

ADVENTURE WRITERS' ROOM

ABOUT

This is a collaborative storytelling game where we'll brainstorm creative ideas and improvise an exciting adventure from scratch, with no preparation. By playing this game we'll create a one-shot adventure we can playtest between ourselves, run for the other players, or publish.

To create an adventure, we will use **Story Source cards** to provide initial inspiration for our ideas, and then use the **adventure blueprint** to guide us through the adventure creation process.

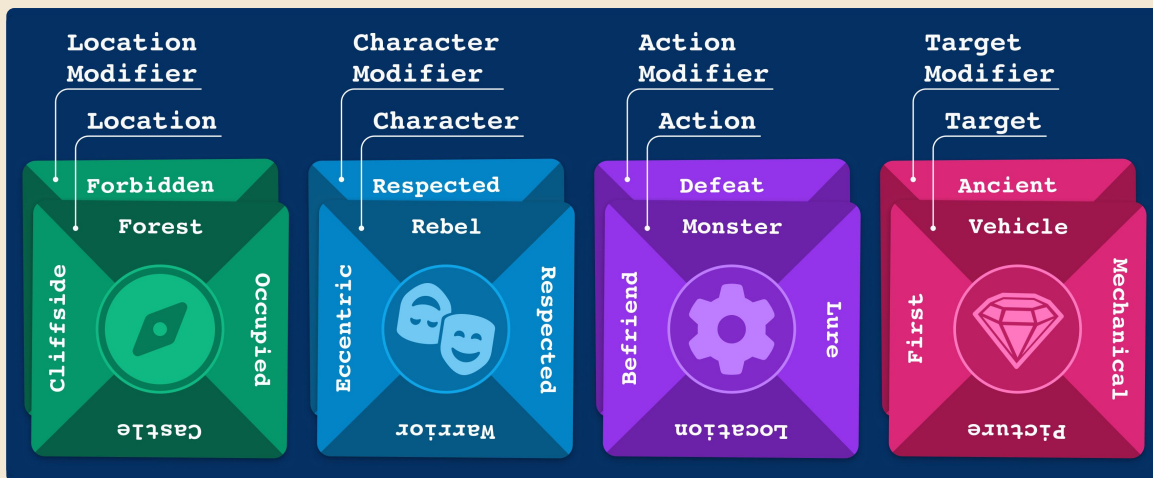
We'll go through the blueprint step by step, and fill it with our ideas.

After the game, we can use the **adventure template** to turn the story we've developed into a one-page adventure, playtest it, and publish it to our **adventure library**.

Come **join our Discord** to play this game with us, and brainstorm fun adventures in a lighthearted atmosphere with other friendly and creative people!

HOW TO USE THE CARDS

There are 4 types of cards: **location**, **character**, **action**, and **target**:



To generate a prompt, draw 2 cards of the same type (for example, two **location** cards), rotate them to change the prompts, and choose the prompt you like the most.

BRAINSTORM IDEAS

The players take turns, coming up with the key elements of the story in order:

SETTING

Where does the story take place? Use a **location** prompt to inspire the idea. You can also use a **character** prompt to define the inhabitants of this setting, or a **target** prompt to define an interesting feature this setting contains.

OBJECTIVE

What goal will the heroes strive to achieve, what problem must they solve, what evil plan must they stop? Use an **action** prompt to come up with the heroes' goal or a villain's evil plan, or a **target** prompt to inspire a problem the heroes must solve.

OPPOSITION

What makes the objective difficult to achieve? Who or what stands in the heroes' way? Use a **character** prompt to come up with a villain, or a **target** prompt to come up with the source of obstacles and complications.

On your turn, draw the cards to generate a prompt, and describe the next element of the story inspired by it (if the previous player has described the setting, you describe the objective).

DEVELOP STORY DETAILS

The players take turns making statements about the story. On your turn, you can introduce a new idea, or build on top of an idea introduced by the previous player. We answer the questions on these cards until we've made at least 3 locations and 3 characters:

INTERESTING LOCATIONS

Where does the adventure begin? To what interesting and important locations might the adventure lead? What would be an awesome set piece for the climax? What obstacles, dangers, and opportunities does each location present?

IMPORTANT CHARACTERS

Who is the main antagonist? What do they want and why, what is their evil plan? Who else will our heroes meet? Quest giver, allies, evil minions? What is their name, appearance, personality, occupation, motivation, powers?

DESIGN THE PLOT

Then we discuss and develop the three key scenes outlining the main plot of the adventure:

CATALYST

Introduce the objective and draw the heroes into action. Where does the story begin? How do the heroes encounter the goal they will strive to achieve by the end of the story?

CRISIS

Unexpected complication, twist, or reveal changes the direction of the story, raises stakes and threat level, redefines the goal, or makes the goal more difficult to achieve.

CLIMAX

The final, most important and difficult challenge the heroes must overcome to reach their goal. Where does the climax take place? What must the heroes do to achieve their objective?

Once we know the plot, we'll break it down into a series of escalating challenges, and figure out the leads that will guide the players through the story:

CHALLENGES

What obstacles must the heroes overcome as they pursue their objective? What steps must they take to reach their goal, and what makes each step difficult? What setbacks and complications will the heroes encounter?

LEADS

What are the key pieces of information the heroes need to succeed at their goal? What clues will they discover? How will they discover them? How will the clues lead heroes to the next scene, what actions do they lead heroes to take?