



Player Project: Week 3

# Create Your First Adventure

THREE WAYS TO CREATE A MEMORABLE ENCOUNTER



**Part One: Start big, then narrow in on the details**

**Ask yourself: What will happen in your encounter?** Try to answer this in one sentence. Such as, the players will encounter a group of small dinosaurs. Or, the players will find a gold mine that is inhabited by a crazy ghost.

**Common encounters include ...** Coming upon a village or an unknown location, like a cave; rescuing a person or creature; finding something mysterious.

**Does there have to be a battle? ...** Absolutely not! In fact some of the most fun encounters are those not including a battle. Such as, how about playing an ancient dragon that swoops down on the players and requests (or demands!) they find the dragon a new pretty gem necklace for its hoard? Regardless if there's a battle, there should be a conflict.



**YOUR TURN:** Write down – in one sentence – what your encounter will be. Try to write a couple of encounter ideas and then choose the one you like the best.

(Your answer goes here)



## THREE WAYS TO CREATE A MEMORABLE ENCOUNTER



### Part Two: Where will it take place? And what will draw them there?

**Start wide, then narrow it down ...** To start, pick a terrain. For example: a mountain. Then get more specific, like a mountain cliff that is 60 feet high. Then define what that cliff looks like. It might have a straight slope or it may have rock ledges or shrubs on the ledges or slope.

**Identify how the PCs will discover this location – and provide multiple! ways to find it ...** Ensuring the PCs find your encounter is not always easy so it's smart to come up with multiple ways and reasons for them to find it. Let's take the aforementioned mountain cliff. They may initially see the cliff as it will be a prominent landmark in the area they're in. Furthermore, they may see on the cliff a cave that would potentially be a safe spot for them to camp. Also, they could get information from a native that calls attention to something remarkable on the cliff – say a large bird that is often used as a companion by adventurers. Last, come up something that will surely grab their attention if all else fails. Something dramatic! Like seeing a halfling being carried by a Roc (a huge bird) into a cliff nest.

**YOUR TURN:** Describe your scene and how the player-characters will come upon it. Make sure and provide multiple ways for them to find it!

(Your answer goes here)



**Describe the environment ...** The more detail you can provide the player-characters on the scene they'll be in, the more they can either use it, or be pestered by it!



## THREE WAYS TO CREATE A MEMORABLE ENCOUNTER

### ➔ Part Three: What will they find?

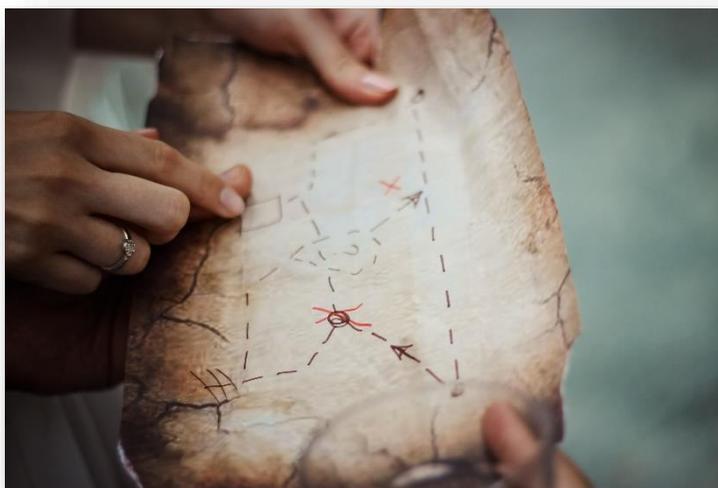
**Their “reward”:** It’s customary to find something of value or interest once the characters have overcome a conflict in your encounter. Sometimes this can be treasure. Sometimes it can be information that can lead them to a second or more dramatic encounter.

**Magic items ...** Magic items can be part of the treasure found by the players. Work with your GM to identify how rare and powerful the magic item would be. As well, consider creating your own magic item that doesn’t necessarily have to do with battles. For example, a compass that finds sunken treasure in the sea.

**The source of the item? ...** If you’re going to use a magic item – or any item – consider where the item came from. If the item is found in a bear cave, it may have come from another adventurer who was killed by the bear in the cave.

**YOUR TURN:** Write down what your players will find in your encounter. This could be equipment or information leading to a second adventure on another part of your island.

(Your answer goes here)



**Treasure maps ...** can be fun discoveries as they will send your players into a different adventure. If you create a map, consider adding notes on the map that will draw the players’ interest but not give away all the details. For example, the note could give clues to where the treasure is and what it might be, but not what guards it.