WOE TO THE WICKED / ALPHA v44

First Session Guide

A player route on page 1 and a GM route on page 2. Begin with play; consult a full rule only when needed.

Players: choose, prepare, act

Read this page, choose a pregen and begin with the GM’s commission. The next page is for the GM and contains adventure guidance.

Choose a character	What you begin with
Maela Frost	Human field protector; dagger. Steady Hands
Oren Ledgerbeard	Dwarven investigator; dagger. Evidence Trail
Dorr Hillbreaker	Giant front-line fighter; club and crowbar. Driving Strike
Vaela Ashvoice	Orc social specialist; dagger. Read the Room
Pip Tangletail	Ratfolk archer; hunting bow. Steady Aim
Nell Quillwake	Gnome mechanism reader; club. Communion
Kett Pebble	Goblin route scout; javelin. Trailwise

Before departure

Save your own copy of the pregen. Pages 1–2 record your dice, resources and possessions; page 3 holds racial/background features; page 4 names your Starter Technique. Open its linked entry above. Begin this scenario after a safe, supplied Full Rest in town: copy each maximum into its current resource box, set Fatigue to 0 and mark Hope present. Record Renown 1 and Impact 0.

Check actual equipment. Pip needs arrows before firing his bow: 20 ordinary arrows cost 10 G, occupy one Carry slot and are consumed one per shot. Pool or borrow by agreement if needed; record the purchase. Maela’s Steady Hands improves a consumed restorative item when one is available; it grants no item or free healing.

During play

Say what you try and how you do it. The GM describes what happens, or calls for the relevant roll when the outcome is uncertain. Keep Resolution and Combat open; use Recovery and Hope when harm or rest matters. Read your own ability when you use it. You can investigate, negotiate, prepare, rescue or fight.

Print only what you use

One four-page pregen per player; one shared two-page combat reference and one recovery reference. Read other entries on screen or print the pages you need. The included books are lookup references, not first-session reading assignments.

GM only: run The Bleeding Grave

Prepare The Bleeding Grave: read pp.1–3 for the commission, site and possible outcomes. Keep p.4 open for the actual Ooze / Sludge and optional Ghoul profiles; pp.5–7 explain their attacks and abilities. Those profiles are already included in the adventure.

Set up the first session

Use the adventure’s Rank 1 commission: 50 G per character, one Common individual quest item each, and one Common party item on completion. Let players choose pregens and settle supplies before departure. For two or fewer PCs, follow the adventure’s one-ooze start; for six or more, its optional Ghoul guidance. These are playtest suggestions, not exact balance guarantees.

Teach at the point of use

When it occurs	Show only what is needed
A consequential uncertain task	Open combat reference p.1: choose a Skill, resolve the Test or Contest, describe the result. Routine certainty needs no roll.
A character uses a printed ability	Read that entry’s timing, cost, target and effect together. Resolve it through the shared rule it calls for.
Combat starts	Show turn order, Movement, Action, Bonus Action and triggered Reactions. Work through the first attack and its one legal defense.
Someone suffers harm or needs rest	Open combat reference p.2 or Recovery and Hope. Apply its threshold, endpoint or recovery rule.
The party returns	Pay the commission, allocate the stated Common items and record consequences and eligible progress.

Keep choices open

Describe the visible graveyard and Jorin’s immediate concern. Ask “What do you do?” Let the chosen approach reveal the anchors and missing farmhand. Combat is optional. Use the adventure’s stated consequences and retreat behavior; do not manufacture a fight or a Test just to teach it.

Finish and record

Use Training and Advancement and Commerce and Crafting for earned progress, rewards and resource searches. Record lasting changes on the Party Sheet. In Session Record, note the exact rule/page that interrupted play, the ruling used and what happened. Also note which references helped and whether the group would play again.