

The Dragon's Hoard

Adventure Planning Sheet



Dragon's Hoard: What is the goal of the adventure, or the win condition?

- *find a treasure hoard*
- *recover a legendary magic item*
- *rescue an NPC in need*
- *defeat a fearsome foe*



Dragon: What is preventing the characters from achieving their goal?

- *a fearsome foe*
- *a dangerous dungeon*
- *a long journey*
- *political intrigue*



Cave: Where do the characters need to be in order to achieve their goal?

- *a dangerous dungeon*
- *a bustling city*
- *ancient ruins*
- *a towering mountain, a dense jungle, or an underground cavern*



Sword: What object or information do the characters need in order to access the Cave, defeat the Dragon, or find the Hoard?

- *the key to a magical locked door*
- *a powerful weapon*
- *a helpful NPC*
- *a legend with important information*



Old Man in the Tavern: Who or what is the source of information that launches the adventure?

- *an old man in a tavern with a story to tell*
- *an escaped prisoner*
- *a quickly scrawled note- torn, burned, or bloodied*
- *an ancient song or legend*

The adventure begins when the characters learn from



_____ about an

opportunity to



in



_____.

Unfortunately, this lofty goal is made difficult because of



_____, which can only be overcome

if the character recover



_____!

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For a more **complex adventure**, include some of these elements:



Map: What information is needed in order to find the sword?

- *an incomplete map*
- *a guide with a price*
- *an unsolved riddle*
- *an ancient road still guarded*



Encampment: What NPCs can be found in or near the Cave? How will they interact with the characters?

- *a hunter's lodge knowledgeable about monsters*
- *a magic academy full of scholars*
- *a borderland keep with a cleric for hire*
- *a mining camp with gems for sale*



Lost Villagers: What secondary quests will be available? Will these quests help or hurt the encampment?

- *find lost or kidnapped villagers*
- *retrieve a legendary magic item*
- *eliminate criminals with a bounty*
- *hunt or gather valuable resources*

The adventure begins when the characters learn from



_____ about an

opportunity to  _____ . To be

successful, they must follow  _____

to recover  _____ .

At  _____ the characters will be

invited to  _____ by the

inhabitants of  _____ ,

before facing  _____