[ADVENTURE TITLE]

A Raygun-Slingers [Genre] Adventure

Adventure Module for Level [X-Y] Characters ([Z] Players)
Estimated Play Time: [X-Y] hours
Content Warning: [List any sensitive content]

ADVENTURE SYNOPSIS

The Hook

[2-3 sentences describing how players get involved. What's the immediate problem that draws them in?]

The Truth

[2-3 sentences revealing what's actually happening behind the scenes. This is GM-only information.]

The Twist

[1-2 sentences describing the major reveal or subversion of expectations]

Possible Endings

THE BAD END - "[Name]"
[Describe what happens if players fail completely]

THE PYRRHIC VICTORY - "[Name]"
[Describe what happens if players succeed but at great cost]

THE TRUE VICTORY - "[Name]"
[Describe what happens if players achieve the best possible outcome]

SETTING: [LOCATION NAME]

Geography & Atmosphere

Location: [Region description, distance from major landmarks]

Population: [Approximate number]

Climate: [Weather, environmental conditions]

Economy: [What sustains this place? What's its purpose?]

Key Visual Elements:

- [Visual detail 1]

- [Visual detail 2]
- [Visual detail 3]
- [Visual detail 4]
- [Visual detail 5]

[Major Event/Festival/Situation Name]

Purpose: [Why is this happening?]

Duration: [How long does it last? When do players arrive?]

Events:

- [Event 1]
- [Event 2]
- [Event 3]
- [Event 4]

The Cover: [If the event is hiding something, explain what and how]

Key Locations

1. **[Location 1 Name]** - [Brief description]
2. **[Location 2 Name]** - [Brief description]
3. **[Location 3 Name]** - [Brief description]
4. **[Location 4 Name]** - [Brief description]
5. **[Location 5 Name]** - [Brief description]
6. **[Location 6 Name]** - [Brief description]

KEY NPCS

[Main Villain Name] - The [Title] (Boss)

Appearance:

- [Physical description line 1]
- [Physical description line 2]
- [Physical description line 3]
- [Distinctive feature or tell]

Personality:

- Publicly: [How they appear to others]
- Privately: [Who they really are]
- Motivation: [What drives them]
- Beliefs: [What they think they're doing/why it's justified]

Background:

- [Key backstory point 1]
- [Key backstory point 2]
- [Key backstory point 3]
- [Connection to location/event]
- [How they achieved their position]

Stats:

HP: [X]
Defense: [X]
Initiative: +[X]

DRAW: [X]
GRIT: [X]
TECH: [X]
SAVVY: [X]
SHARP: [X]
WILL: [X]

Focus: [X]/[X]

Abilities:

[Ability Name 1] (Cost: X Focus, Action: [Full/Major/Minor], Cooldown: [Frequency])

- [Full mechanical description]
- [Effect/saves/damage]
- [Special conditions]

[Ability Name 2] (Cost: X Focus, Action: [Full/Major/Minor], Cooldown: [Frequency])

- [Full mechanical description]

[Ability Name 3] (Passive or special trigger)

- [Full mechanical description]

Weaknesses:

- **[Weakness 1]:** [Description of how to exploit]
- **[Weakness 2]:** [Description of how to exploit]
- **[Weakness 3]:** [Description of how to exploit]

Tactics:

- [Opening move]
- [Mid-fight strategy]
- [Defensive options]
- [Retreat conditions]
- [Final desperate gambit]

[Ally/Neutral NPC Name] - The [Title]

Appearance:

- [Physical description]
- [Distinctive features]
- [Changes over time if relevant]

Personality:

- [Trait 1]
- [Trait 2]
- [How they help/hinder players]

Background:

- [Relevant history]
- [Connection to situation]
- [Why they're involved]

Stats (If Combat Occurs):

HP: [X]

Defense: [X]

Initiative: +[X]

DRAW: [X], GRIT: [X], TECH: [X], SAVVY: [X], SHARP: [X], WILL: [X]

[Basic attack stats if they fight]

Role in Adventure:

- [How players meet them]
- [Information they provide]
- [How they can help]
- [Complications they cause]

[Secondary Antagonist Name] - The [Title] (Mini-Boss)

Appearance:

- [Physical description]
- [Distinctive features]

Personality:

- [How they appear]
- [Hidden truth]

- [Relationship to main villain]

Stats:

HP: [X]
Defense: [X]
Initiative: +[X]

DRAW: [X]
GRIT: [X]
TECH: [X]
SAVVY: [X]
SHARP: [X]
WILL: [X]

Focus: [X]/[X]

Abilities: [List 3-4 abilities with full mechanics]

Tactics: [How they fight/operate]

[Supporting NPC Name 1]

Quick Stats:

- **Role:** [Quest giver/Victim/Information source/etc.]
- **Appearance:** [1-2 sentence description]
- **Personality:** [2-3 key traits]
- **What They Provide:** [Information/Items/Services]
- **Complication:** [What makes them interesting/difficult]

[Supporting NPC Name 2]

Quick Stats:

- **Role:** [Their function in the adventure]
- **Appearance:** [Brief description]
- **Personality:** [Key traits]
- **What They Provide:** [Their utility]
- **Complication:** [The catch]

ENCOUNTER BREAKDOWN

[DAY/ACT] - [PHASE NAME]

ENCOUNTER 1: [ENCOUNTER NAME] ([Encounter Type: Social/Exploration/Combat])

Setup: [2-3 sentences describing the scene when players enter]

Objective: [What players need to accomplish in this encounter]

Key Information:

From [NPC Name] (SAVVY DC [X] to extract):

- "[Quote or information piece 1]"
- "[Quote or information piece 2]"
- **Critical Clue:** "[Most important piece of information]"

Investigation Options:

[Investigation Location/Method] (SHARP DC [X] to find):

- [Finding 1]
- [Finding 2]
- **Critical Find (SHARP DC [X]):** [Most important discovery]

Complications:

- **If [player action]:** [Consequence]
- **If [player action]:** [Consequence]
- **If [time runs out]:** [What happens]

Resolution: [What players should learn/achieve. How this connects to next encounter.]

Rewards:

- +[X] XP
- [Item/Information]
- [Other benefit]

ENCOUNTER 2: [ENCOUNTER NAME] ([Encounter Type])

Setup: [Scene description]

Objective: [Goal]

[For Combat Encounters]:

Enemy Forces:

- **[Number] [Enemy Type]** ([Brief description])
- **[Number] [Enemy Type]** ([Brief description])

[Enemy Name] Stats:

HP: [X]

Defense: [X]

Initiative: +[X]

Speed: [X] ft

DRAW: [X]

GRIT: [X]

[Other relevant stats]

Attacks:

- **[Attack Name]:** +[X] to hit, [damage] [type] damage
- **[Special Attack]:** [Full mechanics]

Special Abilities:

- **[Ability Name]:** [Full description]

Tactics:

- [How enemies behave]
- [Reinforcement conditions]
- [Retreat conditions]

Environmental Hazards:

- **[Hazard Name]:** [Effect and save]
- **[Hazard Name]:** [Effect and save]

Victory Conditions:

- [Primary win condition]
- [Alternative win condition]

Complications:

- **If [trigger]:** [Complication]
- **If [trigger]:** [Complication]

Resolution: [What happens after encounter ends]

Rewards:

- +[X] XP
- [Loot/Information]

ENCOUNTER 3: [ENCOUNTER NAME] ([Encounter Type])

Setup: [Scene setup]

Objective: [What needs to happen]

[For Exploration/Puzzle Encounters]:

The Challenge: [Describe the puzzle, investigation, or environmental challenge]

Solution Options:

Option A: [Approach Name]

- Requires: [Skill check(s)]
- Risk: [Potential consequences]
- Outcome: [What happens on success]

Option B: [Approach Name]

- Requires: [Different approach]
- Risk: [Different consequences]
- Outcome: [Different result]

Option C: [Creative Solution]

- [Allow player creativity, set DC appropriately]

Clues Available:

- **SHARP DC [X]:** [What they notice]
- **TECH DC [X]:** [Technical insight]
- **SAVVY DC [X]:** [Social/contextual clue]

Time Pressure: [If relevant: what happens if they take too long]

Complications: [Problems that arise during this encounter]

Resolution: [How this encounter ends and transitions]

Rewards:

- +[X] XP
- [Information/Items/Access gained]

[NEXT DAY/ACT] - [NEXT PHASE]

ENCOUNTER 4: [ENCOUNTER NAME] ([Type])

[Follow same format as above encounters]

ENCOUNTER 5: [ENCOUNTER NAME] ([Type])

[Follow same format as above encounters]

ENCOUNTER 6: [ENCOUNTER NAME] ([Type])

[Follow same format as above encounters]

[FINAL ACT] - [CLIMAX PHASE]

ENCOUNTER 7: [FINAL ENCOUNTER NAME] (Combat #3 - Boss Fight)

Setup: [Dramatic scene description of final confrontation]

Objective: [Primary goal and any secondary objectives]

The Scene:

- **[Location Feature 1]:** [Description and mechanical effect]
- **[Location Feature 2]:** [Description and mechanical effect]
- **[Environmental Element]:** [Effect on combat]
- **[Special Condition]:** [Time limit, hazard, etc.]

Initiative Count:

1. [Roll initiative]
2. [Progress Tracker if relevant]: [X] points (gains [Y] per round, completes at [Z])

Enemy Forces:

[Boss Name] (Full stats in NPC section)

- [Starting position and advantages]
- [Opening move]

[Mini-Boss/Lieutenant] (If present)

- [Role in fight]
- [Special interaction with boss]

[Minions] (If any)

- [Number and type]
- [Reinforcement schedule]

Phase 1: [Phase Name] (Rounds 1-X)

[Boss]'s Opening Move:

- "[Quote or dramatic action]"
- [Mechanical effect]
- [Summons/environmental changes]

[Progress/Ritual/Timer] Mechanics:

- [How it advances]
- [How players can disrupt it]
- [Consequences of reaching certain thresholds]

Players' Options:

Option A: [Strategy Name]

- [Description of approach]
- [Requirements/checks needed]
- **Risk:** [Downside]

Option B: [Strategy Name]

- [Alternative approach]
- [Requirements]
- **Risk:** [Different downside]

Option C: [Creative Solution]

- [Framework for player creativity]
- [DCs for various approaches]

[Ally/Special Character]'s Role (If Present):

- [What they do]
- [How players can coordinate]
- [Betrayal/complication if relevant]

Tactics:

- **[Boss]:** [Detailed combat behavior]
- **[Other Enemies]:** [Their roles]

Phase 2: [Escalation Phase] (Rounds [X-Y], Boss below [X]% HP)

[Boss]'s Transformation/Escalation:

- [Visual/dramatic change]
- "[Quote]"
- [New abilities or mechanical changes]
- [Environmental changes]

[Progress/Timer] Acceleration:

- [How situation becomes more urgent]

[Ally/Enemy] Escalation:

- [How other combatants change behavior]

Phase 3: [Final Stand] (Rounds [Y-Z], Boss below [X]% HP)

[Boss]'s Last Gambit:

- "[Quote or final threat]"
- [Desperate final ability or transformation]
- [Round-by-round countdown if relevant]

Players' Critical Choice:

1. **[Option 1]:** [Consequences]

2. **[Option 2]:** [Different consequences]
3. **[Option 3]:** [Third path if available]

Victory Conditions:

- **[Primary Objective]:** [What must happen]
- **[Secondary Objective]:** [Optional goal for better ending]
- **[Hidden Objective]:** [For true victory]

Defeat Conditions:

- **[Bad End Trigger]:** [What causes worst ending]
- **[All PCs die/fail]**
- **[Boss/Villain escapes]** (If possible)

Complications:

[Trigger Event 1]:

- [What happens and when]
- [Mechanical effect]
- [Save or check required]

[Trigger Event 2]:

- [Environmental or dramatic change]
- [Effect on combat]

Environmental Hazards:

[Hazard Name]:

- [Effect and save]
- [How players can use/avoid it]

Resolution Options:

THE BAD END - [Name]: [Detailed description of worst outcome]

THE PYRRHIC VICTORY - [Name]: [Description of costly victory]

THE HARD VICTORY - [Name]: [Description of standard good ending]

THE TRUE VICTORY - [Name]: [Description of best possible ending]

Rewards (Variable by Ending):

Base Rewards:

- +[X] XP
- ☑ Credits
- [Reputation/faction standing]

Additional Rewards (True Victory):

- +[X] XP bonus
- [Artifact/Unique item with stats]
- [Long-term benefit]

Loot from [Boss]:

- [Item 1 with value/stats]
- [Item 2 with value/stats]
- [Item 3 with value/stats]
- [Currency]

Loot from [Other Enemies] (if applicable):

- [Items with descriptions]

AFTERMATH & CONSEQUENCES

[Major NPC/Faction 1]

If [Outcome 1]:

- [How they react]
- [Long-term consequences]
- [Player relationship changes]

If [Outcome 2]:

- [Alternative reaction]
- [Different consequences]

If [Outcome 3]:

- [Third possibility]

[Location/Settlement]

If [Outcome 1]:

- [How location changes]
- [Political/economic impact]
- [What players gain or lose]

If [Outcome 2]:

- [Alternative changes]

If [Outcome 3] (Bad End):

- [Worst case scenario]
- [Long-term campaign impact]

Campaign Hooks

[Hook Name 1]:

- [Brief description of follow-up adventure possibility]
- [What triggers this hook]
- [Potential adventure type]

[Hook Name 2]:

- [Another follow-up possibility]
- [Connection to this adventure]

[Hook Name 3]:

- [Third potential thread]
- [How it might develop]

GM GUIDANCE

Pacing

[X]-Hour Session:

- Encounter 1-2: [X] minutes ([Brief description])
- Encounter 3: [X] minutes ([Brief description])
- Encounter 4-5: [X] minutes ([Brief description])
- Encounter 6: [X] minutes ([Brief description])
- Encounter 7: [X] minutes ([Boss fight and resolution])

[Y]-Hour Session:

- [Expanded pacing notes]
- [What to add for longer sessions]

Adjusting Difficulty

For Level [X] Party:

- [Specific adjustments]
- [What to reduce/modify]

For Level [Y] Party:

- [Different adjustments]
- [What to increase/add]

For Experienced Players:

- [Advanced challenges to add]
- [Complex mechanics to introduce]

Running [Important NPC/Element]

The Key: [Central advice for handling this element]

[Stage 1]:

- [How to handle early in adventure]
- [What to emphasize]

[Stage 2]:

- [Mid-adventure handling]
- [Key moments]

[Stage 3]:

- [Late adventure/climax]
- [Payoff moments]

[Theme/Tone] Elements

[Element Type 1]:

- [How to emphasize this in play]
- [Examples and techniques]

[Element Type 2]:

- [Different atmospheric element]
- [Implementation advice]

Keep It [Adjective]:

- [Specific guidance on maintaining tone]
- [Things to include regularly]

Player Agency

Multiple Solutions: [Note that adventure rewards creative thinking]

Players can:

- [Creative solution 1]
- [Creative solution 2]
- [Creative solution 3]

Consequences Matter:

- [Action → Consequence example 1]
- [Action → Consequence example 2]
- [Action → Consequence example 3]

No Perfect Solution:

- [Explanation of trade-offs]
- [How to present hard choices]

HANDOUTS

Handout 1: [Name]

[Actual handout text that players see]

[Could be letter, note, advertisement, etc.]

Handout 2: [Name]

[Second handout text]

Handout 3: [Name]

[Third handout text]

Handout 4: [Name]

[Fourth handout text]

Handout 5: [Name]

[Fifth handout - could be map description or diagram]

MAPS

Map 1: [Location Name] (Overview)

Key Locations:

1. [Location] - [Position on map]
2. [Location] - [Position on map]
3. [Location] - [Position on map]
4. [Location] - [Position on map]
5. [Location] - [Position on map]

Layout Description:

- [Feature 1]
- [Feature 2]
- [Feature 3]
- [Special notes on terrain/visibility]

Map 2: [Specific Location] - [Purpose]

Layout:

- [Dimensions]
- [Key features and positions]
- [Entry/exit points]
- [Important terrain elements]

Tactical Elements:

- [Cover locations and bonuses]
- [Hazards and positions]
- [Height differences]
- [Special features]

EPILOGUE VARIANTS

Epilogue 1: [Best Ending Name]

[Conditions that led to this ending]

"[Narrative epilogue text describing the aftermath and consequences of players achieving the best possible outcome. Should be 2-3 paragraphs and feel rewarding while hinting at future complications.]

The End"

Epilogue 2: [Mixed Ending Name]

[Conditions that led to this ending]

"[Narrative epilogue text describing bittersweet victory. Success with significant costs. Should acknowledge player achievement while emphasizing what was lost. 2-3 paragraphs.]

The End... ?"

Epilogue 3: [Bad Ending Name]

[Conditions that led to this ending]

"[Narrative epilogue text describing failure or pyrrhic victory. Should feel appropriately dark but not punitive. Players should understand what went wrong. 2-3 paragraphs.]

The End"

APPENDIX: STAT BLOCKS QUICK REFERENCE

[Boss Name] (Boss)

HP: [X] | Defense: [X] | Initiative: +[X]
DRAW [X] | GRIT [X] | TECH [X] | SAVVY [X] | SHARP [X] | WILL [X]
Focus: [X]/[X]

Abilities:
- [Ability 1] ([X] Focus): [Brief mechanical summary]
- [Ability 2] ([X] Focus): [Brief mechanical summary]
- [Ability 3] ([X] Focus): [Brief mechanical summary]
- [Ability 4] (Passive/Special): [Brief summary]

Weaknesses:
- [Weakness 1 summary]
- [Weakness 2 summary]

[Mini-Boss Name] (Mini-Boss)

HP: [X] | Defense: [X] | Initiative: +[X]
DRAW [X] | GRIT [X] | TECH [X] | SAVVY [X] | SHARP [X] | WILL [X]
Focus: [X]/[X]

Abilities:
- [Key abilities summarized]

Weaknesses:
- [How to defeat]

[Minion Type] (Minion)

HP: [X] | Defense: [X] | Initiative: +[X]
DRAW [X] | GRIT [X] | [Other relevant stats]

Attacks:
- [Attack name]: +[X] to hit, [damage]
- [Special ability]: [Brief description]

Special:
- [Key feature or weakness]

[Elite Minion Type] (Elite Minion)

HP: [X] | Defense: [X] | Initiative: +[X]
[Relevant stats]

Attacks:
- [Attack details]

Special:
- [Key abilities]

[Environmental Hazard/NPC Type]

HP: [X] | Defense: [X] | Initiative: +[X]
[Stats if combatant]

[Relevant mechanics]

DESIGN NOTES FOR GMs

Why This Adventure Works

1. [Design Element 1]

- [Explanation of what makes this effective]

2. [Design Element 2]

- [Why this creates good gameplay]

3. [Design Element 3]

- [How this engages players]

4. [Design Element 4]

- [What this accomplishes]

5. [Design Element 5]

- [Final key design point]

Common Pitfalls to Avoid

Don't:

- [Mistake 1 to avoid]
- [Mistake 2 to avoid]
- [Mistake 3 to avoid]
- [Mistake 4 to avoid]
- [Mistake 5 to avoid]

Do:

- [Best practice 1]
- [Best practice 2]
- [Best practice 3]
- [Best practice 4]
- [Best practice 5]

ADVENTURE-SPECIFIC TABLES (Optional)

[Table Name] (d[X])

```
  Roll    Result
1-[X]   [Outcome]
[X]-[X] [Outcome]
[X]-[X] [Outcome]
```

[Random Encounter Table] (d[X])

```
  Roll           Encounter
1-[X]   [Encounter type and details]
[X]-[X] [Encounter type and details]
```

END OF MODULE

"[Thematic closing quote related to adventure]"
— [Attribution]

TEMPLATE USAGE NOTES

How to Use This Template

1. **Replace all [bracketed] sections** with your specific content
2. **Delete unused sections** (e.g., if you don't need random tables)
3. **Adjust encounter count** as needed (template assumes 7 encounters: 3 combat, 2 social, 1 exploration, 1 boss)
4. **Modify stat blocks** based on your party level
5. **Customize epilogues** to match your adventure's themes

Section Priorities

Essential Sections (Don't skip these):

- Adventure Synopsis
- Setting description
- Key NPCs (at least boss and 2 supporting)
- All encounters with full mechanics
- Stat blocks quick reference

Important But Flexible:

- Aftermath & Consequences
- GM Guidance
- Handouts (create at least 2-3)

Optional Based on Adventure Type:

- Maps (if location-based)
- Random tables (if exploration-heavy)
- Complex epilogue variants (if multiple endings matter)

Customization Tips

For Combat-Heavy Adventures:

- Expand combat encounter sections
- Add more enemy variety
- Include tactical maps
- Reduce social encounter complexity

For Investigation Adventures:

- Expand social and exploration encounters
- Add more handouts and clues
- Include timeline of events
- Reduce combat encounter number

For Horror Adventures:

- Add atmosphere guidance in each encounter
- Include sanity/fear mechanics if relevant
- Expand "Keep It [Tense]" section
- Add more sensory descriptions

For Heist/Infiltration:

- Add security systems and patrol schedules
- Expand player option sections
- Include multiple approach paths
- Add contingency plans for failure

Word Count Targets

For 4-Hour One-Shot:

- Total: ~8,000-10,000 words
- Each encounter: ~800-1,200 words
- NPC descriptions: ~300-500 words each
- GM guidance: ~1,000-1,500 words

For 6-Hour Extended Session:

- Total: ~12,000-15,000 words
- Add more encounters or expand existing ones
- More NPCs and subplots
- Expanded aftermath section

Creating Balanced Encounters

Combat Encounter Balance:

- Level 2 party (4 players): ~200-300 total enemy HP, Defense 50-60
- Level 3 party (4 players): ~300-400 total enemy HP, Defense 55-65
- Level 4 party (4 players): ~400-500 total enemy HP, Defense 60-70

Social Encounter DCs:

- Easy: DC 55-60
- Medium: DC 65-70
- Hard: DC 75-80
- Very Hard: DC 85+

Exploration/Puzzle Checks:

- Multiple solution paths with DCs ranging from 60-80
- Never make critical path require single high DC check
- Reward creative solutions with lower DCs

Final Checklist

Before publishing your adventure, verify:

- ☐ All stat blocks have complete mechanics
- ☐ All encounters have clear objectives and resolutions
- ☐ At least 3 different endings are possible
- ☐ Player choices matter and have consequences
- ☐ Boss fight has multiple phases and clear victory conditions
- ☐ Handouts are created and referenced in encounters
- ☐ Difficulty is appropriate for stated level range

- [ ] Pacing guidance is included
- [ ] Loot and XP rewards are balanced
- [ ] Campaign hooks for follow-up adventures exist