

Recipe for an Adventure

Using 5th spells as inspiration



Ready in **60 minutes**

Serves **2-6 players**

Level 1 Appropriate

Secret Inspirational Ingredient! Before beginning, select any 5th edition spell to begin your inspiration. For this recipe, I chose **fireball**.

Ingredients

- A **Villain** for player level
- A **Target** the villain threatens
- **Action Zero** (instructions below)
- Your **Secret** Ingredient!
- Villain **Plan**
- Player **Goal**
- Sojourner **Steps**
- Final Showdown **Location**

Fire in the Swamp

1. Choose a **villain**. Let's choose a bullywug captain for this example. Give him a weapon and extra hit points.



2. Choose a **target**. Let's pick a fishing village called Songbird who recently set up camp near the swamp. They are peaceful, simple and hunt in the swamp for food. Consider having the sojourners live in the village.
3. **Action Zero:** This is the villain's initial action that sets off the adventure. In this case, the bullywug captain believes no one is allowed to hunt in "his" swamp, but decides his forces are not enough to drive them away, so he leaves his tribe and makes a journey into the wild to gain aid

from a fiend. In the meantime, he allows a troll family to watch over his tribe for payment of bullywug flesh.

4. **Secret ingredient!** Browse through your favorite 5th edition book and choose a spell. This spell shows the way in which the villain accomplishes their mission. For this example, I already chose **fireball**.



Using fireball as inspiration, I decide then that the bullywug captain makes a deal with the fiend in that if he provides acolytes to serve this fiend, then he can learn 3rd level fireball which he will use against the village. Evil!

5. Next, establish the main **goal** for the sojourners. Also, set up the 3 step villain **plan**. These are the events that will occur for the villain to reach their goals. Finally, develop 3 **steps** for the sojourners that will guide them to defeat the villain and accomplish their own goal.



Sojourner Goal

The sojourners desire to establish peace in Dugget's Swamp. Add a specific sojourner goal in here as well.

Adventure Initiative

Take turns between villain and player to unfold the story until you finalize in your **showdown location**.

Action Zero occurs

The sojourners must discover the presence of many tribes, conflict and understand that resources are limited in the swamp.

Under the threatening rule of the trolls, the bullywug tribe panics. Before the captain returns, they capture a player ally from the village to serve as a meal.

The sojourners must rescue their ally from the troll cave and discover the alliance.

Now the captain returns and instructs the tribe to raid a nearby lizardfolk tribe to gather resources and recruit them as acolytes to the fiend.

The sojourners must warn the lizardfolk tribe to prevent the spread of the bullywugs influence and discover the plans for fireball attack.

Upon the fishing village, the tribe attacks, and the bullywug captain releases a massive fireball to destroy the fishing village once and for all.

The sojourners must stand against the attack upon the fishing village and defeat the captain.



Showdown Location

When all of the above is ready, choose your final **showdown location**. In this case, we should use the fishing village, Songbird, for this location.

Synopsis: The sojourners band together to bring peace to the tribes in Dugget's Swamp. In league with powerful forces, the local bullywug captain decides it's high time everyone in the swamp must leave, or die. Can the sojourners save the fishing village of Songbird, or will the fires in the swamp blaze one until nothing is left?

Table Master Tips

- With each action the player makes for their sojourners, make your best attempt to connect that decision to the larger story you are telling.
- Establish the sojourners into the world by linking them to other people, places and things.
- As a table master, inform the players of the **what, who, where** and **when**, but let them decide the **how** and the **why** through their sojourners actions.

- For this simple approach to developing adventures, browse your list of 5th edition spells for inspiration for the actions of your evil villain. You might choose **Mental Prison, Polymorph**, or **Contagion**. Don't worry about the statistics for how the spell works so much as concerning yourself with inspiration on how the villain accomplishes their goals.

Fill in the blanks with your own ingredients, gather your players together and *may your story continue!*