

To Build a Fire

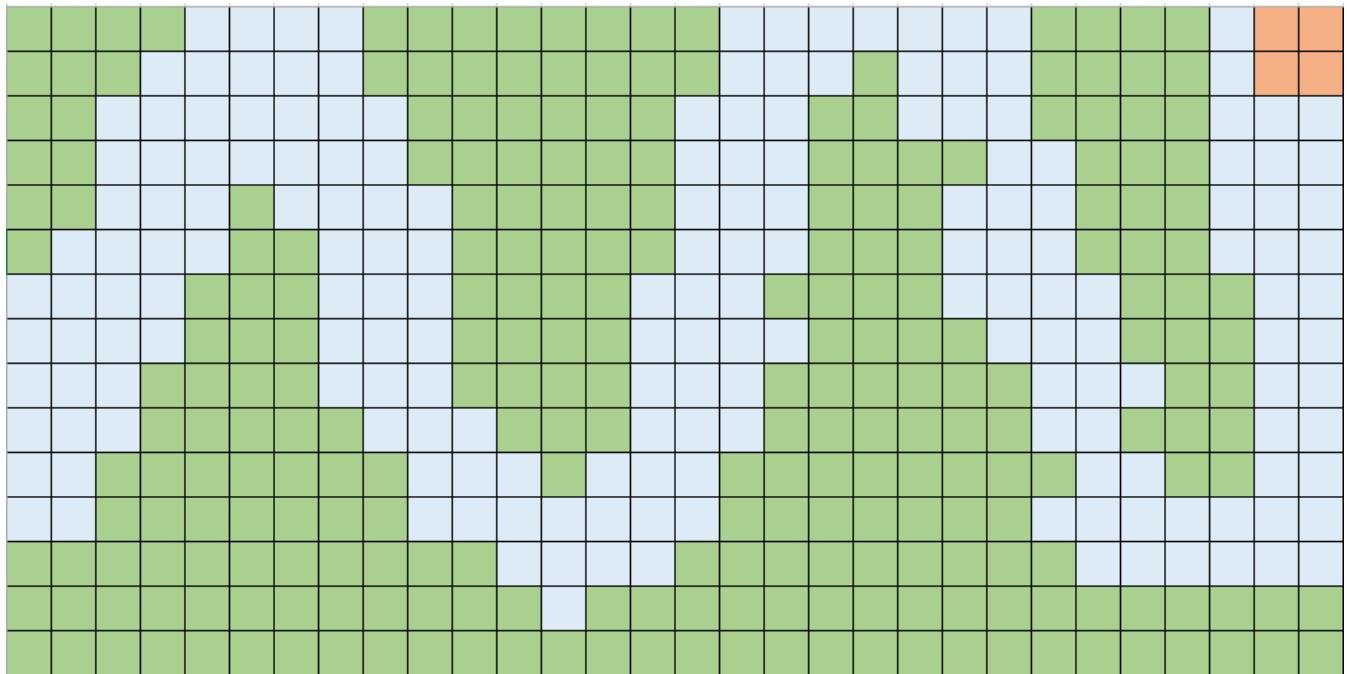
Narrative Introduction: *As you look out into the cold gray sky, you are unable to see the sun. It is nine o'clock and the temperature has already begun to drastically drop. The "boys" you have set out to meet are a fair distance away, but you are certain you can reach them by six o'clock if you hurry. With your dog by your side, you set out along the path.*

Objectives:

- 1.) Make it to the camp where the "boys" are without leaving any member of your party behind.
- 2.) Monitor and adapt to the rapidly shifting temperature and environment.
- 3.) If you cannot make it to the "boys" by six o'clock, make sure that you set up camp at least once for shelter.

Timeline:

- *10 Minutes:* Give your students time to familiarize themselves with the terrain and make a plan for how to best traverse the landscape.
- *15 Minutes:* During this time, your students should at least make it to the halfway point along their journey. If they have not, make them aware of the dangers involved with the dropping temperature.
- *15 Minutes:* This will be the last allotted time for your students to make it the camp. If they have failed to set up camp at or before the halfway point, then fatigue has set in and they now move at half of their original speed.
- *10 Minutes:* As success in this adventure is in direct opposition of the original story, allow this time to reflect and discuss with your students the power and purpose of the original story and how their decisions changed the outcome.



The map for this system is intentionally simple in order to mirror the ignorance of the protagonist in the original story. The complexities of each area, however, can only be obtained by consistent Nature and Geography checks by your students. This map is broken up into three colors:

Blue: This represents the ice and snow covered trail that may prove to be the safest way to reach the camp. However, simply walking on this trail without any awareness on your students' part could lead to one of them falling into an Ice Trap created by the undercurrent of natural spring water (as discussed under the NPC section of this template)

Green: This represents the surrounding forestry that students can use when attempting to set up camp. When moving through the trees, however, all character speeds receive a penalty of -5. Similar to the trail, if students are not overly cautious when moving through the trees or deciding where to build their fire, then they may be prone to taking damage from Falling Snow (as discussed under the NPC section of this template).

Orange: This represents the campsite that your students are attempting to reach. This is specifically represented on the map as a means to further the impression that the journey will be a simple one.

The majority of NPCs for this template—save for wolves—are altered to represent the forces of nature and thus cannot be directly combatted by characters. Instead, damage inflicted by these NPCs is generated when you feel that your students are not being as cautious as they should be.

NPC		Ice Trap				
Description		A deep hole found along the icy path, created by water from the springs running between the ice and the snow.				
Health	Armor	Initiative	BAB	Equipment		
N/A	N/A	N/A	N/A	N/A		
Weapon					Range	Damage
Frostbite					5ft	1d12 (+3)*

Tips for Interaction with Characters:

If students attempt to stay on the icy path as their primary route while moving at full speed and without making nature and geography checks as they progress, then simply inform one of them that they have fallen into one of these traps. The damage for these traps is high in order to reiterate the power of nature when it is ignored.

*Once a student has fallen into the trap, they continue to take 3 damage each round from frostbite until they stop and make a fire. If students are struggling to understand the necessity for a fire, then you may choose to implement one of these traps simply to progress the story.

NPC		Falling Snow				
Description		A large amount of icy snow has accumulated on the tree tops of the forest. This snow may fall at any time if disturbed.				
Health	Armor	Initiative	BAB	Equipment		
N/A	N/A	N/A	N/A	N/A		
Weapon					Range	Damage
Frozen Impact					5ft	1d12+1

Tips for Interaction with Characters:

If students decide to run through the forest to avoid the Ice Traps, then they may find themselves being hit by Falling Snow. Likewise, if they do decide to play it smart and build a fire, they must insure that they are doing so safely (Nature, Geography, Perception, etc.) or it may heat the snow and cause it to fall and extinguish the flames.

NPC		Wolf				
Description		A wild wolf with frost clinging to its fur.				
Health	Armor	Initiative	BAB	Equipment		
10	10	3	2			
Weapon				Range	Damage	
Teeth				5ft	1d6	

If your students quickly grasp what must be done to safely reach the campsite, then feel free to keep them engaged by introducing a wolf or two to attack them. If there is anything they should learn from Naturalism, it is that you are always in danger no matter how safe you think you are.

NPC		Dog				
Description		A traveling companion that has joined the party for the journey.				
Health	Armor	Initiative	BAB	Equipment		
10	10	3	2			
Weapon				Range	Damage	
Teeth				5ft	1d4	

Commands can be given to this dog by making Charisma checks. While it may be difficult to watch your students mirror the actions taken with this dog in the original story, doing so would at least show some level of comprehension. The dog, however, will not willingly look for ice traps, observe for falling snow, or fight wolves, without your students ordering it to do so.

As always, be prepared to alter the original story to fit your students' interactions with it. While the ultimate goal is to adhere as much as possible to the original story, straying from the original plot can be addressed via a writing prompt!