



STORYBOUND

ABOUT

This is a lighthearted storytelling-focused roleplaying game where you'll play as a group of adventurers who go on a quest, working together to achieve a common goal.

In a 1-2 hour session, we will collaboratively improvise a fun story from scratch, with no preparation. Nobody knows how the adventure will unfold, we build on each others' ideas, play to find out what happens, and discover the story together.

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ABOUT

This is a lighthearted, storytelling-focused game for people who enjoy improvisation and freeform roleplay. You will play as a group of adventurers who go on a quest, working together to achieve a common goal, and overcome challenges on your path.

In a 1-2 hour session, we will collaboratively improvise a fun story from scratch, with no preparation. Nobody knows how the adventure will unfold, we build on each others' ideas, play to find out what happens, and discover the story together.

This game is easy to learn and to play, it requires no Game Master or preparation.

This game is based on "Follow" by Ben Robbins: <https://www.lamemage.com/follow>

Come join our Discord community and play with us: <https://rpgadventures.io/discord>

OVERVIEW

Our characters (the **heroes** of our story), will go on a quest to accomplish some **Objective** (solve some problem or achieve some goal).

We will use the **Story Sheet** and the **Adventure Recipes** (on the following pages) to guide us through the story creation process, and inspire our ideas. Each recipe is a framework for a quest, it will help us establish the basic facts about the story, create our characters, and pick the challenges the characters will need to overcome. Each recipe can be played multiple times and lead to very different stories.

To achieve the objective of the quest, our heroes will face 3-5 **challenges**.

Overcoming a challenge will take them closer to their goal, failing at a challenge will cause a setback or a complication that takes them farther away from the goal (and makes the story more interesting).

The last challenge is the climax of the story - the final, most difficult and important obstacle the heroes must overcome to complete their objective. It determines whether the heroes achieve their goal, or fail (in an exciting, dramatic, or stupid way).

THE PLAYERS AND THE NARRATOR

This game doesn't require any preparation or a Game Master to run it. The players share the role of the Game Master between themselves, by taking turns being a Narrator.

Each new scene, a new player temporarily plays the role of the the Narrator. They describe the world around the heroes, the consequences of their actions, and play the roles of the non-player characters.

◆ **For 3 or more players:** Each player creates a player character they control. When you play as a Narrator, we assume that your character is present in the scene, but not very active - you can say what your character is doing, but they're in the background, the focus is on the other players.

◆ **For 2 players:** The players create a single character, the main hero of the story. Each scene they take turns: one player plays the role of the hero, the other player plays the role of the Narrator. Then they switch.

◆ **For playing solo:** If you play alone, you mentally switch between playing the roles of the hero and the narrator. It is a good idea to create a companion/sidekick for your hero, so your main protagonist has someone to interact with in the scenes that have no NPCs.

Learn how to play solo: <https://rpgadventures.io/solo-roleplay>

SET UP THE STORY

◆ Create a new copy of the Story Sheet, and open it to write down your ideas:

<https://rpgadventures.io/story-sheet>

◆ **Select the adventure recipe** from the pages below.

Each recipe defines the objective our heroes will pursue during this adventure, and provides some helpful prompts you can use while improvising the story.

◆ To develop the adventure idea, fill in the **Adventure Details** section in the Story Sheet. Answer the questions to define some basic facts about the **objective** you will pursue, the **setting** of the story, the **locations** you may visit, and the **characters** you may meet.

Select the prompts from the lists when you need them, or just improvise your own ideas.

CREATE THE PLAYER CHARACTERS

Fill in the **Player Characters** section to create the heroes of our story.

◆ **Describe** your character - what is your name, appearance, personality, occupation? Define your **motivation** - what do you want from this adventure, why are you on this quest? (Fame, justice, mischief, curiosity, honor, wealth, power, revenge, security, knowledge, etc.)

◆ Establish a **relationship** with one other character (played by the player next to you). Discuss it with the other player: What do you think about each other? How do you know each other? To create an interesting tension, **define something you want from them**, something that's important to your character but which they are unwilling to give you. (Favor, forgiveness, friendship, trust, truth, respect, mentorship, protection, help, etc.)

PLAY THE SCENES

The first scene is the adventure hook. The Narrator describes where the adventure begins and introduces the event that establishes the objective and draws the heroes into action.

Then we play through a **series of 3-5 escalating challenges:**

◆ The Narrator **picks the next challenge** the heroes need to overcome to move closer to their goal, describes what makes the challenge difficult, and why they need to do it.

◆ After the Narrator has described the challenge, the players **establish the location** of the scene and **describe what they do next** as they attempt to overcome the challenge.

◆ **Improvise the scene**, play to find out what happens. The players describe what the heroes say and do as they creatively overcome obstacles on their path, the Narrator introduces complications and describes the consequences of their actions.

◆ **When the players do something risky, they roll the dice** (d20) to see if they succeed and get closer to their goal, or fail and suffer some setback or complication. The Narrator sets the difficulty number based on how likely they think the heroes are to succeed at this task. **5:** easy. **10:** medium. **15:** hard.

◆ The scene ends after a player makes a roll that determines the outcome of the challenge. If the players succeed, the narrator of the next scene picks a new challenge for them to overcome. If they fail, the next challenge is dealing with the consequences of the failure.

The last scene is the climax of the story - the final, most important and difficult challenge the heroes must overcome, the outcome of which determines the resolution of the story.

Don't be afraid to let the scenes and the stories end in a disaster - failing at a quest in a cool way can be just as fun and entertaining as succeeding.

We "win" this game if we can create a fun story that makes sense and resolves in a satisfying way.



DEFEAT THE MONSTER

PREMISE ADVENTURE HOOK

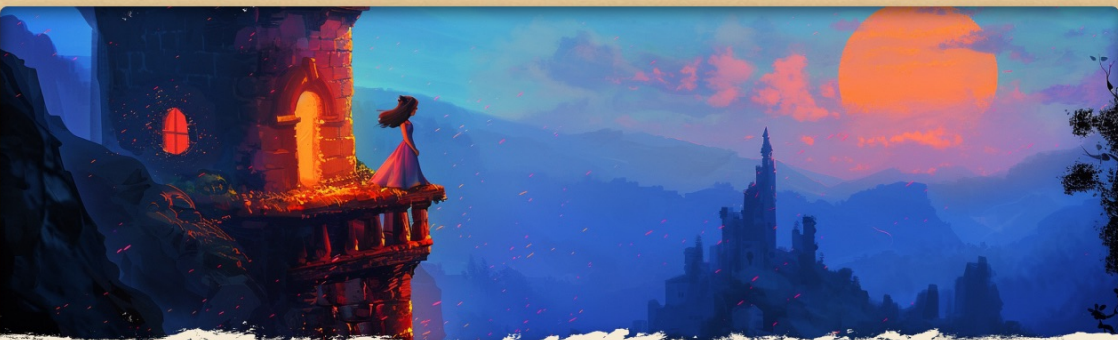
- | | |
|--|--|
| 1 Slay the werewolf terrorizing a village | 1 The locals ask for your help |
| 2 Defeat a vampire lord ruling a nearby castle | 2 Witness the aftermath of monster's actions |
| 3 Defend a mountain fortress from stalking yetis | 3 The monster attacks you or your allies |
| 4 Save a tropical island plagued by dragons | 4 The monster captures someone |
| 5 Defeat the kraken attacking a coastal town | 5 Hear of a large reward for defeating the monster |
| 6 Exterminate the spider queen infesting a manor | 6 Stumble upon the monster's lair |

LOCATIONS CHARACTERS

- | | | | |
|-------------------|-----------------------|------------------------|-------------------------|
| 1 Victim's house | 7 Local tavern | 1 Monster's victim | 7 Local sheriff |
| 2 Cursed cemetery | 8 Abandoned structure | 2 Paranoid hermit | 8 Wealthy merchant |
| 3 Remote outpost | 9 Criminal den | 3 Ambitious aristocrat | 9 Lowly criminal |
| 4 Ancient ruins | 10 Hidden cave system | 4 Humble peasant | 10 Experienced hunter |
| 5 Dark Forest | 11 Hunting grounds | 5 Monster expert | 11 Eccentric scientist |
| 6 Remote outpost | 12 Monster's lair | 6 Cunning priest | 12 Monster's worshipers |

CHALLENGES

- | | |
|---|---|
| 1 Investigate the monster's attack | 7 Deal with the monster's allies or minions |
| 2 Discover the monster's weakness | 8 Track, chase, corner, or trap the monster |
| 3 Obtain the weapon that can defeat the monster | 9 Discover, infiltrate, or explore the monster's lair |
| 4 Convince people to help you fight the monster | 10 Protect the captives or innocent bystanders |
| 5 Journey through the dangerous lands | 11 Defeat, hide from, or escape the monster |
| 6 Protect someone from the monster's attack | 12 Find a peaceful way to deal with the monster |



RESCUE THE CAPTIVE

PREMISE ADVENTURE HOOK

- | | |
|---|---------------------------------------|
| 1 Rescue a hostage from a supervillain lair | 1 Receive a desperate plea for help |
| 2 Retrieve a merchant from jungle bandits' camp | 2 Witness the captive's abduction |
| 3 Free miners from an underground goblin warren | 3 Hired by the captive's family |
| 4 Recover nobles from a pirates' secret cove | 4 Find a ransom note demanding action |
| 5 Release explorers from a swamp temple prison | 5 Stumble upon signs of struggle |
| 6 Rescue a princess from the dragon's castle | 6 Get hired by a mysterious client |

LOCATIONS CHARACTERS

- | | | | |
|---------------------|-----------------------|-----------------------|------------------------|
| 1 Seedy tavern | 7 Market square | 1 Worried family | 7 Town guard |
| 2 Guard barracks | 8 Hidden passage | 2 Disguised informant | 8 Former captive |
| 3 Wilderness trail | 9 Enemy camp | 3 Captured spy | 9 Corrupt official |
| 4 Fortified gate | 10 Trap-filled hall | 4 Skilled tracker | 10 Inside collaborator |
| 5 Holding cells | 11 Interrogation room | 5 Grizzled mercenary | 11 Sympathetic guard |
| 6 Captor's quarters | 12 Escape route | 6 Double agent | 12 Mean captor |

CHALLENGES

- | | |
|--|--|
| 1 Gather intel on the captive's location | 7 Create a diversion to split enemy forces |
| 2 Secure necessary equipment for the rescue | 8 Sneak past security systems to reach the captive |
| 3 Infiltrate the captors' stronghold | 9 Defeat or distract the captors' guards |
| 4 Overcome environmental hazards en route | 10 Free the captive from restraints |
| 5 Obtain disguises to move undetected | 11 Escort the captive safely out of danger |
| 6 Sabotage enemy vehicles to prevent pursuit | 12 Evade pursuers during the escape |



STEAL THE TREASURE

PREMISE

- 1 Steal priceless crown jewel from the royal vault
- 2 Loot a pharaoh's treasures from an ancient tomb
- 3 Steal a powerful spell book from wizard's tower
- 4 Steal national secrets from the enemy president
- 5 Steal the blueprints of the enemy base
- 6 Steal an alien pet from a mean owner

ADVENTURE HOOK

- 1 Stumble upon a map to legendary treasure
- 2 Receive a lucrative offer from a mysterious client
- 3 Get blackmailed into stealing a specific item
- 4 Have one of your items stolen, steal it back
- 5 Witness treasure being transported to its vault
- 6 Overhear guards discussing a valuable shipment

LOCATIONS

- 1 Thieves' guild
- 2 City streets
- 3 Watchtower
- 4 Panic room
- 5 Rooftop pathway
- 6 Treasure vault
- 7 Black market
- 8 Guarded courtyard
- 9 Fence's hideout
- 10 Servant quarters
- 11 Guardians' lair
- 12 Getaway point

CHARACTERS

- 1 Master thief
- 2 Inside informant
- 3 Wealthy collector
- 4 Double-crossing ally
- 5 Retired burglar
- 6 Disguise artist
- 7 Fence
- 8 Guard captain
- 9 Disgraced noble
- 10 Undercover guard
- 11 Locksmith
- 12 Treasure's Owner

CHALLENGES

- 1 Acquire blueprints of the treasure's location
- 2 Recruit specialists for the heist team
- 3 Case the joint without raising suspicion
- 4 Blend in at a high-society event to reach target
- 5 Pickpocket a key from a high-profile target
- 6 Infiltrate the location housing the treasure
- 7 Neutralize guards without killing
- 8 Crack a complex lock or safe mechanism
- 9 Orchestrate a distraction to cover the escape
- 10 Disarm traps guarding the treasure
- 11 Transport the treasure out undetected
- 12 Fence the stolen goods without getting caught



CAPTURE AN OUTLAW

SETTING

- 1 Arrest a bandit terrorizing a wild-west town
- 2 Detain a master thief eluding city guards
- 3 Seize a pirate captain raiding coastal villages
- 4 Apprehend an escaped convict in cursed swamps
- 5 Catch a fugitive hiding in a desert oasis
- 6 Capture highwaymen ambushing travelers

ADVENTURE HOOK

- 1 Accept a lucrative bounty on the outlaw's head
- 2 Arrive at a village recently raided
- 3 Witness a crime in progress
- 4 Victim begs you to catch their robber
- 5 Stumble upon the tracks of a notorious criminal
- 6 Wake up to find your prized possession stolen

LOCATIONS

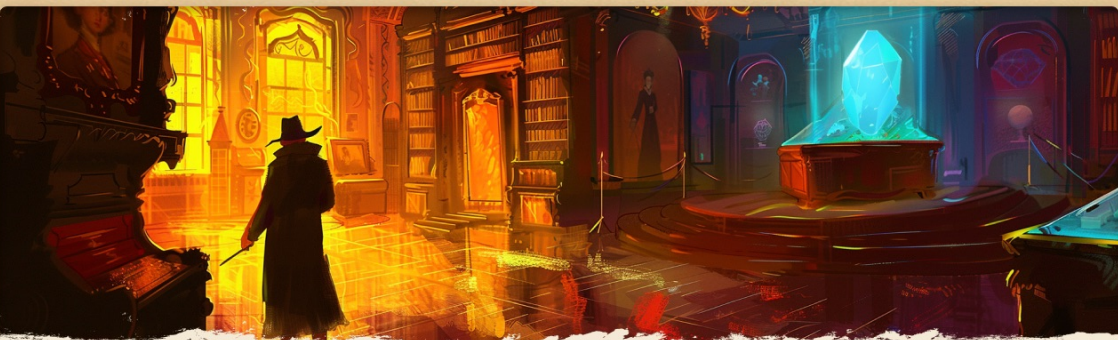
- 1 Sheriff's office
- 2 River crossing
- 3 Stables
- 4 Abandoned mine
- 5 Rickety bridge
- 6 Jail cell
- 7 Local saloon
- 8 Hidden cave
- 9 Canyon pass
- 10 Rusty train station
- 11 Outlaw's lair
- 12 Bandit camp

CHARACTERS

- 1 Grizzled sheriff
- 2 Outlaw's ex-partner
- 3 Corrupt deputy
- 4 Weapons dealer
- 5 Outlaw's lover
- 6 Street urchin
- 7 Bounty hunter
- 8 Tavern gossip
- 9 Hostage
- 10 Reformed criminal
- 11 Rival gang member
- 12 Disguised outlaw

CHALLENGES

- 1 Gather intel on the outlaw's whereabouts
- 2 Track the outlaw through harsh wilderness
- 3 Convince locals to aid in the capture
- 4 Pursue the outlaw in a high-speed chase
- 5 Cross a perilous ravine to continue the pursuit
- 6 Overcome the outlaw's deadly henchmen
- 7 Survive an ambush set by the target's allies
- 8 Infiltrate the outlaw's gang to get close
- 9 Negotiate with hostage-takers for surrender
- 10 Prevent the outlaw's escape attempt
- 11 Defeat the outlaw in a climactic duel
- 12 Transport the captive outlaw to justice



PERFORM A HEIST

PREMISE

- 1 Steal priceless crown jewel from the royal vault
- 2 Steal a legendary artifact from an ancient tomb
- 3 Steal a powerful spell book from a wizard
- 4 Steal national secrets from the enemy president
- 5 Rebels steal the Death Star blueprints
- 6 Steal an alien pet from a mean owner

ADVENTURE HOOK

- 1 Mysterious client offers a lucrative job
- 2 Stumble upon plans for the perfect heist
- 3 Blackmailed into stealing a specific item
- 4 Revenge against a corrupt corporation
- 5 Desperate need for money to save a life
- 6 Challenged to steal an "unstealable" item

LOCATIONS

- | | |
|----------------------|-----------------|
| 1 Secret hideout | 7 Fence's shop |
| 2 Black market | 8 Panic room |
| 3 Surveillance point | 9 Vault |
| 4 Security office | 10 Guard post |
| 5 Ventilation system | 11 Locked room |
| 6 Getaway vehicle | 12 Escape route |

CHARACTERS

- | | |
|--------------------|-----------------------|
| 1 Mastermind | 7 The muscle |
| 2 Novice criminal | 8 Fence |
| 3 Guard captain | 9 Wealthy target |
| 4 Inside informant | 10 Rival thief |
| 5 Getaway driver | 11 Undercover cop |
| 6 Security expert | 12 Innocent bystander |

CHALLENGES

- | | |
|--|---|
| 1 Gather intel on the target | 7 Overcome the security and protective measures |
| 2 Obtain necessary equipment for the job | 8 Break into the treasure room or safebox |
| 3 Obtain detailed plans of the target site | 9 Escape from pursuing security forces |
| 4 Create fake credentials or disguises | 10 Get rid of evidence, cover the tracks |
| 5 Plant an insider to assist the operation | 11 Find a safe place to avoid detection |
| 6 Infiltrate the secured location undetected | 12 Transport or fence the stolen goods |



DESTROY A DANGEROUS TARGET

PREMISE

- 1 Ancient temple housing a cursed artifact
- 2 Fortified stronghold with a weapon of doom
- 3 Alien hive corrupting the surrounding land
- 4 Hidden base conducting forbidden rituals
- 5 Guarded facility producing dangerous tech
- 6 Necromancer's phylactery raising undead

ADVENTURE HOOK

- 1 Survive target's attack on your home base
- 2 Uncover plans for an imminent attack
- 3 Witness the target's destructive power
- 4 Meet a sole survivor of a failed mission
- 5 Intercept message about target's activation
- 6 Find yourself marked for death by the target

LOCATIONS

- | | |
|----------------------|-------------------------|
| 1 Briefing room | 7 Supply depot |
| 2 Rough terrain | 8 Observation post |
| 3 Underground tunnel | 9 Hidden entrance |
| 4 Local settlement | 10 Heavily guarded gate |
| 5 Command center | 11 Target chamber |
| 6 Trapped hallway | 12 Extraction point |

CHARACTERS

- | | |
|--------------------|---------------------|
| 1 Mission leader | 7 Fanatical guard |
| 2 Scout | 8 Local informant |
| 3 Enemy commander | 9 Double agent |
| 4 Reluctant ally | 10 Tech specialist |
| 5 Secret ally | 11 Grizzled veteran |
| 6 Oblivious worker | 12 Enemy leader |

CHALLENGES

- | | |
|--|---|
| 1 Acquire essential supplies for the mission | 7 Recruit locals to aid the mission |
| 2 Secure transportation to the target area | 8 Breach the target's defense systems |
| 3 Navigate through the hostile territory | 9 Create a diversion to thin enemy forces |
| 4 Evade detection by enemy patrol units | 10 Launch the decisive attack on the target |
| 5 Find safe shelter to avoid enemy forces | 11 Contain collateral damage |
| 6 Eliminate a strategic enemy outpost | 12 Escape unscathed |



CREATE A WORLD-CHANGING INVENTION

PREMISE

- 1 Scientists work to create artificial life
- 2 Wizards learn to speak with the dead
- 3 Interstellar colonists decipher the alien language
- 4 Old-timey inventors discover electricity
- 5 Cavemen try to invent fire or wheel
- 6 Supervillains invent a doomsday device

ADVENTURE HOOK

- 1 Discover a solution to an impending crisis
- 2 Unearth a groundbreaking scientific theory
- 3 Receive a challenge from a rival inventor
- 4 Witness the catastrophic effects of inaction
- 5 Find a mysterious blueprint of great potential
- 6 Observe a phenomenon defying known laws

LOCATIONS

- | | |
|------------------------|--------------------|
| 1 Brainstorm room | 7 Media center |
| 2 Rival's headquarters | 8 Supply room |
| 3 Test chamber | 9 Prototype lab |
| 4 Funding office | 10 Field test site |
| 5 Public forum | 11 Restricted area |
| 6 Assembly line | 12 Board room |

CHARACTERS

- | | |
|-----------------------|---------------------------|
| 1 Famous scientist | 7 Failed scientist |
| 2 By-the-book manager | 8 Eager intern |
| 3 Wealthy investor | 9 Test subject |
| 4 Government liaison | 10 Investigative reporter |
| 5 Security officer | 11 Media personality |
| 6 Affected citizen | 12 Strict overseer |

CHALLENGES

- | | |
|---|--|
| 1 Secure crucial funding or support for the project | 7 Conduct a risky experiment |
| 2 Overcome the last roadblock or design flaw | 8 Deal with unexpected side effects |
| 3 Convince authorities to approve research | 9 Deal with competitors or other powerful groups |
| 4 Convince skeptics of the invention's value | 10 Scale up production for mass distribution |
| 5 Acquire rare materials for construction | 11 Manage public reaction to the invention |
| 6 Protect the invention from sabotage | 12 Contain potential dangers of the creation |



CAPTURE A CREATURE

PREMISE

- 1 Obtain a mystic creature for a coming-of-age rite
- 2 Trap an alien specimen for scientific study
- 3 Capture a dangerous runaway pet
- 4 Capture a rare animal for a wealthy collector
- 5 Contain an escaped experiment from a lab
- 6 Secure a magical creature for a wizard's spell

ADVENTURE HOOK

- 1 Hear tales of the beast at a local tavern
- 2 Discover evidence of creature's activities
- 3 Get offered a bounty for the creature's capture
- 4 Encounter someone injured by the creature
- 5 Get offered a bounty for creature's capture
- 6 Meet someone obsessed with the creature

LOCATIONS

- | | |
|------------------------|----------------------|
| 1 Researcher's lab | 7 Populated center |
| 2 Supply store | 8 Wilderness area |
| 3 Merchant's shop | 9 Authority's office |
| 4 Expert's residence | 10 Feeding ground |
| 5 Abandoned structure | 11 Creature's lair |
| 6 Containment facility | 12 Extraction point |

CHARACTERS

- | | |
|------------------------|------------------------|
| 1 Animal expert | 7 Eager apprentice |
| 2 Survival specialist | 8 Eccentric researcher |
| 3 Mysterious informant | 9 Knowledgeable local |
| 4 Wealthy client | 10 Victim of creature |
| 5 Rival capturer | 11 Shady dealer |
| 6 Creature's guardian | 12 Authority figure |

CHALLENGES

- | | |
|--|---|
| 1 Track the elusive creature's movements | 7 Design a trap to ensnare the creature |
| 2 Obtain rare bait to attract the creature | 8 Lure the creature to a specific location |
| 3 Navigate treacherous creature habitat | 9 Deal with the dangerous or rampaging creature |
| 4 Negotiate with locals for assistance | 10 Chase and capture the creature, tame it |
| 5 Confront those protecting the creature | 11 Transport the captured creature safely |
| 6 Protect civilians from collateral danger | 12 Prevent the creature's escape attempt |



OVERTHROW OPPRESSORS

PREMISE

- Liberate a city from tyrannical invaders
- Free a planet from an alien occupation
- Liberate a space station from space pirate rule
- Revolt against an evil Dark Lord
- Rebel against an AI-controlled utopia
- Overthrow a vampire aristocracy's reign

ADVENTURE HOOK

- Receive a plea for help from resistance leader
- Stumble upon a secret rebel meeting
- Observe the consequences of the injustice
- Overhear plans for a cruel new policy
- Discover your friends have joined the resistance
- Witness the oppressors confiscating goods

LOCATIONS

- | | |
|---------------------|----------------------|
| 1 Secret hideout | 7 Public square |
| 2 Slums | 8 Enemy barracks |
| 3 Resistance base | 9 Marketplace |
| 4 Prison | 10 Propaganda center |
| 5 Supply depot | 11 Ruler's palace |
| 6 Communication hub | 12 Escape tunnel |

CHARACTERS

- | | |
|--------------------------|-------------------------|
| 1 Rebel leader | 7 Disillusioned insider |
| 2 Undercover agent | 8 Escaped prisoner |
| 3 Reluctant recruit | 9 Informant |
| 4 Corrupt official | 10 Zealous enforcer |
| 5 Sympathetic guard | 11 Oppressed citizen |
| 6 Believer in the system | 12 Oppressor's minion |

CHALLENGES

- | | |
|--|---|
| 1 Establish a secret rebel base or a group | 7 Plant a spy in the enemy's ranks |
| 2 Recruit new members to the cause | 8 Acquire weapons for the rebellion |
| 3 Sabotage the oppressors' infrastructure | 9 Eliminate a key enemy leader |
| 4 Root out traitors within the movement | 10 Seize an important enemy stronghold |
| 5 Free prisoners from a detention center | 11 Evade a coordinated enemy search |
| 6 Intercept crucial enemy intel | 12 Launch the final assault on oppressors |



ESTABLISH A THRIVING COLONY

PREMISE

- Build a self-sustaining colony on a distant planet
- Create an underwater city in unexplored oceans
- Establish a sanctuary in a post-apocalyptic world
- Build a community inside a derelict spacecraft
- Build an underground base
- Found a frontier settlement in hostile wilderness

ADVENTURE HOOK

- Land (or crash) in an unfamiliar territory
- Wake from stasis to find off-course landing
- Discover critical supplies are missing
- Encounter unexpected indigenous life
- Receive distress call from another settlement
- Find evidence of a failed previous attempt

LOCATIONS

- | | |
|-----------------------|-------------------------|
| 1 Landing site | 7 Resource depot |
| 2 Living quarters | 8 Command center |
| 3 Medical facility | 9 Power station |
| 4 Defensive perimeter | 10 Food production area |
| 5 Water source | 11 Workshop |
| 6 Communal space | 12 Expansion zone |

CHARACTERS

- | | |
|-----------------------|-----------------------|
| 1 Visionary leader | 7 Practical engineer |
| 2 Medical expert | 8 Security chief |
| 3 Resource manager | 9 Scientist |
| 4 Recluse | 10 Radical idealist |
| 5 Wild stowaway | 11 Cynical laborer |
| 6 Mysterious outsider | 12 Rebel troublemaker |

CHALLENGES

- | | |
|--|--|
| 1 Survey the surrounding region | 7 Secure food supply to prevent starvation |
| 2 Prepare the area for building | 8 Endure extreme weather conditions |
| 3 Retrieve essential supplies or natural resources | 9 Confront and deal with dangerous locals |
| 4 Neutralize environmental hazards | 10 Prevent an outbreak of an unknown illness |
| 5 Construct a vital settlement structure | 11 Form a functional governing body |
| 6 Expand the settlement's boundaries | 12 Settle an internal criminal dispute |

MORE USEFUL RESOURCES

TOOLS AND GAME SYSTEMS

If you liked this game, you will probably find the following games useful:

Mirage • <https://rpgadventures.io/mirage>

Mirage is a one-page, storytelling-focused roleplaying game for people who enjoy the creative aspects of roleplaying games, and want to improvise stories without the intricate rules getting in their way. Use it to add just enough mechanics to your adventures, while still keeping things simple and rules-lite.

Strangeville Files • <https://rpgadventures.io/strangeville-files>

Strangeville Files a lighthearted, storytelling-focused game where you'll improvise supernatural mysteries in the style of Gravity Falls, Scooby Doo, Inside Job, X-Files, Men in Black, SCP Foundation.

Story Deck • <https://rpgadventures.io/story-deck>

Story Deck a collection of many hundreds of prompts you can use to inspire Locations, Characters, and Objectives for your stories.

Free Pre-Made Adventures • <https://rpgadventures.io/browse>

Visit our website for a collection of free pre-made adventures you can use in your games.

Adventure Writers' Room • <https://rpgadventures.io/writers-room>

This is a collaborative storytelling game about creating adventures for other roleplaying games. By playing this game you will brainstorm creative ideas, develop them into an exciting story, and create an adventure you can add to your campaign, run as a one-shot, or publish.

Roleplay Academy • <https://rpgadventures.io/roleplay-academy>

Roleplay Academy is a collection of short improv games and exercises that will help you practice skills that will make you a better roleplayer, improviser, storyteller, level up your GMing skills, become more creative, and come up with interesting ideas for your games.

Follow by Ben Robbins • <https://www.lamemage.com/follow>

This game is inspired by the game "Follow" by Ben Robbins and "Fiasco" by Bully Pulpit Games. If you liked this game, you should check them out.

JOIN OUR COMMUNITY

Want to become a better roleplayer, storyteller, and improviser?

Want to find other friendly and creative people to play with?

Want to follow this project, and other cool stuff I create?

Come join our Discord community: <https://rpgadventures.io/discord>

GET IN TOUCH

Do you have any questions, need any help or advice?

Do you have any feedback or ideas on how I could make this game better?

Do you want to just chat about roleplaying and creativity?

Don't hesitate to reach out!

- My Discord: **lumenwrites**
- My Email: **lumenwrites@gmail.com**