

Plot Twist Table

1. Face from the Past
 - A. Defeated enemy in a new role
 - B. Unexpected ally in a new setting
2. Revelation of Character's History/Nature
3. Taken off the Case
 - A. PCs become suspects & must work covertly
 - B. New team called in by corrupt patron
4. Unexpected Reversal
 - A. Enemy becomes ally/Ally becomes enemy
 - B. PCs' actions have unexpected consequences
5. Greater Threat Forces Collaboration
6. Double Mission
 - A. Second quest is added
 - B. Original quest is a ruse
7. Bad Guys Got There First
8. Villain's Motives/Tactics Change
9. Tempting Offer
10. Bad Guys Kick the Door In!
11. Fighting Good Guys
 - A. Deceived by evil leader
 - B. Different methods to same end
 - C. Competing for same goal
12. Moral Dilemma
13. Outside Event (e.g. war, weather, famine)
14. Mistaken Identity
15. Defeating Enemy Creates Power Vacuum
 - A. Greater threat rises (e.g. #2 becomes #1)
 - B. PCs must take power themselves
16. The Enemy of My Enemy is My Friend
17. Minor NPC/Object Takes Center Stage
18. Past Questions Put into Perspective
19. Villain's False/Fake Death
20. Red Herring

Trap Guidelines

1. Combine it with combat
2. Allow every PC to contribute
3. Use trap against enemies
4. Team it with other traps
5. Reveal a new area
6. Give PCs something to learn
7. Give an adventure tip
8. Encounter the trap keeper
9. Reveal a world detail
10. Reward the PCs with treasure

Puzzle Guidelines

1. Hints with a variety of checks
2. Make it optional with benefits
3. Last no more than 20 minutes

The 5 Room Dungeon

1. Entry/Guardian
2. Puzzle/RP Challenge
3. Setback/Complication
4. Climax/Conflict
5. Revelation/Twist

Villain

Motive

Modus Operandi & Henchmen

Hero of their own story

Memorable Trait(s)

Reactive & Proactive in visible ways

Location

Familiar, Functional, Fantastic

Why is it there? What draws PCs?

Make it dangerous!

3-D aspects of terrain

Recurring location? How has it changed?

Monster Roles & Terrain

Artillery: Wide open spaces & difficult/ blocking terrain & cover; keep behind brutes/soldiers

Brutes/Soldiers: Twisty dense terrain & choke points

Controllers: Wide but short spaces; often should be close to front line

Lurkers: Obscured/blocking terrain & lots of approaches to PCs; attack sides/rear

Skirmishers: Mix of blocking or obscured/open terrain & lots of approaches; attack sides/rear

Clues

Always make sure players have the info they NEED to find the fun!

1. Enemy powers
2. Weaknesses/vulnerabilities
3. Personality flaws
4. Terrain hazards/features
5. Maps and location layouts
6. Villain's plans/motives
7. Secret hideout/identity
8. Minions/allies
9. Operation of item/trap
10. Part of a puzzle
11. Identifying feature
12. Modus operandi
13. Process of elimination