

# Wrong Wax Prep Checklist

Numbers are so you can roll for a thing to work on, right now, when you don't know what to work on right now.

## Level 1 – Core things

1. Are threat levels signalled?
2. Are there opportunities for gain/reward?
  - a. Treasure
  - b. Even just transitory help
3. Are you embodying themes?
  - a. Setting
  - b. Region
  - c. Faction
4. Would a simple map help here?

## Level 2 – Adding detail

1. Anything that should happen in or from fronts?
2. Would a timeline (or even flowchart) help model the situation?
3. Is there *good* treasure?
  - a. Some straightforward
  - b. Some complicated, double-edged
  - c. Some obvious but hard-to-get
4. Is enemy threat level handled well?
  - a. Does it vary?
  - b. Are high (or low) threats adequately signalled for (astute) players?
  - c. What about traps (etc)?
5. Can you reintroduce an established thing?
  - a. NPC, creature, item, magic, phenomena
  - b. An old enemy or ally
  - c. (look at peach highlights)
6. Can you endanger a friendly NPC?
  - a. Family or a love interest who they're taking risks to help?

7. Is there a chance to learn important info e.g. world, region or faction?
8. Are there allies to be made?
9. Can you fuck up the players plan with a curve ball (while leaving them an opportunity within that)?
  - a. E.g. enemy reinforcements arrive (but the two commanders don't get on)
10. Can you put something in a dangerous state, ready for the players to knock over?
  - a. Can you signpost this?
11. Can you link this to other nearby things – fit it into the locality?

## Level 3 – Refinements and review

1. Does the environment have a perceptible shift between safe and unsafe zones
  - a. safe—dangerous
  - b. cosy—uncomfortable
  - c. normal—weird
2. Are you showing the ordinary life of the setting?
  - a. People
    - i. Non-combatants
    - ii. Elderly people
    - iii. Children
  - b. Activities
    - i. Work
    - ii. Straightforward religion
    - iii. Romance
    - iv. Family life
3. Do the basic ecology and economy and logistics make sense?
  - a. If not, maybe work out how this makes the situation unstable
4. Is there a way for the PCs to dig deeper?
  - a. What might they find?
5. Are relevant themes (e.g. for the region) roughly equally covered?
6. Are there some things that are surprisingly dangerous or vulnerable?