

THE CAMPAIGN AT A GLANCE

ONE-PAGE CAMPAIGN PLANNER · 1 OF 2

CAMPAIGN

SYSTEM

GENRE

PARTY / LEVEL RANGE

THE CAST

A name with a want and a secret beats a page of backstory.

NAME	WANTS	SECRET	TIED TO

FACTIONS

What are they doing while the party is busy elsewhere?

NAME	GOAL	ALLIES	RIVALS

PLACES

"Inside" keeps the map in order: the ward, the city, the coast.

NAME	INSIDE	WHY IT MATTERS

OPEN THREADS

Status: open · hot · quiet · resolved. Quiet threads are your foreshadowing list.

THREAD	STAKES	STATUS	LAST TOUCHED

OPENING BEAT

Start in motion.

LIKELY SCENES

Likely, not scripted.

SCENE 1

SCENE 2

SCENE 3

CLIFFHANGER OPTIONS

Two exits, either works.

CLUES TO SEED

Cross them off as they land.

NPCS ON STAGE

Who shows up, and what they want tonight.

REVEALS AND LOOT

What the party can learn or take.

POST-SESSION LOG

WHAT HAPPENED

THREADS MOVED

Five minutes, right after. Next week's plan starts here.

WHAT BECAME CANON

WHAT THE PLAYERS NOW KNOW
