

WHERE IS THE DANGER?

WHAT PROBLEM NEEDS TO BE SOLVED?

WHO CAN THE PLAYERS INTERACT WITH?

LOOT PLAN OR TRACK TREASURE & MAGIC ITEMS.
PRO TIP: USE SYMBOLS AND ITS A MAP KEY!

1

2

3

MAP OVERVIEW OF THE SCENE. NOTE THE LOCATIONS OF IMPORTANT DETAILS NOW & AS THE SCENE DEVELOPS.

**MAP
SCALE**

BEATBOX

PACING IS CRITICAL. WHEN A SCENE STAGNATES, THROW IN AN UPWARD OR DOWNWARD BEAT. PLAN ONE OF EACH NOW. PRO TIP: NOTHING BOOSTS PLAYERS ENGAGEMENT LIKE A FAST, EASY COMBAT ENCOUNTER!

UP BEAT

DOWN BEAT

EASY FIGHT

CREATURE
NAME

HIT POINTS

ARMOR CLASS

SPEED

ATTACKS & ABILITIES

MOTIVATION & LOOT

ROLL

EVERYBODY LOVES TO ROLL DICE!
MAKE UP SOME MORE COOL STUFF.

MAP

A DETAIL VIEW FOR LOWER LEVELS, SECRET ROOMS
INTRICATE TRAPS, THE POSSIBILITIES ARE ENDLESS!

MAP
SCALE

NOTES

A LITTLE EXTRA ROOM FOR YOUR IDEAS. PRO TIP:
LEAVE SOME ROOM FOR YOUR IN-SESSION NOTES!