



The 3 Stages to Creating an Awesome D&D Adventure

Full video link: <https://youtu.be/8PuV4ZFjkl>

Ready to create your first adventure but feeling confused as to where to start? Here is how you do it.

- Part 1: There are no plots, only plans.
 - 'Plot' is dead!
 - Plots imply predetermined actions.
 - There are 3 things that can have a plan within your world space:
 - The BBEG enemy NPCs – they have plans to do something that the PCs will stop.
 - The PCs/players – they have plans to do something the NPCs will stop.
 - The world space – natural events like floods, volcanoes etc. follow a standard plan: build up, erupt/explode, flow, kill & finally end.
 - Looking at the plan of the BBEG – first ask: what is their goal. Something wants something badly, by a specific time & is having difficulty getting it using a specific method because something/one is resisting.
 - Then break it down – what does the villain need to achieve their goal?
 - Getting stuff – what do they need to get the plan started?
 - The goal of the NPC – everything should hinge around the goal of the plan.
 - Logically make a plan – work out how you would do it.
 - What resources does the villain have at their disposal – limited or unlimited?
 - To make the plan work, we must understand the NPCs OGAS.
 - Use OGAS – it will change the plan for the better.
 - Each step has clues – the PCs can find clues in each step which could change the villains plans.

- Part 2: Plan versus game
 - Unlink the plan from the locations.
 - You can change plans on the fly – you can alter a plan to adjust for the PCs choices.
 - NPCs should change plans – if a better plan comes up, they should change their old plan.
 - You can be dynamic – adjust the plan as you go, only you knew what the original plan was.
 - Hidden plans – if the PCs cannot interact with the plan, don't encounter the plan and do not know of the plan – it's an event you as the GM are running for no reason.



- Give the PCs options – let them choose which plans they want to get involved in. They will tell you which ones they are interested in.
- Don't rush, build it up – let the PCs explore and learn more until they find something they like.
- You have many ways to get the PCs involved or to give them alternatives.
- Once a plan is in motion – it should play out, however, you can let the PCs get involved again and again at each step of the plan.
- Part 3: Nuts and bolts
 - Assemble your bits and bobs
 - Make only what you need – don't over plan. Make things that are versatile, and can be used regardless of PC plans.
 - Every NPC should have plans – that is OGAS.
 - Have on hand several NPCs – that have been STATed out, as well as several monsters most likely to be in the area.
 - Adjust to your players – mystery, combat, politics, and try to align your plans with those.

Notes:

