

Episode #X – “Module Template”

BrowserQuests™ RPG Module Document

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# Module Overview

Enter a brief description of your module. Keep the overview simple and easy to review and understand. Keep in mind that most modules will consist of a single quest, but multiple quests are fine as well.

Then, reference the module within the overall campaign being developed, whether it’s for your own campaign in development or another author’s work, such as the original “The Sorrow of Sisla” campaign by Scott Huelsman. Remember that modules are intended to be released in order, just like an hour-long show may be released as part of a long-term serialized television series.

**NOTE:** **If you are a player of the BQ system, stop here and do not read further, as the following documentation is not meant for game players—only authors!**

# Story Overview

Develop a short, two or three paragraph summary of the module’s story. List all major characters, plot points for each quest and how players are expected to resolve all the conflict within the story.

# Locations

Structure your module by location, documenting and describing everything associated with a particular location before moving on to the next location. Hence, develop your first location, and if you have additional locations within the module, clone the first one to develop your second (and so forth).

Note that each location utilizes a generic grid of 10 units by 10 unit, meant for you to map your location and assign specific encounter areas by number (starting with 1). Location maps are actually developed in an outside graphics application (the [Worldographer](http://worldographer.com/examples/examples-dungeon-battlemat/) tool by [Inkwell Ideas](https://store.inkwellideas.com/collections/software-icon-sets/products/dungeonographer-pro-version)) so contact a BrowserQuests™ administrator to have your location maps professionally and consistently developed!

## Location #1 – (Name of Location)

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | *0* | *1* | *2* | *3* | *4* | *5* | *6* | *7* | *8* | *9* |
| *0* |  |  |  |  |  |  |  |  |  |  |
| *1* |  |  |  |  |  |  |  |  |  |  |
| *2* |  |  |  |  |  |  |  |  |  |  |
| *3* |  |  |  |  |  |  |  |  |  |  |
| *4* |  |  |  |  |  |  |  |  |  |  |
| *5* |  |  |  |  |  |  |  |  |  |  |
| *6* |  |  |  |  |  |  |  |  |  |  |
| *7* |  |  |  |  |  |  |  |  |  |  |
| *8* |  |  |  |  |  |  |  |  |  |  |
| *9* |  |  |  |  |  |  |  |  |  |  |

Briefly describe your location with one or two sentences. Location descriptions are NOT seen by the players—they’re simply to support your development efforts with your own notes.

### #1 – Area Name

Use a single (or, at most, two) sentence description for each encounter area.

#### Encounter #10 – Introduction

Begin the area with an introductory encounter, describing what the party sees or experiences as they enter the area for the first time. Use the value #10 for the first encounter and label it “Introduction” to keep all initial areas consistent.

#### Encounter #10 Resolution (Objective Type)

Document the general text that the player should see as the encounter resolution (for those encounters that utilize a single response; several examples of multiple resolution responses are provided below). For each resolution type, you may also want to document several additional elements:

*Reveal Exit Location/Area/Type*

*Resolve Area Location/Area/Encounter*

*Encounter Jump*

*Effect Applied to Target (Target)*

*Quest & Resolution Quest Log*

#### Encounter #20 – Second Encounter

The vast majority of areas will utilize more than two encounters, so encounter #20 will likely be needed.

#### Encounter #20 Resolution (Objective Type such as “Player Behavior Check—Spirit”)

##### Success

If the associated encounter objective type provides both “success” and “failure” options (such as ability checks, behavior checks, D20 checks and saving throw checks), you’ll need to specifically develop a “success” resolution.

##### Failure

Accordingly, you’ll also need to develop a “failure” resolution as well.

#### Encounter #30 – Third Encounter

Many areas will utilize more than three encounters, so encounter #30 may be needed as well.

#### Encounter #30 Resolution (Objective Type such as “Choose Option”)

##### Option #1

If you select the “Choose Option” objective type, you’ll need to provide a resolution for each individual option (up to three but not necessarily all three).

##### Option #2

If your number of options is at least two, you’ll need to provide a resolution for this option as well.

##### Option #3

Similarly, if your number of options is three, you’ll need to provide a resolution for this option too.

#### Encounter #100 – Final Resolution

You’ll eventually exhaust all intended encounters within an area and end-up with this final encounter. Use the name “Final Resolution,” assign the order as 100 and assign the objective type to “Area Completed” so all final resolution encounters are developed in a consistent fashion.

### #2 – Second Area

At this point, copy the first area you’ve developed and paste it over this second area so you can fully-document all encounters associated with the second area. Continue to clone these areas for as many as you need for a particular location, and clone as many locations as you need for the quest or module you’re working on!

**Any questions? Contact us on** [**Discord**](https://discord.gg/crcHcdC) **and talk to a BrowserQuests™ administrator!**