# Adventure Concept

This document is used during the first stages of the adventure design phase. All elements are required unless otherwise specified.

**Adventure Code:** CCC-####01-01 (where #### is the abbreviation for the adventure series ex. ELMW, YUL, PHLAN, etc. Numbering indicates the series and adventure number in that series)

**Adventure Name:** Name of adventure

**Level Range:** This should be 1-4, 5-10, or 11-16

**Adventure Description:** This should be a short (two sentences or so) description of the adventure. It should be written so as to communicate what’s exciting about the adventure without giving too much away – a “hook” to draw players in.

**Adventure Length:** Play time of the adventure, generally between 2 or 4 hours. (Check one)

* Collection of 1-hour adventures (intro, how many?); unlocks no permanent items
* 2 hours
* 2 hours + 2 bonus objectives of 1 hour each (the default for tier 1 and 2 adventures)
* 4 hours
* 4 hours + 2 bonus objectives of 1 hour each (the default for tier 3 and 4 adventures)
* Other (explain): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Target Word Count:** Amount of words without stat blocks. 4 hour adventures should be 10,000 words.

**Magic Items:** Each magic item is listed here, with its code, name, and descriptive text. All certificates will be 1/3 page (8” x 3.33”) unless otherwise requested. An example is provided. No custom magic items are allowed, use the DMG as your guide.

EX010101

*+1 Longsword*

When wielded, this longsword flickers like a torch and sheds light in a 20-foot radius.

**Special Requirements:** This is optional. If there’s anything that needs to be communicated to the adventure designer, it goes here. For example, if the adventure should have orcs in it, should take place in a certain area not mentioned in the adventure description, should feature a certain NPC or villain, etc.

# Adventure Outline

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**Adventure Name:** Name of adventure

**Level Range:** This should be 1-4, 5-10, or 11-16

**Adventure Designer:** The name of the adventure designer

**Pillars of Play:** Does this adventure have a lot of combat? Social interaction? Exploration? Each adventure should highlight at least 2 of the 3 pillars of D&D (combat, interaction, exploration).

**Location:** Where the adventure takes place. It can be “zoomed out” a bit – we don’t need to know the adventure has a potential scene in a baker’s shop, but we probably need to know that it takes place in the merchant district of a city. For wilderness adventures, the general area is fine (the Dragonspire Mountains, the Quivering Forest, etc.).

**New Persistent Elements:** This is optional. Anything important that’s created and might exist beyond the adventure. Named characters and their roles, an important structure, etc. Minor elements don’t need to be included here – only things that might be re-used in future adventures.

**Adventure Highlights:** The major happenings of the adventure, as well as the tone. Use a bulleted list. It doesn’t need to be very long – one sentence for each item, and just a few total list items.

**Story Awards:** Story awards shall impact \*your\* story arc and not provide significant mechanical benefits. A story award that denotes the player as a point of interest for the bad guy in your story arc is fine, a story award that lets you succeed on death saves on a roll of 5+ is not.