



CHAPTER 6 STORY KITS

DYNAMIC SCENARIOS

Story kits are modular, do-it-yourself scenarios designed to spark your creativity and get your imagination racing. They're not fully fleshed-out adventures—they're flexible frameworks loaded with evocative ideas, dramatic moments, and narrative twists that you shape into your own story. Each kit is packed with tension-filled prompts, intriguing setups, and compelling challenges, but it won't hold your hand. Instead, it gives you the tools to craft a unique experience that fits your table. Pair them with our light GM tools in Chapter 7 to flesh them out even more before running them.

Story kits are great for one-shots or 2-3 session arcs. Some of them can even be expanded to kick off or take up a full campaign. Each of the story kits has the following parts:

Hooks to introduce it to your PCs.

Intro text to tell what it's mainly about.

Pressure pools keep the events unfolding in dramatic fashion, rolled to build tension and keep things moving. Roll them as it feels right to keep the scenario moving along or when prompted by the fiction.

Pressure pools also use these icons.

- At 0d, the linked pool can be rolled.
- At 0d, reset the pool and use it again.
- At 0d, triggers a roll of the next pool.
- At 0d, the scenario comes to a close with a dramatic move or drastically change.

Useful pieces are props, NPCs, and more that form the backbone of the story kit.

Set It Up has you make some choices that drastically change how things play out.

Example challenges highlight likely situations but aren't prescriptive—use them as inspiration for what might unfold.

Mix it up suggests twists to radically shift the scenario, perfect for replays.

A PLAGUE OF GOBLINS

A note nailed to a sign reads, "Dreghill at night—keep walking." A shoe lies abandoned in the square, bloody and torn. Arriving just after sunset, things are quiet—far too quiet, really.

Each night, doors lock, windows shut, and DREGHILL VILLAGE holds its breath as the goblins come. Fighting back only led to disappearances, so now they stay inside and refuse to speak on what happens at night. It keeps their sanity, and keeps self and neighbor alike safe from the goblin plague that transforms them all.

4d | NIGHT FALLS

- Someone locked outside.
- Granary catches fire.
- PCs ambushed in the square.

4d | DAWN BREAKS

- Prominent villager lies dead.
- Doors smashed all over town.
- Villager babbles in goblin tongue.

4d | TOWNSFOLK SNAP

- Enraged mob chases off PCs.
- Neighbors turn on each other.
- Permanently turn into goblins.

USEFUL PIECES

VILLAGERS: Honest, hard-working people that put up a united front against nosy outsiders.

- Refuse to speak on the problem.
- Disappear entirely after sundown.
- Friendly enough, otherwise.

THE WELL: Life in DREGHILL seems to revolve around the small square in the center of the village.

- Emits a peculiar metallic smell.
- Villagers insist on gathering there.
- Goblins are drawn to it.

MELLA GORTIS (*village elder, deceased*): The closest thing the village has to a leader, she is well-trusted by all.

- Always gets in the PCs's way.
- Curses in goblin tongue.
- Has a soft spot for outsiders.

SET IT UP

GOBLIN PLAGUE: Choose 2 causes of the sickness and 1 odd thing that's ultimately a false trail.

- Villagers started eating exotic roots.
- A Hag (pg. XX) in the forest.
- Dead goblin in the well.
- Goblin relics from a mine.
- Farmer acting really suspicious.

DEATH: Choose 1 usual outcome when a goblin dies and 1 rare possibility that's always untimely.

- Dies like a goblin normally would.
- Reverts into a human, dead.
- Reverts into a human, alive.
- Releases a cloud of plague spores.
- Random one of the above.

DESIRES: Choose 2 goblins crave with wild abandon and 1 that strikes them with irrational dread.

- Sticky things
- Flames
- Weapons
- Sunrise
- Hijinx
- Animals
- Humans
- Kindness

4d | ASK ONE QUESTION

- Tightly sealed lips
- Strength in numbers
- MAKE EXCUSES
- CHANGE SUBJECTS
- IGNORE REASON

X 4d Anger Villagers

4d | FALSELY ACCUSED

- Since you came, chaos
- Town hates outsiders
- NEED A SCAPEGOAT
- MISJUDGED EVIDENCE
- FALSE WITNESSES

X 4d Found Guilty

8d | CHASE 'EM DOWN

- Know the town well
- Fit into small spaces
- MAD SCRAMBLE
- GOBLINPILE
- JOKE

X Lose the Trail

6d | GOBLIN AMBUSH

- Super sneaky
- Night-vision
- JUMP FROM ABOVE
- BITE NECK
- YELL FOR HELP

X Kill a Goblin

MIX IT UP Mella Gortis is a hag in disguise—villagers originally goblins—goblin village with A Plague of Humans



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- ☐ A **HAG** (pg. 106) in the forest.
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- ☐ *Shiny things*
- ☐ *Flames*
- ☐ *Weapons*
- ☐ *Sunrise*
- ☐ *Hijinx*
- ☐ *Arcana*
- ☐ *Animals*
- ☐ *Bell tolls*
- ☐ *Humans*
- ☐ *Kindness*

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- * *Strength in numbers*

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