Adventure Writers' Room

ABOUT

This is a collaborative storytelling game where we'll brainstorm creative ideas and improvise an exciting adventure from scratch, with no preparation. By playing this game we'll create a one-shot adventure we can playtest between ourselves, run for the other players, or publish.

Come **join our Discord** to play this game with us, and brainstorm fun adventures in a lighthearted atmosphere with other friendly and creative people!

HOW TO PLAY

To create an adventure, we'll use the **adventure blueprint** that will guide us through the adventure creation process. We'll go through it step by step, and fill it with our ideas.

We will use the **adventure prompts** cards to provide an initial inspiration for our story.

We will take turns brainstorming and pitching adventure ideas, pick our favorite one, develop it into a complete adventure, and collaboratively narrate the story we've created.

After the game, we can use the **adventure template** to turn the story we've developed into a one-page adventure, and publish it to our **adventure library**.

1. BRAINSTORM IDEAS

The players draw the **adventure prompts** cards. Then the players take turns, each player describes one of the key story elements inspired by the cards they have:

🌐 FUN SETTING

Where does this story take place? Who are the inhabitants of this setting? What makes this world interesting and unusual?

📍 INTERESTING PREMISE

What core idea do you want to build this adventure around? A fun character, interesting magics, tech, items, or creatures.

◎ MAIN OBJECTIVE

What goal will the heroes strive to achieve, what problem must they solve, what evil plan must they prevent? What makes it difficult?

Based on these ideas, the next player pitches an exciting "movie trailer" for the adventure:

▦ EXCITING PITCH

Describe the world of the story, the goal the heroes will pursue, the characters they'll meet, the most interesting obstacles they'll have to overcome on their path, and an epic climax that resolves the story.

The other players can ask questions about the story, or suggest ideas to incorporate into the pitch. Once each player has made a pitch, we pick our favorite idea we want to develop.

2. DEVELOP THE DETAILS

The players take turns making one-sentence statements about the story. On your turn, you can introduce a new idea, or build on top of an idea introduced by the previous player. We answer the questions on these cards until we've made at least 3 locations and 3 characters:

📍 INTERESTING LOCATIONS

Where does the adventure begin? Where might the adventure lead? Awesome set piece for the climax? What makes each place interesting? What obstacles and opportunities does each location present?

👥 IMPORTANT CHARACTERS

Who is the main antagonist? Who is the quest giver? Who else will the heroes meet (friendly allies, evil minions)? What's their name appearance, personality, occupation, motivation (what do they want, and why)?

3. DESIGN THE PLOT

Then we discuss and develop the three key scenes outlining the main plot of the adventure:

📣 ENGAGING HOOK

A scene that introduces the main objective and draws the heroes into action. How do the heroes encounter the problem they must solve by the end of the story?

⚡ SURPRISING TWIST

Unexpected complication, twist, or reveal changes the direction of the story, raises stakes and threat level, redefines the goal, makes the objective harder to achieve.

👑 AWESOME CLIMAX

The final, most important challenge overcoming which resolves the story and enables the heroes to achieve their objective. An epic scene at a cool location.

Once we know the plot, we'll break it down into a series of escalating challenges:

⚠ ESCALATING CHALLENGES

What are the biggest obstacles the heroes must overcome as they pursue their objective? What makes them difficult to overcome? What setbacks and complications will the heroes encounter?

4. SUMMARIZE THE STORY

We take turns describing the scenes, and collaboratively narrate the story we've created:

📃 STORY RECAP

Narrate a list of scenes that add up to a story. Each scene revolves around heroes striving to overcome a challenge on the path to their goal. Where does the scene take place? Whom will the heroes meet here? What obstacle must they overcome? What important information will they learn about the story?

5. PLAYTEST AND PUBLISH

After the game, we use the **adventure template** to turn the story we've created into a one-page adventure. We run a playtest of this adventure, and then publish the adventure to our **adventure library**.