

New D&D 4E Adventure Format

- I. Introduction: (Mandatory)
 - A. Paragraph 1: Teaser
 - B. Paragraph 2: Setting, Rules Sets, Levels, Suggested “items needed”
 - C. Paragraph 3: Adapting the adventure
- II. Adventure background (Mandatory)
 - A. What’s going on?
 - B. What the PCs already know
- III. Adventure Synopsis (Mandatory)
- IV. Adventure Hooks (Mandatory)
 - A. Why are the characters adventuring
 - B. Quests (rewards, bonuses, etc)
- V. Encounter Information (Mandatory)
 - A. Format

Encounter #: [Encounter Name] (Mandatory)

Encounter Level # (### XP)

Setup (Mandatory)

(How the Encounter is before the PCs arrive)

[Creature Key]

Ex:

1 orc warrior (M) (M = Position on Map)

8 cult fanatic (P)

[[MAP, MAP KEY (ex. C1: Armory w/ Readaloud description. Corresponding map key and corresponding encounter (i.e. Encounter C1: Armory)]]

Read Aloud Text

“In a colored text box, in italics”

Encounter Info (Skill, Roleplay, Combat)

Special Sidebars (Skill Use, Lore, Flavor, Alternatives, Rules, Etc) (Optional)

Monster/Trap/Poison/Etc statistic blocks (Mandatory)

Tactics (Mandatory)

Features of the Area (Mandatory)

- Illumination
- Sounds
- Terrain
- Ceiling/Walls/Floors/Etc

Plot Development (Optional)

Encounter Conclusion (Optional)

- Treasure

- I. Adventure Conclusion (Mandatory)
- II. What’s Next (Optional)
- III. New Items/Creatures/Skills/Feats/Powers/Etc (Optional)