

TITLE

ELEVATOR PITCH

Elevator pitch here. **Will the characters (...)?**

SYNOPSIS

Villain/main challenge

A brief summary of the villain/main challenge. This will inform the DM and give some background information.

Outline

- **Start of adventure:** text here.
- **Possible event/scene:** text here.
- **Possible event/scene:** text here.
- **End of adventure:** text here.

Things to know

- **First thing to know.** Text here, to explain some background of the adventure or setting, or to provide information on a specific event or NPC. For example the 'true origin' of the threat; if there are any plot twists, this a good place to write them down.
- **Second thing to know.** More background. Make sure this is relevant to the adventure, not merely 'bonus information'

INCITING INCIDENT

This is what sets the PCs off into this adventure. Multiple triggers are possible, and triggers can be quests in and of themselves. **Use verbs that lead to the elevator pitch.**

- Trigger 1

EVENTS/SCENES

EVENT/SCENE TITLE

- *Description of the situation, read aloud text.*
- *This is what the characters see when this event occurs*

Goal

What the characters must accomplish to advance

Location(s)

- Name, brief description (and link to more details)
 - *Read aloud text*

NPCs/Creatures

- Name (and link to more details)
 - *Read aloud text*
- Name (and link to more details)
 - *Read aloud text*

Information/Progression/Treasure

- Any other information, pertaining to this event/scene can be placed here
- Anything related to the progression of this event/scene as well; anything that affects the goal and the next event/scene
- Treasure or items worth noting - in this event - can be placed here

Next event/scene

The possible following events/scenes that are triggered by the characters' actions

LOCATIONS LISTED

Name & link

Brief description.

NPCs LISTED

Name & link

Brief description.

(Villain, quest giver(s), information providers, etc.)

CREATURES LISTED

- Monster 1

MYSTERIES LISTED

- Mystery 1

DM NOTES

- Treasure

RANDOM ENCOUNTERS

Insert these as needed.

(For example: when the PCs rest too often.)

RELATED QUESTS

Name & link

Brief description.

RESOLUTION

- The decisions made by the characters, will have an effect on the stories to come; write down these consequences here
- PCs are liked in town X
- Faction X has become aware of PCs
- Faction X has increased/decreased affinity for PCs
- Region X has become more/less stable