

Stakes

1. High stakes encounters are tenser, have consequences, and keep the players engaged.
2. As the adventure progresses, add multiple stakes to otherwise simple encounters
3. Classic stakes are innocents/hostages, increasing the numbers of foes/reinforcements and deteriorating environment – like a burning bridge or collapsing roof.
4. A good stake either makes the party move when they wouldn't want to. Or, it the party has to make a decision, after they have made their plans.
5. A great stake does both.
6. If someone is throwing grenades around, roll initiative for it. If you don't know when it is going to go off, it raises the stakes! The same is true for burning bridges, collapsing gantries, and exploding barrels.

