

# SESSION PLANNER

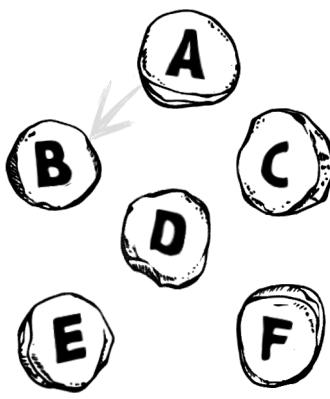


**RECAP** SUMMARIZE IMPORTANT EVENTS & SPRINKLE WITH LORE.  
PRO TIP: ASK PLAYERS TO RECAP FIRST, THEN FILL IN THE GAPS.

**STRONG START** TRY TO FOCUS THE PLAYERS & HELP GET THEM  
CLOSER TO THE ACTION. WHEN IN DOUBT, START WITH A FIGHT!

## POSSIBLE SCENES

PLAN ON 1-2 SCENES PER HOUR. NAME THE SCENES WITH THE LOCATION AND THE PRIMARY OBSTACLE. PRO TIP: AVOID RAILROADING BY CROSS-CONNECTING SCENES IN THE DIAGRAM!



A

B

C

D

E

F

## CLUES & SECRETS

THINK OF 10 PIECES OF INFORMATION YOU COULD REVEAL. CONSIDER A HANDOUT OR A PROP!  
PRO TIP: CIRCLE THE NUMBER AFTER YOU REVEAL A CLUE, NO NEED TO PLAN REVEALS AHEAD.

1

2

3

4

5

6

7

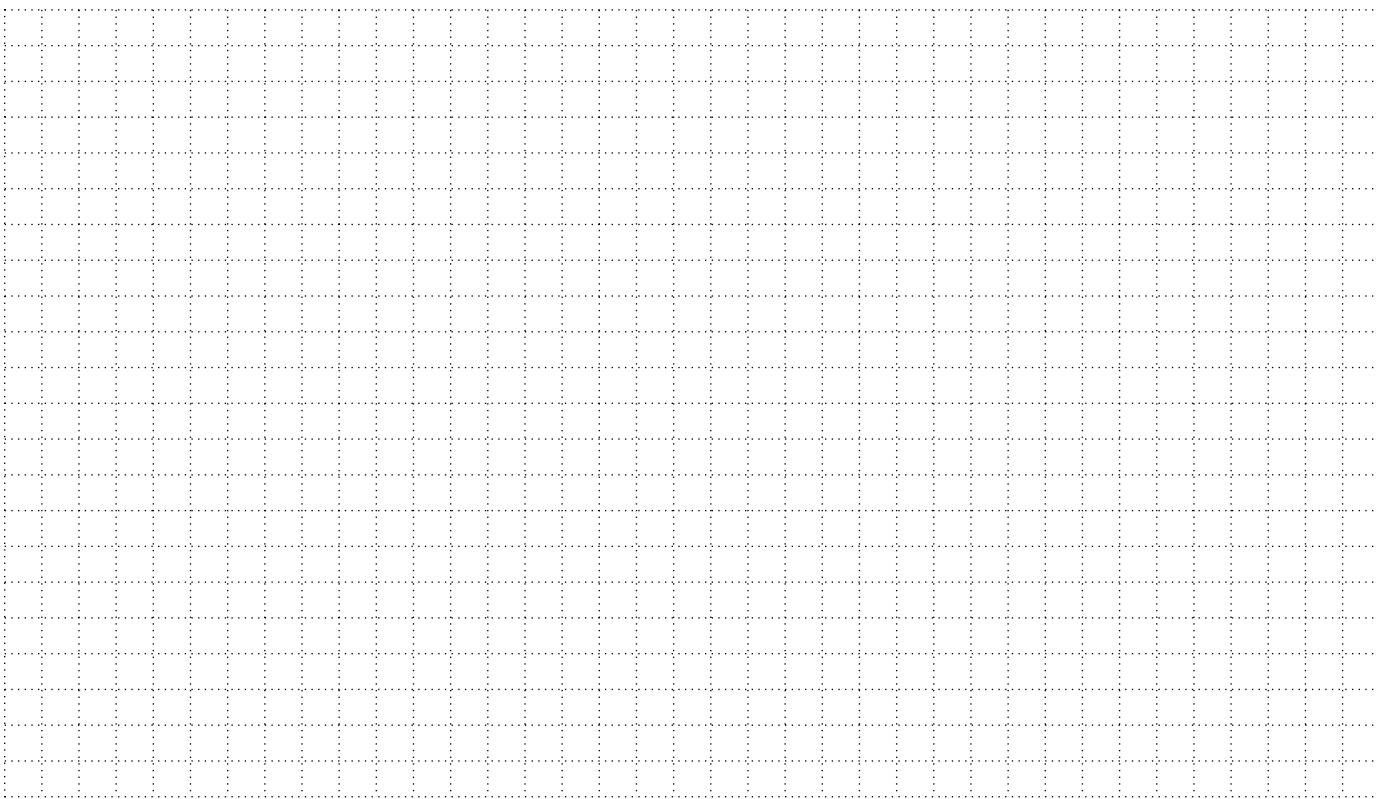
8

9

10

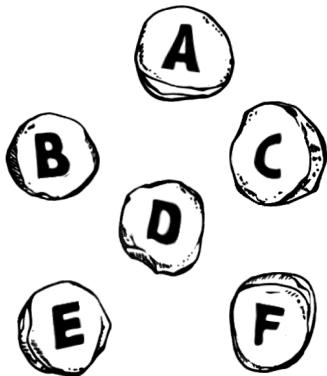
# AREA MAP

VISUALIZE HOW YOUR SCENES RELATE. NO PRIZES FOR ARTISTRY HERE! JUST PASTE SOMETHING IN OR DRAW BUBBLES & LINES. PRO TIP: NOTE ANY TRAPS & OBSTACLES THAT OCCUR IN THE TRANSITION BETWEEN SCENES!



## ROUNDUP

DURING/AFTER THE SESSION, JOT DOWN WHAT LIKE ACTUALLY HAPPENED. WHAT SCENES & ENCOUNTERS ACTUALLY RAN, AND IN WHAT ORDER? RECORD ANY IMPORTANT DETAILS FOR NEXT & FUTURE SESSIONS.



## CHARACTERS

NOW CONSIDER EACH PLAYER. HOW DID THE EVENTS OF THIS SESSION CONTRIBUTE TO DEVELOPING THEIR CHARACTER? WHAT DO YOU NEED TO REMEMBER? WHAT CAN YOU BUILD ON NEXT SESSION?

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |