

**Group Members:**

**Title of Your Adventure:**

## Part 1: Link to the Past; Bridge to the Future

**1. What happened in the Level 3 adventure you just completed?**

(Summarize the major events, important NPCs, and choices made by your characters.)

*Tip: This helps keep continuity and sets up your next story.*

**2. How will your Level 4 adventure connect to the upcoming Level 5 group story?**

Think about:

- A mysterious villain who escapes
- A magical item that must be delivered
- A prophecy or riddle that must be solved

## Part 2: Adventure Structure – The Hero’s Journey

Use this table to begin planning the opening parts of your adventure. You will add more details as your story is played.

Story Beat	Describe What Happens
<b>Hook</b>	What strange or exciting thing gets the players involved? <ul style="list-style-type: none"><li>•</li></ul>
<b>Rising Action</b>	What obstacles or mysteries do the players face on their journey? <ul style="list-style-type: none"><li>•</li></ul>
<b>Major Encounters</b>	List 3 encounters (combat, puzzle, exploration, or NPC interaction).
	1.
	2.
	3.
<b>Big Choice</b>	What important decision did the players make that changes the story? <ul style="list-style-type: none"><li>•</li></ul>
<b>Climax/Boss Scene</b>	What is the final challenge or confrontation of the adventure? <ul style="list-style-type: none"><li>•</li></ul>
<b>Resolution/Link to Lvl 5</b>	How does this end? What carries forward into the Level 5 adventure the whole class will do together? <ul style="list-style-type: none"><li>•</li></ul>

## Part 3: Character & Setting Building

### **Key NPCs (Non-Player Characters)**

Describe **two important NPCs** your party meets. They can be helpful, neutral, or hostile.

013Name	Role in Story	Description (appearance, voice, quirks)

**Key Locations**

Describe at least **two unique places** the party will explore.

Location Name	Description (What does it look/sound/smell like?)	Why is it important?

## Part 4: Encounters & Dice Use

Each group must plan out **three encounters** using dice rolls. You may distribute your encounter types however you wish (3 combat with minimal social and exploration; all puzzles and explorations; etc.).

Encounter Type	Summary	What players need to do	Dice involved (DC, skill checks, etc.)
Combat			
Social			
Puzzle/Explore			

## Part 5: Dialogue or Description Sample

Write a **short scene** (5–10 sentences) that includes:

- Character dialogue
- Sensory details (what the setting feels/sounds/smells like)
- A dramatic moment, decision, or danger

Use this to practice setting **tone** and **building immersion**.

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# Final Checklist

Before submitting your adventure:

- Our adventure includes a beginning, middle, and end
- We connected it to the Level 3 and Level 5 adventures
- We included 3 different kinds of encounters
- We created interesting characters and locations
- We used clear, descriptive writing
- We worked as a team and shared the work