



Two Easy Steps to Creating Epic RPG Adventures

Full video link: https://youtu.be/L_nUe4J6bDg

Today we are talking about adventures! What makes a good adventure and what makes a bad one?

A good adventure is made of 2 components:

- Players must make choices
 - Good and bad choices
 - This means that they need to be aware of the choices that they can make, they must then own their choices and they must be free to make whatever choice it is that they want to make.
 - No choice = no game. That's the whole point of TTRPGs.
 - Check your notes – or ask the players who takes notes to share.
- PC choices must have consequences
 - Consequences which must play out.
 - Give the PCs those consequences – mercy is not kindness; it is bad training.
 - The consequences must be real and tangible.
- - How does all this boil down into making a good adventure versus a bad adventure?
 - A good adventure is something that is driven by the player choices and that has consequences as a result of their choices, which ultimately results in the entire adventure coming together in the end.
 - This means that the players were driving the story through their actions and choices.
 - The PCs solved it – as a result of their choices and your GM help in the shadows.
 - A bad adventure is one where the players do not or did not have any choice within the adventure or their choices don't have any consequences and anything that they do will result in a successful outcome.

Notes:



