

Campaign Planning Guide



Example

Purpose: The purpose of this document is to give a real example of how a GM might use story arcs, a story spine, acts and encounters to structure their campaigns enabling GMs to provide a story first, player centric style of game play. This becomes a guide for both the GM and the AI that can be adjusted as the sessions run their course enabling the story to be written through game play and dice rolls.

In this simple example I will build out

- **The story arcs & problems** - story arcs and problems are what the campaign is anchored around
- **A story spine** - helps the GM to think through the overall story of their campaign
- **The first act** - an act is like a chapter in a book
- **The first 3 encounters** - scenarios where players decisions and dice rolls write the story
- **Session Summary** - These are the summary notes from the session in a template format

We will use a simple campaign called "**The Shattered Heirloom**" to highlight this process.

Pixar's Story Spine

Pixar's Modified Story Spine Framework goes like this:

1. **Once upon a time** – Establish the setting and characters.
2. **Every day** – Show the status quo and introduce the problem.
3. **Until one day** – Present the inciting incident that changes everything.
4. **Because of that** (repeated) – Develop the plot through cascading events.
5. **Until finally** – Reach the climax or major turning point.
6. **And ever since then** – Conclude with the resolution.

Three outcomes:

- **Success:** Characters achieve their goal and resolve the conflict.
- **Failure:** Characters are unable to succeed, and consequences unfold.
- **Status Quo:** Characters achieve partial success, but issues remain.

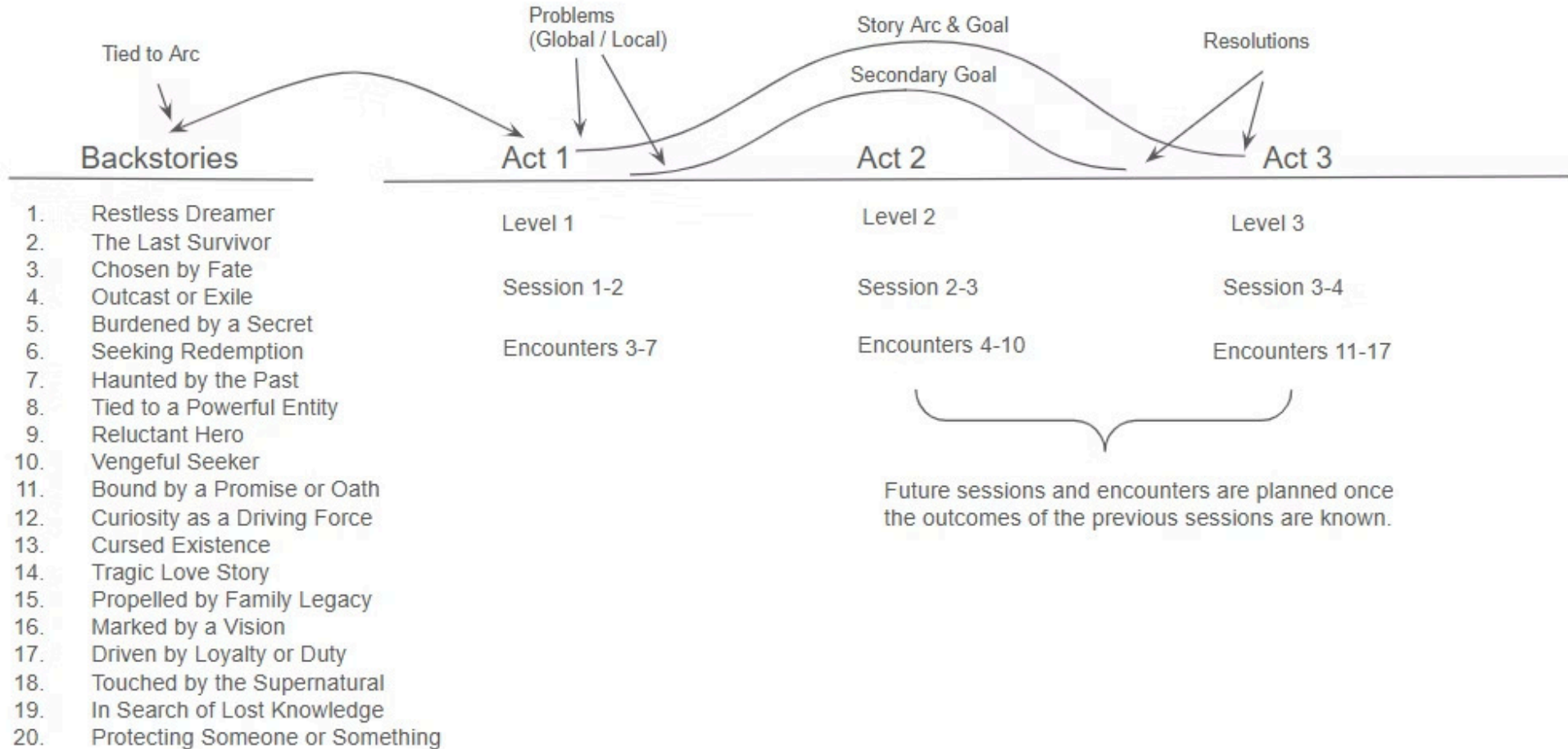
Pixar's Modified Story Spine Benefits:

1. **Clear Narrative Structure:** Pixar's Story Spine provides a clear, cohesive framework for building the campaign's storyline. This helps the GM ensure that the campaign has a logical progression—from setting the stage to introducing conflict and reaching a satisfying resolution.
2. **Character Growth and Player Engagement:** The Story Spine focuses on character-driven storytelling, which encourages deeper player engagement. By aligning the players' backstories and character development with the overall story arc, the GM can create meaningful opportunities for growth and change.
3. **Flexibility for Multiple Outcomes:** Using the Modified Story Spine helps the GM anticipate multiple outcomes, including success, failure, and status quo. This gives the campaign flexibility, allowing the GM to adapt based on player decisions and dice rolls. It also keeps players on their toes, as their choices have a direct impact on the storyline, creating a more dynamic and unpredictable gaming experience.



by **Danny McKeever**

Campaign Planning Example



Campaign: "The Shattered Heirloom"

Campaign Overview:

The party finds themselves caught up in a quest to recover a legendary artifact that has been shattered into three pieces, each holding the key to the fate of a cursed village. They must face betrayal, uncover secrets, and decide whether the village's redemption is worth the sacrifice.

Story Arc:

The village of **Hallowstead** has been cursed ever since an ancient heirloom was shattered by greed. The players must retrieve the missing pieces scattered across the region, dealing with dark spirits, bandits, and corrupted nobility to lift the curse and bring peace to the village.

Secondary Arcs:

1. **The Heir's Redemption:** The players must aid **Ronan**, a descendant of the noble family responsible for the heirloom's destruction. He seeks to redeem his family's name but struggles against internal enemies who want to keep the curse active for their benefit.
2. **The Veiled Shadows:** Strange dreams lead the party into the depths of an ancient forest, revealing that the artifact's shards hold the spirits of powerful druids who long ago sacrificed themselves to protect nature from an encroaching darkness. They now need the party's help to fulfill their purpose.

The Shattered Heirloom: Pixar Story Spine

Once upon a time, there was a cursed village named **Hallowstead**, which had been shrouded in darkness ever since an ancient heirloom, said to protect it, was shattered.

Every day, the villagers grew weaker and more despondent as the curse spread, taking their hopes and their will to live. Desperate for help, they called upon heroes to lift the curse.

Until one day, a group of adventurers—**Ronan Stormheart**, a paladin with a burdened family legacy; **Lyra Moonwhisper**, a druid haunted by visions; **Thorne Ashvale**, a rogue carrying a dark secret; and **Elena Dawnsinger**, a bard dreaming of heroism—arrived to take on the quest.

Because of that, the adventurers began their journey to find and retrieve the three shattered pieces of the heirloom. Along the way, they faced dark spirits and corrupt nobility, and uncovered secrets about the greed that had shattered the artifact in the first place.

Because of that, **Ronan** sought to redeem his family's name, confronting his ancestors' dark past and finding the strength to break free of the shame that bound him. **Lyra** struggled with her visions but learned to trust them and became a guide for the party. **Thorne** was forced to reveal that he had unwittingly stolen one of the pieces, and he worked to atone for his mistake. **Elena** found herself facing the reality that being a hero was not about glory, but about sacrifice and compassion.

Until finally, after collecting the shattered pieces and facing down the spirits of the long-dead druids who had sacrificed themselves, the adventurers reached a turning point where their actions would determine the fate of Hallowstead.

Outcome 1: Success

The adventurers managed to repair the heirloom and break the curse on Hallowstead.

The village begins to heal, and the people of Hallowstead regain their hope. **Ronan** finds redemption for his family, **Lyra** becomes a trusted guide and guardian of the village, **Thorne** earns the forgiveness of the villagers and the party, and **Elena** learns the true meaning of heroism.

Outcome 2: Failure

The adventurers fail to restore the shattered heirloom, and the curse consumes Hallowstead.

Despite their efforts, the curse proves too powerful, or they are betrayed by **Lord Alaric** or another figure working against them. **Hallowstead** falls into despair, its people succumbing to the dark magic. **Ronan** must live with the knowledge that he could not cleanse his family's legacy, **Lyra** feels she has failed both the spirits and the villagers, **Thorne** is haunted by the consequences of his past actions, and **Elena** realizes that heroism sometimes ends in tragedy.

Outcome 3: Status Quo

The adventurers retrieve the heirloom but fail to fully break the curse, leaving the village in a precarious balance.

The adventurers manage to collect the shattered pieces and partially restore the heirloom, weakening the curse but not fully lifting it. **Hallowstead** is left in a state of uneasy recovery—no longer fully cursed, but not yet free. **Ronan** feels partially redeemed but knows that more must be done, **Lyra** is still plagued by visions of the spirits calling for complete peace, **Thorne** finds himself torn between staying to help further or moving on, and **Elena** struggles with the reality that her dream of glory does not match the complicated reality of heroism.

Campaign Problems

Global Problem

The village of **Hallowstead** is cursed due to the destruction of a powerful heirloom. The players need to uncover information on what happened to the heirloom and where to find its shattered pieces.

Local Problem 1

The players learn that one of the heirloom pieces is in the possession of a powerful and dangerous entity that resides deep in the **Veiled Shadows**—an area feared by everyone in the village.

Local Problem 2

Thorne stole one of the pieces of the heirloom, unknowingly setting off a series of events that led to the curse becoming worse. The thieves betrayed him and left him for dead. The piece now resides at their hideout.

Local Problem 3

Ronan comes from the **Stormheart** family, which has long served as protectors of Hallowstead. However, Ronan's grandfather, **Lord Eamon Stormheart**, betrayed his duties and was involved in shattering the heirloom, causing the village to fall into despair. He carries his grandfather's journal, which hints at where the final heirloom's piece might be.



Act 1: A Village in Despair

The players arrive in **Hallowstead**, a village cursed since an ancient heirloom was shattered. They witness the dire state of the village and speak with villagers and the elder, learning about the heirloom's significance. Exploring the village and surroundings, they interact with key NPCs like **Lord Alaric**, uncovering clues about the heirloom's destruction. The players learn that the shattered pieces are scattered and must decide which piece to recover first. Act 1 concludes as the adventurers set out to find the first piece, hoping to lift the curse and restore hope to Hallowstead.

Act 1: Encounter Outlines

For each 4–5-hour gaming session I shoot for 4–7 prepared encounters and 1–2 random encounters.

(While encounters are labeled as 1,2,3. They can happen in any order after the first encounter based on the actions of the PCs.)

Encounter 1: Bandits

Encounter Overview

The players come across a skirmish in the outskirts of **Hallowstead** where a group of bandits clashes with a lone town guard and a wounded bandit named **Thorne**. They will witness the guard take a mortal blow. The scene is chaotic, with the guard attempting to defend himself while Thorne lies unconscious nearby, having been betrayed by his fellow bandits. The players witness the remaining bandits fleeing on horseback, taking with them one of the shattered pieces of the heirloom. This encounter serves to introduce the party to each other, rescue Thorne, and set the stage for their shared quest to recover the heirloom pieces.

Encounter Outcomes, 5 Minutes, Rule of Cool

As a GM, I plan encounter outcomes to guide the direction, and I consider "What If" scenarios, preparing notes for likely and alternate outcomes. I also ensure excitement in the first 5 minutes—through new information, an NPC, or combat—to engage everyone immediately. Lastly, I try and answer this question for each character "Wouldn't it be cool if [Insert Player Name] was able to do [Insert cool thing] during this encounter or session." This is player first thinking.

Here are the outcomes for this encounter.

Theme: Grime, Dark - Surprise for the characters.

Introduce the PCs to each other and the situation. Enable them to align on why they are there and what they know about the town. Enable Thorne to figure out his story that he wants to give to the other players.

Planning What If Scenarios:

- Parley (Talk to Someone):**

The players may attempt to talk to the bandits before engaging. If they do, the bandits will be aggressive and dismissive, leading the situation toward combat. The bandits are under orders to retrieve the heirloom piece, and any attempt at negotiation will be met with hostility. This leads naturally to the skirmish, giving players a sense that the bandits are desperate or dangerous.
- Trick (Stealth, Ambush, Lure):**

Players might try a stealthy approach to ambush the bandits or lure them into a trap. If they succeed, they may get the upper hand in combat by catching the bandits off guard. This approach will still lead to a skirmish, but the players will have an opportunity for a surprise round, adding excitement and a feeling of control. The bandits will still attempt to flee with the heirloom piece once they realize they're losing.
- Combat (Physical Combat):**

This is the intended outcome of the encounter, with the players witnessing the chaos of the bandit attack and the town guard taking a mortal blow. The combat serves to introduce the party members to each other through action, with each character able to showcase their skills and abilities. The players must act quickly to fend off the bandits and attempt to rescue **Thorne**, who lies unconscious.
- Discover (More Information):**

If the players choose to assess the situation rather than immediately engage, they can gain valuable context about the battle. They might notice that **Thorne** appears injured and separate from the other bandits, suggesting betrayal. They could also see that the bandits are focused on a particular item—hinting at the stolen heirloom piece. This approach allows them to strategize before entering combat and gives insight into Thorne's predicament.
- Avoid (Run Away):**

If the players decide to avoid the fight, the bandits will successfully flee with the heirloom piece. **Thorne**, left behind, will eventually regain consciousness and make his way to **Hallowstead**, where the players will encounter him later. This will delay the introduction of Thorne as an ally, and the players will have to find alternative means to pursue the bandits and recover the heirloom.

First 5 Minutes:

- The players encounter a chaotic bandit attack, where they see a lone town guard fall to a mortal blow, setting an urgent and dramatic tone. The **bandits flee on horseback**, taking with them a piece of the shattered heirloom. This creates immediate stakes and allows the players to leap into action, deciding how they will respond to the threat.

Rule of Cool

Ronan Stormheart (Human Paladin)

- Wouldn't it be cool if Ronan was able to charge into the fray, deflect multiple attacks with his shield, then use a loose rope to pull a bandit off his horse in one fluid motion, intimidating the rest into fleeing?

Lyra Moonwhisper (Half-Elf Druid)

- Wouldn't it be cool if Lyra called upon the forest's magic to summon thorny vines that erupted from the ground, tangling the bandits' horses and blocking their escape, then transformed into a wolf to chase down one of the fleeing bandits?

Thorne Ashvale (Tiefling Rogue)

- Wouldn't it be cool if Thorne regained consciousness just in time to grab a loose dagger, throwing it to cut the reins of a fleeing bandit's horse, forcing the bandit to lose control, then rolled to his feet to rally the party against the remaining enemies?

Elena Dawnsinger (Human Bard)

- Wouldn't it be cool if Elena strummed her lute to unleash a thunderous note that knocked a few bandits off balance, then used her charisma to taunt them and conjured an illusory wall of fire, sending the bandits into a panic?

Encounter 2: Arrival

Encounter Overview

As the players enter **Hallowstead**, they are met with a grim and desolate sight. The village is eerily quiet, with only a few villagers moving about, their faces hollow and eyes downcast. The once-vibrant fields are now barren, and buildings show signs of neglect and decay. A child coughs weakly as they cling to their mother, who gives the party a fleeting, weary glance before turning away. The air feels heavy, as if the village itself has lost its will to stand against the darkness.

Here are the outcomes for this encounter.

Theme: Grime, Dark - but Positive for the characters. They are here to help.

I want them to feel despair of the town. To get the feeling that they can do something good and get them excited about this adventure. To build suspense and telegraph what is to come.

Planning What If Scenarios:

- Parley (Talk to Someone): What I am planning for.**

The players may choose to approach a villager directly, such as **Greta Thornwillow**. Greta will provide an introduction to the village's plight, describing the curse and how it has affected daily life. They could also speak with other villagers to gather perspectives on the curse, the heirloom, and potential allies or adversaries within Hallowstead.
- Trick (Stealth, Ambush, Lure):**

The players might try to move stealthily to observe the villagers without drawing attention. They could hide to listen to conversations between villagers, potentially overhearing hints about **Lord Alaric** or the locations of important NPCs. If they attempt to lure someone for information, they may catch a villager unguarded and extract information about the mysterious curse. However, villagers are suspicious and easily spooked, so subtlety is key.
- Combat (Physical Combat):**

Combat should be avoided in this scenario, as the villagers are already weak and wary. If the players act threateningly, the villagers may become hostile, possibly calling for guards or fleeing in fear. The GM should encourage players to use diplomacy instead, emphasizing that these are innocent people who have already endured significant suffering. Any aggressive actions will make it difficult to gain trust later.
- Discover (More Information): This is interesting as well.**

Players may want to observe the surroundings for clues about the state of Hallowstead without directly interacting with anyone. They might notice the barren fields, the neglected buildings, and other signs of decay. Careful observation might reveal subtle magical corruption—such as strange symbols or unnatural changes in the environment—hints that tie the curse to the shattered heirloom and foreshadow future challenges.
- Avoid (Run Away):**

If players feel overwhelmed and choose to leave the village, they will miss key opportunities to gain allies and information. The GM can introduce a scene where a villager, like **Oswin** or **Elda**, sees them leaving and approaches to plead for their help, urging them to stay. This can serve to reinforce the gravity of the situation and provide motivation for the players to take up the quest.

Encounter Details

Greta is a middle-aged woman with a gaunt face and tired eyes. Her clothes are worn and patched, and her once-proud demeanor is now overshadowed by hardship. She clutches a small basket with a few withered herbs, her hands rough from work that yields increasingly less. Greta has lived in **Hallowstead** her entire life, and though she tries to be strong for her family, the curse has sapped her hope.

Short Dialogue between Greta Thornwillow and the PCs:



Greta (sighing deeply as she sees the adventurers approach): "If you're here for trade, I'm afraid you'll find nothing but despair. The fields are barren, and our healer's herbs grow weaker by the day."

PC: "We're actually here to help. We've heard about the curse on Hallowstead."

Greta (looking at them skeptically): "Help, you say? Others have tried and failed. The curse... it's in the very soil beneath our feet. My boy, Sam, hasn't smiled in weeks. If you can lift this darkness, you'll have my gratitude, but forgive me if I no longer dare to hope."

PC: "We won't give up easily. Can you tell us more about what's been happening here?"

Greta (nodding solemnly): "It all began when the heirloom was shattered. Since then, the fields withered, and our spirits broke. Most of us can barely make it through the day. If you're serious about helping, find what's left of that heirloom. It's our only chance."

Encounter 3: Tavern

Tavern Name: The Weary Willow

Encounter Overview:

After the players' somber entry into **Hallowstead**, they make their way to the local tavern, **The Weary Willow**. The tavern is dimly lit and filled with the scent of stale ale and smoke. It is one of the few places where the villagers still gather, but the mood is far from festive. The room is quiet, with a few patrons gathered around tables. The tavern keeper nods in their direction, but the overall mood remains dark and cautious. As the players take a seat and begin to converse with the patrons, the atmosphere shifts, growing tense as one of the PCs is recognized as being related to the **Stormheart family**—the family tied to the curse. Suspicion and resentment surface, but this also offers the PCs a chance to explain themselves and prove their intentions to help.

Tavern Occupants:

- Marla Greystone (Bartender)**
 - Description:** Marla is a sturdy woman in her forties, with short-cropped gray hair and sharp, watchful eyes. She moves with practiced efficiency, her hands roughened from years of tending the bar. Her face holds a weary expression, but her voice is steady, and she clearly cares for her patrons. Despite her tired demeanor, she greets newcomers politely, though her smile never quite reaches her eyes.
- Oswin Bright (Barmaid)**
 - Description:** Oswin is a young, thin woman with auburn hair tied back in a loose braid. Her clothes are patched but clean, and she moves with an easy grace between tables, serving drinks and clearing plates. She tries to bring warmth to the room, offering gentle smiles to the patrons, but it's clear that the heaviness of the village's curse weighs on her as well. She listens carefully to the players' words, taking note of anything that might help Hallowstead.
- Rurik Farrow (Local Farmer)**
 - Description:** Rurik is a weathered man in his fifties, with a sunken face and dirt-stained hands. His eyes carry the hollow look of someone who has lost too much. He sits at the bar, nursing a half-empty mug of ale. Rurik is deeply distrustful of outsiders, especially those connected to the nobility, and when he hears one of the players' names, he immediately grows hostile, blaming the Stormhearts for the village's misfortune.
- Elda Varis (Local Herbalist)**
 - Description:** Elda is a soft-spoken woman in her sixties, with long gray hair braided down her back. She wears a cloak adorned with dried herbs and charms meant for protection. She sits quietly in the corner, observing the players, and seems curious about their intentions. Though initially suspicious, she is willing to speak with them if they show genuine concern for the village's suffering.
- Garen Hollow (Local Blacksmith)**
 - Description:** Garen is a tall, muscular man in his thirties, with soot-stained clothes and arms scarred from years of smithing. He sits at a table near the fireplace, staring into the flames. He has a strong sense of duty to Hallowstead and is fiercely protective of the villagers. When the players reveal their connection to the Stormhearts, Garen's expression darkens, but he listens to their intentions before passing judgment.

Encounter Outcomes:

- Theme:** The encounter emphasizes **grime and darkness**, reflecting the despair of Hallowstead, but the players are given an opportunity to prove themselves. The challenge is to overcome the villagers' mistrust and plant seeds of hope.
- Mood Shift:** Initially somber, the mood grows sour when the connection to the **Stormheart family** is revealed. The players must diffuse the situation by demonstrating their willingness to help, setting the tone for their role as potential saviors of the village.

Planning What If Scenarios:

- Parley (Talk to Someone):**

The players can talk to **Marla**, **Elda**, or **Garen** to gather information about the curse and the villagers' feelings. **Rurik** may be confrontational, but the players need to decide whether to placate him or prove their intentions.
- Trick (Stealth, Ambush, Lure):**

The players might try to eavesdrop on conversations or use stealth to gather information. **Oswin** may notice this and confront them discreetly, depending on their approach.
- Combat (Physical Combat):**

Combat should be avoided, but if players act aggressively, **Garen** will stand up to protect the other villagers. The GM should try to de-escalate, redirecting players to diplomacy.
- Discover (More Information):**

Players who observe carefully may notice **Elda's** herbal charms, suggesting her knowledge of the village's magical history. She can provide insight into the heirloom's origins if approached respectfully.
- Avoid (Run Away):**

If players attempt to leave, they will miss crucial information, but **Oswin** may discreetly follow and call them back, urging them to reconsider.

Campaign Outline Template

For each campaign, I start by creating a **campaign outline** with the help of AI. Once I'm satisfied with the outline, I use it as the **foundation for the AI** to develop further details—such as encounters, NPCs, backstories, dialog, personalities, items, books, and local history. This outline serves as the backbone of my campaign, providing a flexible structure that I can expand, adjust as the sessions unfold, and keep updated with my latest session notes.

Campaign Title: The Shattered Heirloom

Campaign Overview:

What is the world and setting of the campaign?

The Shattered Heirloom follows the adventurers as they navigate a cursed land, dealing with dark spirits, corrupted nobility, and the consequences of greed and betrayal. Set in the desolate village of **Hallowstead** and its surrounding forests and ruins, the campaign explores themes of redemption, sacrifice, and breaking free from the sins of the past.

Introduction:

What is the campaign about?

The campaign begins in **Hallowstead**, a village haunted by a dark curse. The adventurers are drawn there, each motivated by their personal ties to the village or their desire to aid the oppressed. The players witness firsthand the suffering of the villagers and learn of the ancient heirloom that once protected them. **Their task:** recover the three shattered pieces of the heirloom and break the curse.

What is the story spine?

Once upon a time, there was a cursed village named **Hallowstead**, which had been shrouded in darkness ever since an ancient heirloom, said to protect it, was shattered.

Every day, the villagers grew weaker and more despondent as the curse spread, taking their hopes and their will to live. Desperate for help, they called upon heroes to lift the curse.

Until one day, a group of adventurers—**Ronan Stormheart**, a paladin with a burdened family legacy; **Lyra Moonwhisper**, a druid haunted by visions; **Thorne Ashvale**, a rogue carrying a dark secret; and **Elena Dawnsinger**, a bard dreaming of heroism—arrived to take on the quest.

Because of that, the adventurers began their journey to find and retrieve the three shattered pieces of the heirloom. Along the way, they faced dark spirits and corrupt nobility, and uncovered secrets about the greed that had shattered the artifact in the first place.

Because of that, **Ronan** sought to redeem his family's name, confronting his ancestors' dark past and finding the strength to break free of the shame that bound him. **Lyra** struggled with her visions but learned to trust them and became a guide for the party. **Thorne** was forced to reveal that he had unwittingly stolen one of the pieces, and he worked to atone for his mistake. **Elena** found herself facing the reality that being a hero was not about glory, but about sacrifice and compassion.

Until finally, after collecting the shattered pieces and facing down the spirits of the long-dead druids who had sacrificed themselves, the adventurers reached a turning point where their actions would determine the fate of Hallowstead.

The Assemblage of Heroes:

Who are the key characters, and what motivates them?

The adventurers are a diverse group, each with unique motivations:

- **Ronan Stormheart**, a paladin seeking to cleanse his family's name, driven by the burden of his ancestors' betrayal.
- **Lyra Moonwhisper**, a druid haunted by visions of the heirloom's power and the restless spirits calling for balance.
- **Thorne Ashvale**, a rogue carrying a dark secret—his involvement in the theft that led to the heirloom's shattering.
- **Elena Dawnsinger**, a bard dreaming of heroism, eager to bring hope to a village that has lost all hope.

Together, they must put aside their differences and work together to uncover the truth behind the shattered heirloom.

Important NPCs

- **Greta Thornwillow:** A weary village elder who provides the adventurers with information about the curse and guides them toward their quest to recover the heirloom pieces.
- **Lord Alaric:** A noble with hidden motives connected to the heirloom's destruction. He serves as both an antagonist and a source of key information about the heirloom's origins.
- **Marla Greystone:** The bartender at **The Weary Willow** tavern, who subtly supports the adventurers by providing a place to gather information and build local alliances.
- **Elda Varis:** The village herbalist, who holds knowledge of the magical aspects of the curse and assists the party by providing clues about the heirloom's powers.
- **Rurik Farrow:** A distrustful farmer who blames the **Stormheart family** for the village's suffering, representing the resentment and mistrust the adventurers must overcome to gain the villagers' support.

The Catalyst of the Quest:

What triggers the quest for the adventurers?

The quest is triggered by one of three events:

1. **A spirit's plea:** The players encounter a restless spirit near Hallowstead's ruins, revealing the origin of the heirloom and the betrayal that led to its shattering.
2. **The Elder's Desperation:** The village elder begs the adventurers to save the village, providing them with a partial map and clues pointing to the locations of the shattered pieces.
3. **A Bandit Attack:** The adventurers thwart a bandit attack on Hallowstead's outskirts and discover that the bandits are in possession of one of the heirloom's pieces.

Possible Outcomes:

What are the possible results of the campaign?

1. **Failure:** The adventurers fail to restore the heirloom, and the curse consumes **Hallowstead**, turning it into a ghost town lost to darkness.
2. **Success:** The adventurers successfully restore the shattered heirloom, lifting the curse and bringing hope back to **Hallowstead**. The village begins to heal, and the heroes are remembered as saviors.
3. **Partial Victory:** The heroes recover the heirloom but fail to fully lift the curse. The village is saved for now, but lingering elements of the curse remain, hinting at future threats.

Rewards:

What rewards are the adventurers seeking?

1. **The Reforged Heirloom:** An artifact that grants protection and the power to commune with the spirits of the village, tied to the balance of the land.
2. **Ronan's Redemption Shield:** A shield once carried by Ronan's ancestor, now purified, representing the redemption of the **Stormheart** family.
3. **Lyra's Spirit Amulet:** A mystical amulet that allows **Lyra** to call upon the druids' spirits in times of need, enhancing her connection to nature and their wisdom.

Session Summary Template

10/2/24 The Shattered Heirloom - Act 1, Session 1

What happen in the last session?

Summary of the Session:

The adventurers began at the outskirts of **Hallowstead**, facing bandits in a skirmish, rescuing **Thorne** and a town guard. Entering the village, they witnessed the despair caused by the curse. **Greta Thornwillow** shared the village's suffering and directed them to **The Weary Willow** tavern. There, tensions rose when **Rurik Farrow** recognized **Ronan's** connection to the **Stormheart family**, but the adventurers gained reluctant support from the villagers.

The session concluded with the adventurers setting out to recover the first heirloom piece, determined to help **Hallowstead**.

Encounter 1: Bandits' Betrayal

The adventurers arrived at a skirmish where bandits fought a lone town guard. **Thorne Ashvale** lay unconscious after betrayal by his bandit companions. **Ronan** was not able to protect the guard, **Lyra** used magic to bind a fleeing horse, and **Elena** disoriented the some of the bandits. **Thorne** awoke after a healing spell, but most of the bandits fled with a piece of the heirloom. Revived, **Thorne** assured the group of his desire to help.

Encounter 2: Entering Hallowstead

Entering **Hallowstead**, the adventurers experienced the eerie despair brought on by the curse—barren fields and hollow-eyed villagers. **Greta Thornwillow** explained the shattered heirloom's tragic effect. **Ronan** pledged their help, and **Elena** comforted a sick child. **Greta** directed them to **The Weary Willow** tavern for more information.

Encounter 3: The Tavern - The Weary Willow

At **The Weary Willow**, **Marla Greystone** greeted the adventurers cautiously. Tension grew when **Rurik Farrow** recognized **Ronan's** family ties to the **Stormheart** legacy, blaming them for the village's curse. **Ronan** calmly explained his intention to restore his family's honor. **Garen Hollow** and **Elda Varis** eventually showed reluctant support, allowing the party to gain some allies for their quest.

Key Learnings:

- **The Heirloom's Curse:** The shattered heirloom cursed **Hallowstead**, affecting crops, health, and spirit.
- **The Bandits and Heirloom Piece:** Bandits have one heirloom piece; **Thorne** was betrayed and left behind.
- **Tensions in Hallowstead:** **Ronan's** family ties caused distrust; the party must earn villagers' trust.

Player Character Directions

- **Ronan:** Ronan is eager to learn more about his family history and lineage. In a future session, consider allowing him to discover a painting that reveals part of his family's heritage.
- **Lyra:** Lyra wants to better understand the magic behind the curse. A future session could feature a dream in which she connects with an ancient druid, offering insights into the curse's origins.
- **Thorne:** Thorne is interested in honing his skills with daggers, particularly in handling and throwing them. He could come across a finely crafted set of daggers etched with mysterious symbols, adding depth to his exploration.