



## Venturing Forth

Once you have assembled your adventuring party, you're ready to set out. If this is your first game and you are just starting, go ahead and begin with the adventure. If you are continuing a game have someone start with the session recap.

## Recap

What happened in the last session? One of the players should volunteer to offer up a story of events from the last session to remind the other players what was happening. Who are the NPC's involved? What were the location and situation? Where did you all leave off?

- ◆ If everyone is well reminded of the vents from the last session the player giving the recap earns 1 point of XP.
- ◆ You cannot give the session recap two times in a row, remember to share the spotlight.

## Missed a Session

Did you miss a session? That's fine, it happens from time to time. Tell the group where your was character and what they were doing while you were away if you missed the last session.

Make sure your story coincides with the groups' situation. Tell them how you have been helping.

You can earn rewards for telling the story of what your character was doing while you were going. This helps you not lag so far behind the others.

- ◆ Earn a point of XP for what your character was doing while away.
- ◆ Check a skill related to that at the beginning of the session.

## Choose Spells, Prayers & Spell Songs

If you are playing a Magic-User, Cleric, or Elf and coming fresh from a town or camp choose what Spells, Prayers, or Spell Songs you have prepared and memorized for the coming adventure. Skip this step if you're jumping back into the middle of the action.

## Write Drives

After taking a brief moment to consider the situation at hand, write new drives for your characters to push towards this session. If you'd like to keep your old Drive from the last session, that's fine too.

## Review Experience

Before you jump back in, take a moment to review your character's XP descriptors. It's a best practice to think of ways you might leverage those circumstances in the coming session to maximize your XP gained!



## Team Captain

Elect a team captain if you are setting out on a new adventure from town. This could be the character that found the lead to the adventure, or the one best suited given the circumstances. Either way, the team captain is responsible for settling disputes that arise among the adventuring party.

## Map Maker & Note Keeper

Decide on who's drawing the map session. It should probably be the one who did it last session if you're continuing an ongoing adventure. Someone should also keep notes of locations explored, NPC names, location names, etc.

## Joining the Party

If you're joining an ongoing group, I'm sure they're glad to have you! Come a few minutes early so that the GM can help you make your character. Please don't expect everyone to wait for you, that's bad table behavior.

- ❖ The GM will introduce your new character at a proper point during the session.
- ❖ New characters always start at level 1.

