



## Quest Weaver

This is a collaborative storytelling game where we will brainstorm creative ideas and improvise an awesome adventure from scratch, with no preparation. In 2 hours, we'll make a self-contained one-shot adventure we can playtest between ourselves, run for other players, or publish.

Come [join our Discord](#) to brainstorm fun stories 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 will go through it step by step, and fill it with our ideas.

We'll use the [adventure prompts tool](#) to provide an initial inspiration for our story. We'll take turns pitching adventure ideas, pick our favorite one, and develop it into a complete adventure.

Then, we can run an improv-heavy [playtest](#) of our adventure, or use the [adventure template](#) to write the adventure and publish it to our [adventure library](#).

## Brainstorm the Adventure Idea

One player becomes the **Narrator**, their goal is to make a short (1-2 min) pitch for a cool story idea. Think of it as describing a movie trailer.

The other players take turns, each player suggests one of the key story elements to the Narrator: **Setting**, **Premise**, and **Objective**. You can use the adventure prompts tool to inspire these ideas.

### Setting Examples

Wild west, magic library, spy school, abandoned spaceship, post-apocalyptic wastelands.

### Premise Examples

Brain slugs, portal to another world, monster cemetery, ancient invention, talking animals, shrink ray, illusions, evil twins, hivemind, voodoo, dinosaurs, invisibility, cursed treasure, clones.

### Objective Examples

Defeat a monster, find treasure, deliver an item, go on a rescue mission, capture a creature, escape from captivity, sabotage an event, defend a location, survive a disaster, seize power, negotiate a deal, investigate a mystery, solve a crime, go undercover, do a heist.

The Narrator pitches a story based on these elements, trying to make it as exciting as possible:

Describe the **world** of the story, the **main characters**, and the **central conflict** (an exciting but difficult problem the heroes must solve, or the goal they will strive to achieve and the biggest obstacle on their path). Imagine what a movie trailer for this adventure would look like, and describe some dramatic or cinematic moments from it.

The other players can ask questions about the story, or suggest ideas to incorporate into the pitch.

Take turns pitching ideas, and vote on our favorite one, the one we'll develop into a complete story.

## Develop the Adventure Idea

To develop our idea into a complete adventure, we'll take turns making 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 - expand on it, tweak it, introduce an interesting detail, or explain how it fits into the story.

To pitch a **location**, the player describes a cool place they'd like to see in our adventure.

To create a **character**, the players take turns, each player describing one of the character's aspects - their appearance, personality, occupation, and motivation.

Then, we'll **design the key plot points** - describe the three key scenes outlining the main plot of the adventure: an exciting adventure hook at the beginning of the story, a dramatic crisis in the middle, and an awesome climax that resolves the story at the end.

Once we know the plot of the adventure, we'll break it down into a series of **escalating challenges** - the obstacles that the heroes will strive to overcome as they pursue their goal.

Finally, we'll do a **story recap** - assemble all the ideas we have developed into a complete outline of the story. To do that, we'll take turns, each player pitching a single scene.

When pitching a scene, describe the **Location** where it takes place, the **Characters** the heroes will meet, and the **Challenge** the heroes will strive to overcome on their path to their objective.

## Complete the Adventure

We "win" this game if we successfully create an awesome adventure, and develop all the important information we need to run it for our players or playtest it between ourselves.

We can run an improv-heavy **playtest** to see the adventure from the perspective of the players, notice any existing issues and open questions, come up with more fun ideas, practice running the adventure before we do it for other players, and to just have fun playing a cool story we've made.

Finally, we can write and **publish** the adventure into our library to share it with the world.