

SCENE DESIGNER



SETUP WHERE ARE THEY & WHY? WHAT MAKES THIS SCENE FEEL IMPORTANT? WHAT ARE THE GOALS & WHAT IF THEY FAIL?

SCENE LETTER

WHERE IS THE DANGER?

WHAT PROBLEM NEEDS TO BE SOLVED?

WHO CAN THE PLAYERS INTERACT WITH?

EPIC LOCATION

EPIC NAMES USE POWERFUL WORDS LIKE...THE SPIRE OF ENDLESS DOOM!

DETAILS PUT YOUR PLAYERS INTO THE SPACE! WHAT WOULD THEY EXPERIENCE THERE? THINK: SIGHT, SOUND, TEXTURE, ODOR & TASTE.

1

2

3

ROLL CREATE YOUR OWN RANDOM TABLES FOR DC CHECKS, RANDOM STUFF, ETC.

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

MAP SCALE

SESSION

DATE

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
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ATTACKS & ABILITIES

ARMOR CLASS

SPEED

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!