

Plots

1. Plots, as I see them tend to have five stages.
 - i. Plot Hook and initial barrier
 - ii. A non-combat challenge
 - iii. Obstacles to overcome
 - iv. A major final encounter
 - v. An unexpected twist or gateway to further adventure
2. The part where things are most likely to go 'wrong' is when the players bypass the plot hook.
3. Breaking your plots down into the five stages each on its own note.
4. Swap out parts that don't work.
5. Slot in three plot hooks into every session (it means the characters have options).
6. Plot hooks not taken can be recast in a different style and offered up again at a later date.
7. Making the adventures modular means this isn't a problem.
8. Remember! No adventure survives contact with a player character.

