

One Thing Damage Cannot Solve

Cut-out combat prompt cards for story-rich encounters - WhisperedWorlds.net

COMBAT PROMPT CARD

01

The Thing Worth Protecting

SPARK

Someone on the field cares more about one person, object, or doorway than their own safety.

TRY THIS

Watch what the enemy shields. That is where the story is hiding.

COMBAT PROMPT CARD

02

The Witness in the Dust

SPARK

A frightened witness, captive, or survivor sees everything from a terrible hiding place.

TRY THIS

Saving them may matter more than winning quickly.

COMBAT PROMPT CARD

03

The Ritual Keeps Ticking

SPARK

The fight is not the event. It is the distraction around the event.

TRY THIS

Interrupt the chant, break the circle, move the candles, or silence the bell.

COMBAT PROMPT CARD

04

The Strange Boundary

SPARK

The enemy refuses to cross a line, enter a room, touch a symbol, or harm a marked person.

TRY THIS

Boundaries are clues. Step carefully and ask why.

COMBAT PROMPT CARD

05

The Enemy Is Afraid

SPARK

Something in the scene scares the monster more than the heroes do.

TRY THIS

Find what makes it hesitate: fire, song, sunlight, a name, a relic, or a memory.

COMBAT PROMPT CARD

06

The Battlefield Remembers

SPARK

The place bears scars from an older conflict: broken banners, burned stones, old blood, or fresh flowers.

TRY THIS

Use the evidence. The room is trying to tell you what happened here.

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07

The Mercy Moment

SPARK

An enemy drops their weapon, begs for help, or reveals they were forced into the fight.

TRY THIS

Victory can be a question: what kind of hero are you when you do not have to kill?

COMBAT PROMPT CARD

08

The Unstable Thing

SPARK

A rope frays, a bridge cracks, a wagon rolls, a ceiling groans, or a fire spreads.

TRY THIS

Hold it, cut it, move it, ride it, break it, or get everyone away from it.

COMBAT PROMPT CARD

09

The Wrong Target

SPARK

The enemy is trying to capture one person, destroy one item, or flee with one piece of evidence.

TRY THIS

Their priorities reveal their orders.

COMBAT PROMPT CARD

10

The Object That Knows

SPARK

A statue, mirror, bell, mask, altar, or weapon reacts when the fight turns bloody.

TRY THIS

Touch it, name it, break it, swear on it, or listen when it answers.

COMBAT PROMPT CARD

11

The Way Out Matters

SPARK

There is an escape route, locked gate, collapsing tunnel, or boat drifting from the dock.

TRY THIS

Winning may mean leaving, blocking pursuit, or deciding who gets out first.

COMBAT PROMPT CARD

12

The Mid-Fight Truth

SPARK

Halfway through the fight, one detail changes the meaning of everything.

TRY THIS

When someone says, "Wait, something is wrong here," follow that thread.