

The Village in the Woods

Pitch:

Your group has just returned after a harrowing adventure in the woods. You were sent by “someone” to visit the village and found out “something”.

A Mystery was uncovered and a fight for survival ensued.

Over the course of the podcast, your characters will describe who they are, what happened and what the outcome was. The host will guide you through a series of interview questions (prompts) that you should answer in character using improv rules.

Guidelines:

In character:

You will be playing in a character. The characters will describe the events that happened to make the story.

The focus is to have fun. Sometimes craziness ensues and you may break character (especially laughing). While you should minimize the break, it's more important to ignore the obvious out of character laughing that can happen.

Yes/And

You should strive to take whatever narrative is presented by the host and other characters and add to it to build the story. Those unexpected curveballs are what makes the exercise fun.

No/But

Lines and Veils are in full effect. If the narrative turns to an area that you can't just ignore or play through, say something.

If a player says something about “I'd rather not go into detail”, assume that we need to “fade to black”. It still happens, but we should not describe more detail on the action.

If a player says, “I'd rather not talk about that”, or “Let's talk about something else”. Assume it's a line and find a different direction to go.

Hard stop:

If anyone says, “Break Break Break”, this is our safe word. Stop and the person who broke tells us if we need to strike a topic from the story or what we need to do to move forward. Can also be used for real life intrusions.

The Village in the Woods

Opening:

Welcome to the Survivor's Tavern podcast where we interview a different group of travelers to tell us stories of their latest adventures.

This episode is titled “*The Village in the Woods*”

Our guests tonight returned from a mission to investigate a village in the woods. They found more than they expected. This is their story.

Closing:

This has been the Survivor's Tavern podcast coming to you from the backroom at the Survivor's Tavern and end at the Crossroads to everywhere. 'Til next time, may all your adventures be worth the trouble.

Character Ideas:

DnD/Fantasy fare. Off book is more than welcome.

Plot opportunities:

Village empty:

Villagers taken away (recovery)

Villagers killed (revenge/safety)

Village populated:

Village full of shifters/werewolves

Village attacked at certain or random times.

Villager sick/cursed.

Ghosts? appear and it's escalating

Found items.

Crown

Amulet

Doll

Puppy/dog

Note

The Village in the Woods

Opening →

Introductions

Let's go around and tell me who you are and something about yourself.

The Trigger

Before we get into the story, let's go back to how you got started on this.

who

Who sent you to check on the village?

Did they give you any indication why the village needed checked on?

trip

How did you travel to the village?

Who did you meet along the way to the Village?

What object did you pick up along the way to the village?

Stakes

arrival

What did you find when you arrived at the village?

the stakes

What unexpected thing happened that made you need to dig deeper?

Tell me about the secret you uncovered?

--- Who located the secret compartment, and how did that come open.

Turning Point

Tell me about that special (Person | Thing) you ran into?

Tell me about the animal you saved?

What Preparations did you take for the coming (Night | Morning | Event)?

Challenge

the event

What was the moment you knew that you had to stay alive?

Explain how the event started?

conflict

What was each person's pivotal moment in the conflict?

Tell me about the unexpected moment of bravery

wrappup

How did you manage to end the battle?

What was the boon you gained from the fight?

Discovery

twist

What was the thing that let you know this wasn't; over yet?

What did you lose and how did you overcome the loss?

Prep

Now that you knew you had end this, what preparations did you take?

What was the (object | information | thing) that you located that would help give you an advantage?

Resolution

How did the final conflict start out?

Someone almost died, tell me about that narrow escape.

How was the final blow delt?

Aftermath

battle

The day was won, but what was the cost of battle? Were there any permanent changes that will follow your for the rest of your life?

reward

What happened when you reported the results of your visit to the village back?

Did you get a reward? What was it? Was it worth it?

Closing →