Quest Name

Undertaking Genre Flow

## Content

### Objective

|  |  |
| --- | --- |
| Tagline |  |
| Backstory |  |
| Tangent |  |
| Horizon |  |

### Depth

|  |  |
| --- | --- |
| Secrets | ▻ |
| Ideals | ▻ |
| Consequences | ▻ |

## Timeline

### Storyline

#### *Start*

|  |  |
| --- | --- |
| 1. Name  Type |  |
| 2. Name  Type |  |

#### *Middle*

|  |  |
| --- | --- |
| 3. Name  Type |  |
| 4. Name  Type |  |
| 5. Name  Type |  |

#### *End*

|  |  |
| --- | --- |
| 6. Name  Type |  |
| 7. Name  Type |  |

#### *Notes*

|  |  |
| --- | --- |
| Errand |  |
| Arc |  |

### Area Overview

|  |  |
| --- | --- |
| Area 1 |  |
| Area 2 |  |
| Area 3 |  |

### Locations & Events

#### *1. Location Name (Location)*

|  |  |
| --- | --- |
| Archetype |  |
| Backstory |  |
| Culture |  |
| Landmarks |  |
| Layout |  |
| NPCs |  |
| Encounters |  |
| Obstacles |  |
| Items |  |
| Clues |  |
| Travel |  |
| Survival |  |

#### *2. Event Name (Event)*

|  |  |
| --- | --- |
| Archetype |  |
| Backstory |  |
| Trigger |  |
| Course of Events |  |
| NPCs |  |
| Encounters |  |
| Obstacles |  |
| Items |  |
| Clues |  |
| Survival |  |

## Support Content

### NPCs

#### *NPC Name*

|  |  |
| --- | --- |
| Archetype |  |
| Backstory |  |
| Culture |  |
| Objective |  |
| Description |  |

#### *Other*

Characters with generic objectives and traits.

|  |  |
| --- | --- |
| Name | Archetype (Subtype),   Description |
| Name | Archetype (Subtype),   Description |
| Name | Archetype (Subtype),   Description |
| Name | Archetype (Subtype),   Description |

### Encounters

Player Experience Level Amount of Players

|  |  |
| --- | --- |
|  |  |

|  |  |  |
| --- | --- | --- |
| E1 | Encounter name  *Difficulty* | 1 X Creature (DL)  Description |
| E2 | Encounter name  *Difficulty* | 1 X Creature (DL)  Description |
| E3 | Encounter name  *Difficulty* | 1 X Creature (DL)  Description |

### Obstacles

|  |  |  |
| --- | --- | --- |
| O1 | Obstacle name  Type, Sub-type | Obstacle description.  Create sample solutions and consequences for each objective. |
| O2 | Obstacle name  Type, Sub-type | Obstacle description.  Create sample solutions and consequences for each objective. |
| O3 | Obstacle name  Type, Sub-type | Obstacle description.  Create sample solutions and consequences for each objective. |

### Items

|  |  |  |
| --- | --- | --- |
| I0 | Experience reward: Award according to p38.  Loot reward: No. of storyline elements in 1D6 x 10.  Trait reward: No. of storyline elements in 1D6.  Item reward: Add one or two items, consider adding magic items on longer quests. | |
| I1 | Item name | Item Description. |
| I2 | Item name | Item Description. |

### Clues

|  |  |  |
| --- | --- | --- |
| C1 | Clue Name | Clue Description. |
| C2 | Clue Name | Clue Description. |
| C3 | Clue Name | Clue Description. |

Notes

|  |
| --- |
|  |