

Group Members:

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By collaboratively creating and co-DMing the adventure, students will:

Explore, Clarify, and Extend Thoughts, Ideas, Feelings, and Experiences: Students will use exploratory language (oral and written) to develop their adventures and characters. They will also connect their experiences and prior knowledge to the new ideas and information they create in their stories.

Comprehend and Respond Personally and Critically to Oral, Print, and Other Media Texts: Students will use their knowledge of narrative forms and genres to create their own original text (the D&D adventure). They will also have opportunities to experience different perspectives as they play their characters while others DM.

Manage Ideas and Information: The process requires students to plan and focus their creative efforts, select and organize information, and then share and review their work.

Enhance the Clarity and Artistry of Communication: Students will be required to choose and use language to enhance their communication for a specific purpose and audience (the other players), and to present their work with clarity.

Respect, Support, and Collaborate with Others: This is a collaborative project that requires students to work together within a group, exchange ideas and opinions, and respect each other's perspectives and creative choices.

Introduction to Your Adventure Arc

Instead of creating a single adventure, your group will be responsible for creating a two-part adventure arc. Your two parts will serve as the “book-end” adventures for a larger campaign. The teacher will provide a central, pre-written adventure which you will play in the middle of your two-part adventure.

Your Task

Part 1 (The Prequel Adventure): Create the adventure that leads into the teacher's adventure. You will be given the "hook" of the teacher's adventure and must design an adventure that leads your party to that specific starting point.

Part 2 (The Sequel Adventure): After completing the teacher's middle adventure as players, you will create a new adventure that serves as the result or conclusion of the events that occurred. This adventure should address the consequences of the party's actions and the state of the world at the end of the middle adventure.

Collaborative Development & Co-DMing: Your group will collaboratively develop both adventures. You will also co-DM your created adventures while simultaneously playing your characters.

Planning Your Prequel Adventure (Part 1)

You must create an adventure that leads your party directly to the hook of the teacher's adventure.

1. Adventure Title:

2. Adventure Hook (The Beginning):

Design a compelling starting point for your adventure that will grab your players' attention. This can be a mysterious event, a call for help, or a strange discovery.

3. Rising Action (The Journey):

What are the main obstacles, challenges, or mysteries the players must face to get to the next adventure?

4. Major Encounters:

List at least three major encounters (combat, puzzles, exploration, or NPC interaction) the players will face.

5. Connecting the Arc:

The end of your prequel adventure must lead directly to the starting point of the teacher's adventure. Explain how the events of your adventure set up the situation for the next one.

- 6. How will your characters know they need to pursue the path laid out by the teacher's adventure?**

Planning Your Sequel Adventure (Part 2)

After your group has played through the teacher's adventure, you will design the conclusion to the entire arc.

1. **Adventure Title:**

2. **What is the title of your concluding adventure?**

3. **Summary of Events:**

Briefly summarize the major events, important NPCs, and key choices made by your characters during the teacher's adventure.

4. **The New Hook:**

What is the new call to action for the players? How do the consequences of the middle adventure's events create the need for a new one?

5. **Rising Action & Major Encounters:**

Design new challenges, mysteries, and at least three major encounters that the players will face as they work to resolve the story.

6. Conclusion:

How does this final adventure bring the entire story arc to a satisfying close?

What is the final fate of the characters and the world?

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Part 3: Character & Setting Building

Key NPCs (Non-Player Characters)

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

Name	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. Fill out at least one **combat**, one **social**, and one **puzzle** or **exploration** encounter.

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 7 adventure
- We included 3 encounters
- We created interesting characters and locations
- We used clear, descriptive writing
- We worked as a team and shared the work