

ADVENTURE TITLE

DRAG
YOUR
ART
HERE
☺

*Type your adventure teaser text here
and here
and possibly here too*



**Adventure Title (make it cool!)
Talk about yourself!**

weird legal stuff and thanks



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THE ADVENTURE

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INTRODUCTION

INFORM

WHAT IS THIS ADVENTURE ABOUT? THE TWIST

Talk about the reason this is dope.

Now, what's the crazy-cool-surprising GM knowledge McGuffin of the night?

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ADVENTURE OVERVIEW

DM'S BULLETS

The absolute, bare bones key facts to remember, understand and improvise all the astounding details of the adventure:

- Where are we?
- What happens?
- A key detail
- Why we're all doomed
- How we'll be redeemed or survive or triumph

These raw bullets should ignite your curiosity, and spawn a thousand new questions. As we answer those questions, and let these two forces clash, the action unfolds.

MOMENTS

Here's a quick intro to why you're listing THESE 7 details....

1: COOL KEY WORD

Write a prose description of this insanity.

- Informative bullet
- Informative bullet (more attitude)

2: COOL KEY WORD

Write a prose description of this insanity.

- Informative bullet
- Informative bullet (more attitude)

3: COOL KEY WORD

Write a prose description of this insanity.

- Informative bullet
- Informative bullet (more attitude)

4: COOL KEY WORD

Write a prose description of this insanity.

- Informative bullet
- Informative bullet (more attitude)

5: COOL KEY WORD

Write a prose description of this insanity.

- Informative bullet
- Informative bullet (more attitude)

6: COOL KEY WORD


Write a prose description of this insanity.

- Informative bullet
- Informative bullet (more attitude)

7: COOL KEY WORD

Write a prose description of this insanity.

- Informative bullet
- Informative bullet (more attitude)

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DEVIL IN THE DETAILS

As players begin to explore, they're bound to be curious. Here are 20 details that can be found with a closer look. ROLL or CHOOSE on successful investigations.

- 1: Write a story hint, weird moment, or out-of-place-surprising detail
- 2: Write a story hint, weird moment, or out-of-place-surprising detail
- 3: Write a story hint, weird moment, or out-of-place-surprising detail
- 4: Write a story hint, weird moment, or out-of-place-surprising detail
- 5: Write a story hint, weird moment, or out-of-place-surprising detail
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- 7: Write a story hint, weird moment, or out-of-place-surprising detail
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- 18: Write a story hint, weird moment, or out-of-place-surprising detail
- 19: Write a story hint, weird moment, or out-of-place-surprising detail
- 20: Write a story hint, weird moment, or out-of-place-surprising detail

AREA 1

INSIDE

A TERRAIN OR MAP TIP

What makes this MAP interesting and actionable for every GM reading?

WEIRD STUFF

Think of the oddest detail and super-exaggerate its importance to GM thinking.

PACE AND RHYTHM

How can this adventure happen faster and end with a bang?

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1: AREA NAME

- Descriptor
- Closer detail

2: AREA NAME

- Descriptor
- Closer detail

3: AREA NAME

- Descriptor
- Closer detail

4: AREA NAME

- Descriptor
- Closer detail

5: AREA NAME

- Descriptor
- Closer detail

6: AREA NAME

- Descriptor
- Closer detail

7: AREA NAME

- Descriptor
- Closer detail

AREA 2

INFORM

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DEVIL IN THE DETAILS

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- 20: Write a story hint, weird moment, or out-of-place-surprising detail

AREA 2

INSIDE

A TERRAIN OR MAP TIP

What makes this MAP interesting and actionable for every GM reading?

WEIRD STUFF

Think of the oddest detail and super-exaggerate its importance to GM thinking.

PACE AND RHYTHM

How can this adventure happen faster and end with a bang?

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1: AREA NAME

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- Closer detail

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- Descriptor
- Closer detail

MECHANICS

3/25/16

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SAME SOME DEADLY SCARY STUFF

Introduction text for why these FEW mechanics are fun, easy to remember, and crazy.

-
- 1: MECHANIC NAME: How exactky I make it happen as a GM
 - 2: MECHANIC NAME: How exactky I make it happen as a GM
 - 3: MECHANIC NAME: How exactky I make it happen as a GM
 - 4: MECHANIC NAME: How exactky I make it happen as a GM
 - 5: MECHANIC NAME: How exactky I make it happen as a GM
 - 6: MECHANIC NAME: How exactky I make it happen as a GM
 - 7: MECHANIC NAME: How exactky I make it happen as a GM
 - 8: MECHANIC NAME: How exactky I make it happen as a GM
 - 9: MECHANIC NAME: How exactky I make it happen as a GM
 - 10: MECHANIC NAME: How exactky I make it happen as a GM

LOOT

Talk how many and what type.

MONSTERS

MONSTER NAME



ROLLS: THINK STATS AND EFFORT

ACTIONS (2 OR MORE IS EPIC)

ACTION NAME: Describe combat-useful text

ACTION NAME: Describe combat-useful text

ACTION NAME: Describe combat-useful text

Enter a descriptive bit about this enemy, and use 3 lines or so to do it.

PROPERTY NAME: Invent a constant or key capability of this enemy

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MONSTERS

ENEMY

MONSTER NAME



ROLLS: THINK STATS AND EFFORT

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**DRAW
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A simple smiley face icon with two dots for eyes and a curved line for a mouth.

CONCLUSION

CRYPTIC QUESTION

















Challenge the DIY GM to invent new outputs and possible branches based on player actions.

NO YOU DIDN'T

Reveal your final, nasty, meta twist.

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 HEIS VSTL XONS DIVE	 DEAS YOUR ACT HERE
 HEIS VSTL XONS DIVE	 DEAS YOUR ACT HERE
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