

FIRST ADVENTURE WORKSHEET

Core Threat/Opportunity

Based on results of initial Seasons Change move. Should be external, nearby. If there's a threat, it should be Stonetop's problem and urgent; write it up per the THREATS chapter.

How will the threat/opportunity present itself? When? Where? To whom? Don't finalize details, but use this to inform next steps.

Setup Questions *ask these at start of play*

What details need to be true for your hook to make sense? Ask leading questions to establish those.

What setting elements will play a significant role? Ask a question about each, to familiarize the players with them.

What do you want to foreshadow? Ask questions that do that.

Who will you ask each question? In what order? Is everyone involved? Can/should any of these be "love letters" instead?

Goals for the first adventure

- ☉ Paint a picture of daily life
- ☉ Explore relationships
- ☉ Identify what's important to them
- ☉ Push them into the field
- ☉ Establish details, leave blanks
- ☉ Play up both the mundane and the mysterious
- ☉ Draw them back home

First Scene *a specific place/time; establish mundane life*

When & where (set it just before the hook, near where it will happen)

What's going on? (establish mundane life, pertinent details)

Questions to ask (explore mundane life, relationships; elaborate on setup)

Homefront moves to make (avoid significant conflict)

The Hook *the threat/opportunity presents itself!*

Finalize details: When and where? To whom? What GM moves will you make? What questions will you ask?

Does the hook involve all the PCs? Does it give them all a chance to react?

Reactions

See what the PCs do. Plan some NPC reactions/homefront moves, and questions you'll ask the PCs.

If they take the hook, turn over! 

If they don't take the hook, what moves will you make?

Chart a Course *how they'll get to there*

Where are they going?

To get there... pick all that make sense; link with and/or as appropriate. Tell them these requirements.

Add details (GM moves, dangers, discoveries, Die of Fate rolls, etc.) to each requirement.

- ☐ *You must first travel to __, & from there to your destination*
- ☐ *You must wait until __*
- ☐ *You need a guide/map/directions*
- ☐ *You'll need to bring __*
- ☐ *The way is perilous, plagued with dangers*
- ☐ *You need to watch out for __*
- ☐ *You risk getting lost*
- ☐ *You must surmount/cross/brave __ on the way*
- ☐ *The terrain is treacherous; you risk injury on the way*
- ☐ *The way is grueling; you risk exhausting yourself/your resources*
- ☐ *You risk drawing the attention of __*
- ☐ *It'll take at least __ days (and rations, each)*

Number the requirements from Chart a Course and your Points of Interest in the order you intend to resolve them. When they head out, present them in order but adjust as needed (this is a plan, not a railroad).

Recruit

Who's willing (or demands) to go with them? Who might they convince to join them (via Recruit)? Write them up as followers.

Points of Interest

List out the notable spots they'll encounter on the way. For each, include all that make sense: name, impressions, questions, instinct, GM moves, player moves, dangers, discoveries.

Dangers & Discoveries

Monsters, hazards, NPCs, treasure, arcana, etc. they might encounter.