

PLOTFIELDS: ADVENTURE DESIGN IN CORE

A PlotField contains 4 types of Objects — *Places*, *NPCs*, *Items*, and *Events* — with *Lines of Relations* between them.
Your PlotField may be represented by a *PlotField Diagram* and backed up by an *InfoList*.

PLACES: *draw from inspiration phase, set mood and pacing*

regions	draws heavily on setting (inspiration & genre)	← may have an event/encounter list
locations	all locations exist within regions	

NPCs: *3 types: functional, featured, and supporting*

motivated npc(s)	all have plans; most have a location	
effected npc(s)	mostly featured npcs, individuals or groups	← representatives for ea group/opinion
effected pc(s)	is a lifeshaper involved? home or relationship?	← always have a list of npc names
relations	2 types: relations of support or relations of force	

ITEMS: *either possessed by npcs or out there in the setting*

maguffins	singular things desired by multiple characters	
pivotal items	things a character requires for their plan to succeed	
resources	things required to do a task or stay alive	← often rare and/or valuable
treasures	findable things of value or payoffs for actions/ideas	← intel may also be treasure

EVENTS: *does it activate a lifeshaper? impact a relation?*

setting events	things that just happen here, unavoidably
narrative events	things that happen for narrative arc purposes
conditional events	things that happen only if something else happens
random events	your encounters list can be used as a random table

INFOLISTS: *most info is about another object or relationship*

common info	stuff everyone in this place knows
contextual info	stuff only certain people know (group/profession/etc)
personal info	stuff only one character knows
secret info	stuff that can be found out there somewhere

- If the PCs are following a *Lifeshaper*, use the setting and events to lean into it or distract from it.
- If the PCs are following a mission or maguffin, use their *Lifeshapers* to complicate it or distract from it.
- This often produces *A and B Stories* — “outer” and “inner” stories — with internal conflict and emotional depth.

How does it all end?

Play to find out.