X14606: Introduction to TTRPG Adventure Writing

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Course Description

This course is an introduction to the art of writing game modules for tabletop roleplaying games, primarily focusing on the 5th edition of Dungeons & Dragons. Over the course of six weeks, we will read a number of pre-written adventure modules, learn to think critically about the design of adventures, and learn the principles of storytelling that make for fun gameplay. The course will culminate in each student writing their own adventure, which we'll discuss in class as well.

Expectations

Students will be expected to come to class every week having done the assigned reading. Be prepared to offer your own perspective on the adventures we'll be talking about: this course is all about your contributions to the conversation! Most of the class will take place in a discussion format, guided and moderated by the two of us. We also expect students to be kind and respectful to one another, especially when giving and receiving constructive criticism.

Course Content

WEEK 1

What is an Adventure?

>   *Modrons in the Mountain*, Nadav Elata

WEEK 2

Heritage Crime for Fun and Profit: The Dungeon

>   *The Plunging Torrents*, Princes of the Apocalypse

WEEK 3

Barovian Economics 101: Factions

>   *Wizard of Wines Winery*, Curse of Strahd

WEEK 4

Trust No One: Mysteries and Long-Running Games

>   *A Funny Thing Happened on the Way to the Bar*, Nadav Elata

WEEK 5

Workshopping Class Adventures

WEEK 6

Presentation and Discussion of Class Adventures