

OnePageSandbox: Full Circle

A blank version of this worksheet is available at [RogersPeer.com/sandboxworksheet](https://www.rogerspeer.com/sandboxworksheet)

Divinitatis Propositum Why are you designing a dungeon?

Communal storytelling is about empowerment and relaxed control of the meta-narrative. "Sandbox" is a term used metaphorically to describe a game that leans heavily into undirected free play. There are mini-games, such as exploration, puzzles, or conflict scenarios, but the players are free to engage in mini-games at their discretion and pace.

3-Room Dungeons guide each location and sub-quest.

Three dudes: Mark, Greg, and Roger, are sitting down to their favorite Table-top Roleplaying Game. Mark is a drama teacher who loves to joke around, Greg is a freelance artist who is a deep thinker, and Roger is a minister who loves puzzles and mystery. Let's create a sandbox for them to play in.

Created by Roger Speer, Jr

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2 Player Goals & Style

What Character development can happen?
What is the Player's style?

Roleplayer | Storyteller
Min-Maxer | Tactician
Rules Lawyer
Sneak

Greg loves deep thinking and problem solving. A wizard needs his help with a new power source that can save the world.

Mark is lighthearted and loves wit and humor. He'd love a leprechaun losing a bet and needing some help clearing his debts with various fairy tale spoofs. Maybe we'll need to overcome lots of hijinx to get to the bottom.

Gramma Tree is losing leaves. No one knows why. The druids need us to investigate. Stories of demons and boogers in the hills. A magic staff that purifies the elements. A lost hero gave their life.

Create 3 a Horizon

What 3-4 locations can a Character see from the "Start" that may hold clues to the meta-narrative?

Give each place:
Adventure | Treasure | Conflict | Lore

Sirius has an idea for a new power source but needs:
1. An Animus stone.
2. Fairy tears
3. The core of an elemental

The Family Tree: Clear your debts or say goodbye to his charms. The Gold-Looks will know where to start.

Three Room Dungeons

Entrance
Puzzle or Roleplay

Conflict or Fight

Storyboard: Revelations, Plot Twist, or Betrayal

How does overcoming this quest lead to bigger adventures?

1 The Main Thing

What is your dungeon's meta-narrative?

The Fairy-Tale Mafia, an insane Wizard, & a demon are in cahoots to eliminate an ancient tree spirit and guardian Fey that always foils their attempts to leave this plane of existence. If the BBEG can steal new magic-tech, without the law-keepers, they will open a portal to the astral plane. They will free themselves of this prison by destroying it.

Initiation
What do NPCs do in response to your Player's accepting the call to adventure?

A demon is poisoning Gramma Tree's water and stealing her soul. A knight gave her life 100 years ago to trap the demon, but her sword has decayed and must be replaced. A water elemental will do anything to free the demon thus freeing itself. Every so often in game, nature dies. The fairies have a staff that saves their village from the poison. Great sacrifice is required to trap the demon.

Write the NPC's story

If the Characters did nothing what would the factions in your sandbox do?
What are their motivations, plans, and behaviors?

Commodus is competing with Sirius, but Sirius didn't tell you that. An invisible spy follows you everywhere to thwart any progress you make. No one knows what an Animus Stone is. Commodus will do anything to fail your quest.

Gold-Looks: The Red, and Rumble Three-fingers all want Shamus locked away. They will give impossible quests to ensure his debts can't be paid. They will also send fairy-tale orators to stop you.
Quest 1: Eliminate the Bear family.
Quest 2: Assist the Wolf in stealing Gramma's secret pig recipe.
Gold-Looks: Double cross Red and bring me their loot.

Ascension

What happens in the world that develops the Characters?

Gramma Tree: a force of order and balance in the world. Without her, nature loses control.

Commodus: is from another plane of existence. This plane is tearing his mind apart. He is insane and desperate. He cannot die. He could be reasoned with.

Demon is pulling the strings of Commodus and Fairy-Tales. It will double cross or murder them in order to be free.

Fairy-Tales are all jokes. They are silly, cartoonish, slapstick quests. Loot is any McGuffin that can advance the story and, once they fulfill their purpose, can augment Characters.

Players won't be able to respond to everything. Freeing Shamus condemns Gramma, etc.

Adjust the Story

As players make choices in game sessions, adjust the NPC story and the World's environment in logical ways, Stewarding the story rather than creating it.

Each faction will make counter moves to Player choice that results in the death and imprisonment of Shamus and Gramma Tree.

Come full circle

After each session, check in with your players and see where they want to take the Story. Begin this worksheet again to give yourself options to Steward the game rather than control it.

Return
Consider the adventure and revisit the Main Thing. How does the Story continue?

If Gramma Tree dies: Seasons shift, gravity is inconsistent, magic is unpredictable. How to fix this now? If Shamus is imprisoned: Justice skews to those with power money, etc. If Sirius makes his engine: it opens micro-portals to new dimensions with new adventures. If the Demon is imprisoned again: demons always try to cross into this world. If Fairy-Tale Mafia is defeated: new Characters take their place. If Commodus is healed or sent home: he begins to give new quests. If the BBEGs succeed: the world begins to break apart and reveal sleeping ancient divinities.

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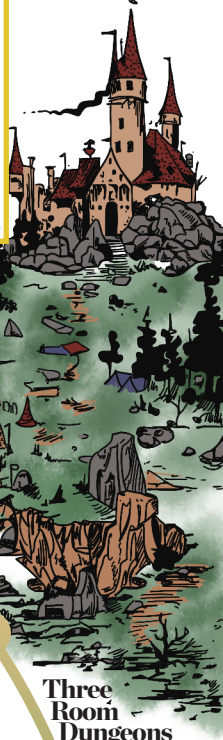


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Entrance
Puzzle
or Roleplay

Conflict
or Fight

Storyboard:
Revelations,
Plot Twist,
or Betrayal

How does
overcoming
this quest
lead to
bigger
adventures?

1 The Main Thing

What is your dungeon's meta-narrative?

Call to Adventure
Craft hooks and mini-games to your players' style.

Threshold
What story-hooks draw our players into one quest for today's play session?

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