. **Choose a Generator Deck:** Pick the region that fits your theme (Black Banners for war, Mistlands for mystery, Silkstrand for intrigue, etc.)
2. **Draw Your Seed:** Draw until you have Spade (Place), Heart (Actor), Club (Complication), Diamond (Leverage/Resource)
3. **Identify the Highest Rank:** This determines your primary clock size and sets the epicenter of your adventure
4. **Apply Special Rules:** Check for Aces (ongoing omens), Face cards (powerful entities), and regional special mechanics
5. **Extract Core Elements:**
  - What makes this place unique?
  - Who is the key actor and what do they want?
  - What's the main complication driving tension?
  - What resource/leverage can help/hinder the PCs?
6. **Build the Narrative Hook:** Connect the seed elements into a compelling reason for PCs to care
7. **Create 2-3 Scene Clocks:** Primary conflict clock, NPC motivation clock, environmental/social pressure clock

**8. Design Key NPCs:**

- One antagonist/enigma (from the Heart)
- One ally/obstacle (connected to the Club)
- One red herring/information source (related to the Spade)

9. **Plan 3-Act Structure:** Opening discovery, deepening mystery, climax/resolution

10. **Add Custom Mechanics:** One unique rule that reinforces the theme

11. **Define Resolution Paths:** Multiple meaningful endings based on PC choices

12. **Create Campaign Hooks:** How this adventure connects to larger story arcs

**Pre-Rolled Adventure Modules**

**Template for Quick Setup:** Each pre-rolled module includes:

**Header Box:**

- Adventure Title and Theme
- Recommended Party Size and Tier
- Primary Deck Used
- Estimated Session Length

**Core Elements Section:**

- The Hook (1-2 paragraphs)
- Key NPCs with motivations
- Scene clocks with clear advancement triggers
- Custom mechanics (if any)

**Scene Cards** (3-5 key encounters):

- Scene Setup
- Potential Approaches (combat, social, stealth, etc.)
- Clock Advancement Opportunities
- Reward/Penalty Structure

**Resolution Matrix:**

- Success Conditions
- Partial Success Outcomes
- Failure Consequences

- XP Awards for Different Approaches

**Campaign Integration Notes:**

- How this fits into larger arcs
- Seeds for future adventures
- Faction relationship changes

**Sample Pre-Rolled Module: "The Merchant's Gamble" (Silkstrand)**

**Header Box:**

- **Title:** The Merchant's Gamble
- **Theme:** Economic intrigue, family honor, criminal underworld
- **Deck:** Silkstrand Generator
- **Party:** 3-4 PCs, Tier I-II
- **Sessions:** 2-3 sessions

**The Hook:** A prominent Silkstrand merchant family, the Theravels, has hired the PCs to investigate why their spice shipments keep disappearing. What should be a simple escort job becomes complicated when they discover the family's own heir is involved in the thefts.

**Deck Seed:**

- Spade (7 - Spindle Tower with creaking windlass-lifts)
- Heart (9 - Spinner-matron of the wormhouses)
- Club (8 - Silk-fungus blight)
- Diamond (10 - Exchange corner)

**Primary Clock: Exchange Corner Panic Clock** (8 segments) - How long before the market manipulation ruins the Theravel family?

**Key NPCs:**

- **Matron Theravel:** Family matriarch, desperate to save her house's reputation
- **Young Theravel:** Reckless heir who's been selling to the Blighters gang
- **Spinner-Matron Vessa:** Controls the silk market, orchestrating the manipulation

**Scene Clocks:**

- Exchange Corner Panic (8): Market destabilization
- Family Honor (6): Theravel reputation damage
- Blighters Gang (6): Criminal organization response

**Resolution Paths:**

- Expose the heir publicly (family ruined, 6-8 XP)
- Cover up for the family (market chaos continues, 4-6 XP)
- Blackmail the Spinner-Matron (wealthy but enemies made, 8-10 XP)
- Find legitimate solution (honorable but difficult, 10-12 XP)

**Campaign Adventure Arc: "The Fractured Crown" (Vhasia)**

**Arc Overview:** A 6-8 session campaign using multiple Vhasia draws to create a succession crisis affecting the entire region.

**Session Structure:**

1. **Session 1-2:** "The Empty Throne" - Initial crisis, multiple claimants emerge
2. **Session 3-4:** "The Noble's Gambit" - PCs choose sides, political intrigue deepens
3. **Session 5-6:** "The People's Voice" - Popular uprising, commoners get involved
4. **Session 7:** "The Military Question" - Army loyalty becomes decisive factor
5. **Session 8:** "The Coronation" - Final confrontation and resolution

**Campaign Clocks:**

- **Succession Crisis** (10 segments): How close is the kingdom to civil war?
- **Noble Conspiracy** (8 segments): How much have the nobles manipulated events?
- **Public Unrest** (8 segments): How angry are the common people?
- **PC Influence** (6 segments): How much power have the PCs accumulated?

**Major NPCs:**

- The Lame King's Regents (various factions)
- Claimant nobles (3-4 main contenders)
- Popular leaders (merchant guild, labor unions)
- Military commanders (split loyalties)

**Custom Mechanics:**

- **Faction Influence:** PCs can gain influence with different groups through successful rolls
- **Public Opinion:** Social rolls affect how the populace views the PCs and claimants
- **Military Support:** Certain actions can gain or lose army backing

**Resolution Options:**



- Support the "legitimate" heir (honorable but politically complex)
- Back a reformer (risky but potentially transformative)
- Install a puppet ruler (powerful but creates enemies)
- Prevent any coronation (chaotic but maintains status quo)

## GM Preparation Checklist

### **Before the Session:**

- Generate adventure seed using appropriate deck
- Create scene clocks with clear advancement triggers
- Prepare key NPCs with motivations and secrets
- Identify potential PC approaches and responses
- Prepare 2-3 Deck of Consequences draws for likely complications
- Set up custom mechanics and explain them clearly
- Plan resolution paths with meaningful differences
- Create campaign integration hooks

### **During Play:**

- Announce clocks clearly and update them visibly
- Connect player actions to clock advancement logically
- Offer meaningful choices that affect multiple outcomes
- Let clocks fill when fictionally appropriate
- Provide XP based on engagement and consequences