Planet Name

Captain's Log: *Introduce the planet and any required exposition.*

Arrival

A first challenge for the players to face. This challenge should introduce the major theme of the adventure.

Challenge Name

- *Will you …?* **Domain** vs. **Opponent**. Additional details.

- *Or will you …?* **Domain** vs. **Opponent**. Additional details.

Trials

First Trial

A situation that advances the story. *Ask a leading question that suggests a possible challenge.* **Domain** vs. **Opponent**.

Second Trial

A situation that advances the story. *Ask a leading question that suggests a possible challenge.* **Domain** vs. **Opponent**.

Third Trial

A situation that advances the story. *Ask a leading question that suggests a possible challenge.* **Domain** vs. **Opponent**.

Crisis

- *Will you …?* **Threats:** Two or three threats.

- *Or will you …?* **Threats:** Two or three threats.

Characters

- **Character Name (d?):** Epithet (d?), …
- **Character Name (d?):** Epithet (d?), …
- **Character Name (d?):** Epithet (d?), …

Places

- **Place Name:** Brief description.
- **Place Name:** Brief description.
- **Place Name:** Brief description.

Mysteries

- **A fact about the planet.**
  A few related facts. *One or two related questions.*

- **A fact about the planet.**
  A few related facts. *One or two related questions.*

Acknowlegements

Much of the look and feel of ENDEAVOUR is derived from its art, all of which was created by **svekloid**. This art was assembled from multiple collections available online at shutterstock.com and then modified by Michael Purcell.

Playtesters

The following people helped to create ENDEAVOUR by playing early versions of the game and providing invaluable feedback.

- Keydan Bruce
- Dannielle Harden
- Andrew Hellyer
- David McKenzie
- Paul Murray
- Kira Purcell
- Luke Purcell
- Meagan Purcell
- Jo Stephenson
- Brett Witty

Design Tools

The following tools were used to create this document:
- LuaLaTeX: Typesetting and layout.
- TikZ: Diagrams and art.

The fonts used are *TT Mussels Bold Italic*, Futura, and TeX Gyre Schola (cf. Century Schoolbook).

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