

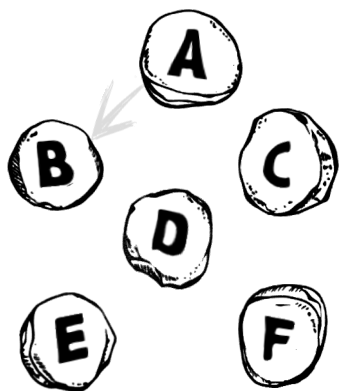
SESSION PLANNER



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

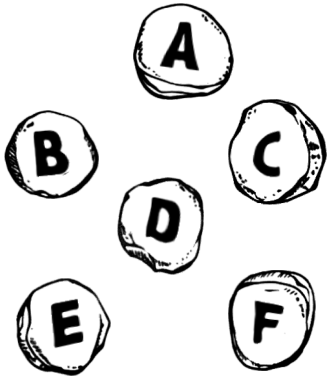
AREA MAP

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!

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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.

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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?

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