FOLKLORE ONE SHOTS · FREE STORE & CLUB KIT

Folklore Night: the store & club kit

Everything around the adventure: what to print, how to run several tables from one pack, a counter poster and a sign-up sheet. Free to print.

> **WHAT ONE CLUB NIGHT PACK COVERS**
>
> Buy a Club Night pack once and run it at your own store, club, library or society as often as you like, at as many tables as you like, and print as many player copies as you need. Please don't resell the files or pass them to another venue.

The run-up

Two weeks before. Pick a legend from the atlas, ideally one your regulars already half-know. Fill in the poster and put it on the counter with the sign-up sheet beside it.

One week before. Order the Club Night pack; it's ready in about a minute. Each GM reads the GM Book once, which takes most GMs under an hour. It starts with the legend as it is told and where it comes from.

Two days before. Print a set for each table using the list below. If a table fills, ask a regular to run a second one from the same GM Book.

On the night. Put the table tent up so strangers know the premise and the safety tools before they sit. Hand out the pre-generated characters. The adventure runs in three scenes over about four hours.

What to print

GM Book: one per GM

Map, GM version: one per GM

Map, player version: one per table

Player Pack (pre-generated characters inside): one per table, or one per player

Handouts, including the table tent: one set per table

Running several tables

- 3 to 6 players a table. Every table plays the same adventure, so the GMs can compare notes afterwards.
- Tables can take different routes through the three scenes. That's part of the fun, so leave ten minutes at the end for tables to swap stories.
- The Player Pack never holds the GM's secrets, so it's safe to leave out on the table.
- System-neutral: each GM can run it with whatever rules their table knows. Difficulty is written as plain words (easy, hard, very hard).

After the game

The GM Book lists the real sources for the legend. A short talk-back on what the town really tells is a good way to end the night, and the pack's sequel hook gives you a second evening if the tables want one.

A ONE-SHOT BUILT ON A REAL LOCAL LEGEND

Folklore Night

An evening of play built on a legend this place really tells

THE LEGEND

_____

DATE

_____

TIME

_____

WHERE

_____

SEATS (3 TO 6 A TABLE)

_____

No experience needed. Characters are provided, and any rules your GM knows will do.

Sign up at the counter.

FOLKLORE NIGHT · SIGN-UP SHEET

Sign up for Folklore Night

Legend: _____ Date: _____ Time: _____

TABLE	NAME	CONTACT (OPTIONAL)	PLAYED BEFORE?

Contact details are only for telling you about this game. Throw this sheet away afterwards.