

Writer's Name:
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Adventure Proposal

Blurb: Two or three sentences that set the basic plot and tone of the adventure. Avoid spoilers in the blurb, as this is what players/DMs will read about the adventure before playing it.

Summary: This should include a synopsis of the adventure background, the essence/key idea of each encounter, and the conclusion. If there is more than one possible outcome to an encounter, especially for skill challenges, try to mention those. You do not need to list specific monsters in detail – for example, you don't need to say "3 kobold skirmishers, 2 kobold dragonshields, and 1 kobold wyrm Priest" – but for combat/trap encounters I would like at least a general idea of the type of foes that you expect the PCs to face. **Remember that this adventure will be for 1st-3rd level characters.**

Goal: List of goals, such as establishing plot elements or regional flavor.

Campaign Consequences: Effects of PC choices on the scenario outcome and the campaign. Special rewards given (favors and such), important NPC changes based on outcomes, results that might affect other regions, etc.

Remember that this adventure should run no longer than 4 hours, and as such, should have no more than 3 – 4 combat encounters and a couple of role playing scenes. Or it could also be a long investigative adventure, with at least 2 more remarkable combat encounters.

Combat Encounter Template

Encounter <#: Encounter Title>

Encounter Level <#> (<#> XP)

Setup

This encounter includes the following <creatures and/or traps>.

<# enemies and names> <(map key letter)>

<Text here describes the area for the DM and what the situation is upon the PC's arrival to the area. It can also include the starting location of the PCs on the map, if necessary.>

As the adventurers enter the area, read:

<This is the space where the read-aloud text for the players should be placed. Remember to keep descriptions in the read-aloud short; you only need a few sentences at most to provide initial description.>

<After the read-aloud section, you can have more information that the PCs can gain about the encounter here. It's a good idea to use bulleted lists when possible.>

Features of the Area

<This section is used to describe specific terrain features and how they interact with the encounter. List each terrain feature separately.

Illumination: When the type of illumination in the area isn't bright light, you should note the differences here.

Terrain Feature: Explain where it is located on the map, what its attributes are (covering terrain, blocking terrain, etc.) and any special effects that result in entering one of the terrain's squares or being adjacent to it. Make sure to specify how many squares of movement it costs to move through a terrain square with difficult terrain, as you can have squares that cost 2, 3, or more squares of movement.>

Tactics

<This section is used to describe the tactics of any enemies present in the encounter. It should include guidelines on what types of abilities they use and when, as well as conditions on when they attempt to surrender or run away (or simply state that the enemies fight to the point of defeat if that's the case).>

Scaling the Encounter

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: <Remove one of the enemies that is close to the average level of the encounter, reduce the level of all of the enemies by 1, or remove a number of hit points from a solo enemy equal to its hit point total divided by 5.>

Six PCs: <Add one of the enemies that is close to the average level of the encounter, increase the level of all of the enemies by 1, or add a number of hit points from a solo enemy equal to its hit point total divided by 5.>

Ending the Encounter

<This section is used for troubleshooting, describing the possible outcomes of the encounter, giving information the PCs may obtain from captured/defeated enemies (and how they may obtain it), and providing conditions on which they can advance to the next encounter.>

Experience Points

<The experience point total (per PC) should be listed here, as well as any conditions for bonus experience, if the completion of the encounter fulfills a minor or major quest.>

Treasure

<Describe the type of treasure that can be found in this encounter and the way in which the characters may find it. Remember to note all treasure given out for the reward summary at the end of the adventure.>

<Conclusion>

<This section is only present if this is the final encounter of the adventure. Provide a summary of the possible outcomes of the adventure and their consequences for the PCs. Any additional rewards the PCs garner (including completion of a quest) should be listed here as well. You may provide a short paragraph of read-aloud text that summarizes the PCs' accomplishments and provides a conclusion to the adventure.

The entire length of the encounter information section (this section, excluding stat blocks and map information) should not be more than 2 pages. A sample combat encounter information section follows.>