

Scene	Setting	Action	Conflict	Point	POV	Emotional Change							
Oddna tells the Duke to Leave	Tower of Mist	Somewhat neurotic wizard asks nicely, but does something very, very mean. Gauntlets of Self-Abuse		This world is politically dangerous	Duke	Duke is in power, at ease, Duke in fear for his life			Oddna Gives the Duke a set of fine gauntlets in a case		I'm sorry for putting you through this	Throws the Duke out, but wants the Duke to like him.	Gauntlets turn out to be Gauntlets of self-abuse.
Kid tries to rent a sword	Boltac's Store	Kid tries to rent a sword	Oddna v. Duke. Boltac says all sales are final -- Also want's to save the kid from himself		Boltac	Boltac is grumpy, Boltac give up hope.	Boltac bashes kid on the head and puts him across the street	Kid asks for a magic sword -- Boltac hints at his terrible past.					
Rattick comes to sell the Jewel	Boltac's Store	Rattick selling a jewel.	Rattick wants lots of money, Boltac wants a little	Rattick sucks	Boltac	Boltac is grumpier							
Maid buying travel supplies	Boltac's Store	Maid buying a good sharp dagger	Boltac wants to know why she's leaving, she doesn't tell him.	Coins are evil.	Boltac	Boltac is worried and grumpy.		"We, I mean, I, I am going on a journey."					
Boltac gives the kid a sword	In front of inn.			Save the Cat, set up that his store has magical defenses.	Boltac	Feels less down in the dumps.	"Thinks to himself, he'll need a good sword -- and shuts off the memory."						
Boltac flirts with Asarah	The Inn		Boltac won't admit he loves her	set up Asarah,	Boltac	She shames him becuse he can't admit his feelings.	Goes to bar. Asks asarah is he can borrow an ale. Oddna leaves -- Boltac finishes his mutton sandwich and goes to bed.						
Oddna talks to Boltac	The Inn	Oddna talks to Boltac	Oddna wants Asarah	They agree that adventurers are a pain.	Boltac	feels like therer are other sane people in the world.							
Rattick leading the Party	woods	Rattick saves them from the horde of Orcs	They don't know if they can trust Rattick	Rattick earned there trust.	Rattick		Flash back to them equipping themselves at Boltac's		Rattick earned the coin of their trust -- and, for Rattick, coin wasn't for saving, it was for spending.				
Orc's attack	Robrecht	Boltac watches with a cup of tea. When asarah is kidnapped he tries to stop them. Knocked out and left for dead.			Boltac								
Rattick betrays the party to the Troll	woods	Rattick leads the party into an ambush	Rattick v innocents	Rattick is a real bastard, and can't be trusted.	Rattick		Sees the orcs returning, hides and waits for more adventurers to come.						
Boltac wakes up	street	goes to castle, finds that everyone has left.		No one is in charge	Boltac		Seed Library						
Boltac trying to make a mutton sandwich in the ruins of town	THe inn	He realizes that it's not the sandwich, it's aSarah that made life worth living.	Him vs. entropy. Him v. himself.		Boltac				TERRIBLE PAST				
Boltac equips himself	Robrecht	Kid joins up. The remaining townspeople gather to see him off.	Him v. kid	He takes up the call to action.	Boltac		You carry the bag.	Kid tells him that his girl betrayed him. Turns out it was a con. Everybody's always taking advantage of me.	Oddna's Sword of Perfidious Sharpness	The woods	Having raided Oddna's Tower for magical items, he pulls a sword which forces him to kill his companions.	Trying to save his friends from wandering monsters.	
Rattick jumps them	Woods	Boltac beats the hell out of him. Then hires him as a guy		Wait, maybe we don't know this character.	Boltac (maybe the kid								
Boltac defeats the troll	dungeon	kid leaps to action. Boltac says, save it. This isn't fair, reaches in the bag and pulls out the mace.	Boltac v. Troll		Kid		Now we take out that wizard. THere's a bit difference between defeating a troll and defeating an evil wizard -- or evil thief - sir, you malign me -- I'm gonna make him an effort he can't refuse	Boltac hires Rattick					

