

THREE ENCOUNTER DUNGEON (3ED)

A FAST & FLEXIBLE FORMAT FOR TTRPG ADVENTURES

What is the Three Encounter Dungeon?

The Three Encounter Dungeon (3ED) is a streamlined adventure format perfect for one-shots, drop-in sessions, convention play, or bridging gaps between major story arcs. It focuses on telling a complete narrative in three compact but impactful scenes.

Why Use the 3ED Format?

- » FAST TO PREP: FINISH IN UNDER AN HOUR
- » EASY TO RUN: SIMPLE STRUCTURE TO GUIDE PLAY
- » GREAT PACING: BUILT-IN NARRATIVE ARC
- » ONE SESSION: DESIGNED TO BE PLAYED IN ONE SESSION (~4HRS)
- » MODULAR: DROP INTO ANY CAMPAIGN SETTING

STRUCTURE

THREE ENCOUNTER DUNGEON



1. THE HOOK

Introduce the setting and immediate threat. Pull players in with danger, urgency, or mystery.

2. CHALLENGE

Present a meaningful complication: puzzle, roleplay, social encounter, or hazard.

3. THE CLIMAX

Deliver the finale. A boss fight, moral dilemma, or dramatic choice that wraps the session.

