

Session Structure

Opening: Establish scene, location, immediate goal. "You're two days from Khal-Rim when the wind shifts. Your weather worker senses a superstorm forming."

Rising Action: Players make checks, skills degrade, complications arise. Let them decide when to catch their breath.

Complication (Catch Your Breath): When players reset skills, introduce new threat from complication table. Don't punish them—escalate tension.

Climax: Major challenge that resolves immediate threat but opens new questions or long-term consequences.

Resolution: Breathe. Reward progress. Tease next session.

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