MISSION SHEET

Main Mission: Spy on Larimor Mungrove, an academic who is up to no good, for Gillblade.

Meaningful Successes to Resolve: 2

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Scene 1

Place/Qualities, Person/Item:

Tavern : Quiet
   Furniture-Strewn
   Sight blocking
Academic - foreigner

Foes / Goal & Obstacles:

Cutscene

Plot Stress:

5 + |||||

Window Dressing/Notes:

Gillblade assignment to spy on Mungrove. Feels he's "up to no good".

   Larimor Mungrove is an academic living in the next-door town of Nestor.

   Gillblade 100gp payment for successfully spying and reporting back.

Skill Successes: ◊ ◊ ◊
Ask for Trouble: ◊ ◊ ◊
Meaningful Success? --

Scene 2

Place/Qualities, Person/Item:

Manor : Estate
   Garden
   Plants
Academic (another one)

Foes / Goal & Obstacles:

Obstacle scene. convince manor staff to retain Lawlor.

Plot Stress:

1̶0̶ + 5 + |||
9̶ + | ̶ 5 + |||||| |

Window Dressing/Notes:

It's a beautiful sunny day.

Skill Successes: ✗ ◊ ◊
Ask for Trouble: ✗ ◊ ◊
Meaningful Success? No.

Scene 3

Place/Qualities, Person/Item:

Manor : Hedges
   Wide open space
   Sprinkling
Mysterious crystal

Foes / Goal & Obstacles:

Obstacle scene. Lawlor trying to sneak into the library/lab.

Plot Stress:

1̶1̶ + 5 + |̶|̶ + 1̶2̶ = 30
3̶0̶ + |||||-|||
19

Window Dressing/Notes:

The manor, but at night. It's dark. Lawlor starts at the outer periphery of the Manor, far away from other buildings or people. He is trying to be all sneaky.

Skill Successes: ✗ ✗ ✗
Ask for Trouble: ✗ ✗ ✗
Meaningful Success? YES.

Scene 4

Place/Qualities, Person/Item:

Barracks jail : Foggy
   Rainy
   Running Water
Danovan - guard capt.

Foes / Goal & Obstacles:

Cutscene - survive!

Plot Stress:

1̶9̶ + 5̶ 12 + |||||| |

Window Dressing/Notes:

Dingy, damp jail cell with cot. It's foggy and raining, and water is pouring out the drain pipes outside.

Skill Successes: ◊ ◊ ◊
Ask for Trouble: ◊ ◊ ◊
Meaningful Success? --

Patrons, Persons [Name, Role, Trait]
1.) Aleistar Gillblade - academic - cruel
2.) Larimor Mungrove - academic - cowardly
3.) Malace - academic - impulsive
4.) Danovan - guard capt. - cruel
5.) Eustace - nephew - cautious
6.) _____
7.) _____
8.) _____

Allies/Groups [Name, Culture/Occupation, Trait]
1.) _____
2.) _____
3.) _____
4.) _____
5.) _____
6.) _____
7.) _____
8.) _____

Structured Questions for Persons

Does the person have a need? *(always yes for first cutscene)*
   -*What does the person need? [mission]*;
   -*What is the reason behind that need? [rationale]*
   -*Does the person have an(other) item to help with the mission? [item]*
   -*Is there a destination place for the mission? [place]*
   -*Does the person offer (extra) valuables for completing the mission?*
   -*Will the person supply special equipment for the mission?*
   -*Will the person provide an(other) ally for the mission? [ally]*
Is there another person(s) to contact with more information? *[person]*
Can the person warn me about possible upcoming encounter(s)? *[foe(s)]*

Structured Questions for Foes

Do the foe(s) have (extra) money or valuables on them/nearby?
Do the foe(s) have an(other) item (as a possession or clue)? *[item]*
What is the reason behind the hostilities? *[rationale]*
Is there a source person/encounter behind the hostilities? *[person]*

(Mission: continued)

Scene 5

Place/Qualities, Person/Item:

Hometown: Streets
Observation point
Passers-by
Nephew (Eustace)

Foes / Goal & Obstacles:

Obstacle scene. Lawlor tries to convince Gillblade it's mission accomplished. Learn about Gillblade's research.

Plot Stress:

~~18~~ + 5 +~~HH~~ ~~12~~ + †
6 + ||||| ||||| ||

Window Dressing/Notes:

It's been raining. so it's muddy. Lawlor is penniless. stripped of all gear. cold. wet and miserable.

Skill Successes: ⊠ ⊠ ⊠
Ask for Trouble: ⊠ ⊠ ⊠
Meaningful Success? YES.

Scene 6

Place/Qualities, Person/Item:

Mungrove Manor: Estate
Streets/alleys
Machinery/magic

Lorimar Mungrove

Foes / Goal & Obstacles:

Closing cutscene. See if there's anything else to learn about the crystal. Try to get gear back and collect bounty.

Plot Stress:

18 + 5 + |||||

Window Dressing/Notes:

Lawlor finally gets to meet Lorimar Mungrove in person.

They sit down for tea and cakes. Lawlor will share what he Knows. to see what reward he might get out of Mungrove.

Skill Successes: ◊ ◊ ◊
Ask for Trouble: ◊ ◊ ◊
Meaningful Success? --

Scene 7

Place/Qualities, Person/Item:

Foes / Goal & Obstacles:

Plot Stress:

Window Dressing/Notes:

Skill Successes: ◊ ◊ ◊
Ask for Trouble: ◊ ◊ ◊
Meaningful Success?

Scene 8

Place/Qualities, Person/Item:

Foes / Goal & Obstacles:

Plot Stress:

Window Dressing/Notes:

Skill Successes: ◊ ◊ ◊
Ask for Trouble: ◊ ◊ ◊
Meaningful Success?

Scene 9

Place/Qualities, Person/Item:

Foes / Goal & Obstacles:

Plot Stress:

Window Dressing/Notes:

Skill Successes: ◊ ◊ ◊
Ask for Trouble: ◊ ◊ ◊
Meaningful Success?