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THE ADVENTURE GUILD

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### THE TL;DR IN HUMAN LANGUAGE

Quest was created by a small company called The Adventure Guild, based in Brooklyn, New York. We made this game not only because it was a lot of fun to do, but because we wanted to try to welcome entirely new audiences to tabletop roleplaying games.

Ultimately, this game is not about us, it's about the people who use it to share meaningful stories with their friends. We are very excited to see what you create. Whether you are creating small acts of homebrew for your friends, or creating sweeping modules and modifications to sell to audiences, we encourage anyone who wants to tell stories in Quest to use our Creators Resource freely.

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# QUEST CREATORS RESOURCE

## WHAT'S INCLUDED

This Creators Resource includes key information from the Quest Game Book:

- Basic & advanced rules
- Character worksheets & character creation information
- The world profile & world building information
- Ability Catalog & Treasure Catalog short descriptions & key reference information
- NPC templates, features, and other advanced information for the Guide

Note that this resource does not contain the full text of abilities from the Ability Catalog, or full text of items in the Treasure Catalog. However, we do provide simple reference information for this content. We encourage you to reference these roles, abilities, and treasure items if you are creating new roles, abilities, and hybrids.

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# 1. RULES

## THE GAME

Quest works best with 4-6 players.

First, choose one player to be **THE GUIDE**. The Guide plays as the story's narrator.

Everyone else will create one of the story's main characters, and then play as the character they created. These **PLAYER CHARACTERS** are allies in an adventuring group called **THE PARTY**.

The Guide imagines the people, places, and things the party encounters. Then, they help everyone imagine the world of the game by describing it. The Guide also plays the part of all of the characters in the story, like townspeople and monsters. We call them **NON-PLAYER CHARACTERS**, or **NPCS**.

Finally, the Guide is responsible for creating consequences for the party's actions.

## HOW TO PLAY

The game is played by having a conversation with friends.

First, the Guide describes the scene to help the party imagine the world and what is happening nearby.

Next, members of the party say what their characters do.

Then, the Guide imagines what happens next and describes the scene again.

## ACTION SCENES

In an action scene (like during combat), players take turns. During a turn, characters can move around AND do one thing. The one thing can be a special ability, or something else, like attacking an enemy, or trying to break through a door.

The Guide decides whose turn it is based on what's happening in the story. When each member of the party has taken a turn, the party's round ends. Then, the Guide gets a round for the creatures they control. Repeat this process until a conclusion is reached in the scene.

**DISTANCES**

Quest uses four relative bands of distance for resolving actions.

**IN REACH**

If something is in reach, a character can touch or hit it from where they stand.

**NEARBY**

If something is nearby, a character can move to be within reach of it during their turn.

**IN RANGE**

If something is in range, a character can hit it with a ranged attack this turn.

**TOO FAR**

If something is too far, it's beyond a character's range this turn. They will have to get closer.

**ROLLING THE DIE**

Players roll the die in Quest to let fate decide what happens next. The Guide will ask players to roll when they try to do something risky, or when chance makes things fun.

**IMPORTANT:** Die rolls by default in Quest are purely a measure of luck, not of skill. We consider skill in this game to be captured by each Role's unique set of abilities, and by how players decide to use those abilities.

Characters must roll every time they make a basic attack. A basic attack is made when a character uses a weapon or their body to attack something. Special abilities only require rolls if they explicitly ask for one.

**OUTCOMES**

**20: TRIUMPH**

The character automatically succeeds at what they were trying to do, and may find added fortune from The Guide. Damage dealt is doubled.

**11-19: SUCCESS**

The character accomplishes what they were trying to do without any compromises. Standard damage is dealt.

**6-10: TOUGH CHOICE**

The character succeeds in what they were trying to do, but there's a cost. If a party member rolls a tough choice, The Guide offers two setbacks to choose from.

**1-5: FAILURE**

The character fails. The Guide chooses a setback for the failure.

**1: CATASTROPHE**

The character automatically fails and The Guide may create a severe setback.

## DEADLY SCENES

A creature's mortality is measured by HIT POINTS, or HP. Reduction of HP is referred to as "damage." All player characters begin with 10 HP, and 10 HP is the maximum amount of HP they can have in the game.

Creatures who lose HP are not necessarily harmed. Consider HP a measure of fate and not necessarily health.

## HARM AND RECOVERY

There are two primary ways characters can regain hit points.

**REGROUP.** When characters rest for a short time with no enemies nearby, they regain up to the halfway point of their maximum hit points.

**REST.** When a character completes a full night's rest while in a safe place, they recover all of their hit points.

## INJURY AND DEATH

Characters cannot be seriously hurt until they run out of HP. When player characters drop to 0 HP, they are on death's door. They cannot go below 0 HP, but will remain there until they regroup, rest, or heal. (NPCs do not use this system; any NPC reduced to 0 HP is incapacitated or dies, at the discretion of the Guide.)

If a player character is hit while at 0 HP, they must roll the die. If the result is equal to or less than the hit, their character dies. Characters who survive a death roll may still suffer some other setback, like falling unconscious or receiving a permanent injury.

## COMMON WEAPON DAMAGE

Basic unarmed attacks (like punches and kicks) deal 1 damage.

Common weapons, like swords, bows & arrows, daggers, clubs, etc. deal 2 damage. To keep the game balanced, we recommend using the 2 damage standard for any style of common weapon in the game.

### A NOTE ON HIT POINTS

A key part of the design of Quest is to limit the amount of concepts that scale, especially where numbers are involved. To prevent inflation of stats, we keep HP the same for the player characters through the whole game. As they learn more powerful abilities, they become better able to deal with challenges despite a constant amount of HP.

**ABILITIES**

Player characters begin with 6 special abilities of their choice. Each ability is part of a learning path, and players must learn new abilities in order in each path. Players may choose abilities from any path, and do not have to complete a learning path before choosing abilities from a different path.

Players cannot choose to learn Legendary abilities. These abilities are only made available by The Guide at their discretion.

In-between each play session, player characters may choose a new ability that they can use during the next session. The Guide may modify this rate of growth at their discretion.

**ADVENTURE POINTS**

If an ability in the catalog has an activation cost, players must spend AP to use that ability. Players begin the game with 10 AP, and earn 5 AP at the conclusion of each session. Beyond this automatic reward, The Guide may offer AP to players at their discretion, as they roleplay, solve puzzles, defeat villains, reach goals, or encourage fun.

Adventure Points don't recharge. Once spent, they are gone.

When a player spends AP to activate an ability, they must immediately deduct it from their adventure point balance.

**3** ▶ Activation costs look like this. (This ability would cost 3 AP to use.)

Some abilities can be used in different ways and have multiple activation costs. Take the example below:

**2** ▶ You create a small bolt of flame.

**4** ▶ You create a huge fireball.

In this example, a player could spend 2 AP to create a small bolt of flame, or instead spend 4 AP to create a huge fireball. If an activation cost has an "X," it means the player may choose how much AP to spend on the ability.

**THE SPY'S TOOLKIT**

The Spy is a master of practical means and is the only role that can craft bespoke magical items. These items are listed in the catalog alongside abilities, and the Spy can acquire them at the end of a session like players can any other ability. However, these items can be lost or broken like any other object. The Spy may spend 2 AP to rebuild a lost or broken item. Items must be rebuilt during downtime in the story.

Other creatures may hold the Spy's items, but only the Spy can activate their magic capabilities.

**"AT THE TABLE"**

If an ability asks a player to do something at the table, that means doing it in the real world. If they can't do it, that's okay; they may ask another player to assist them, or just ignore the requirement.

If someone is uncomfortable performing one of the game's abilities, like reading poetry, they may describe how their character performs the ability instead of doing it themselves.

**"ROLL THE DIE"**

If this badge appears in an ability, it means the player must to roll the die

to see what happens when the ability is used.

#### ROLL THE DIE

As usual, the Guide will decide what the consequences of the die roll are. But if an ability lists its own set of special consequences, the Guide will use those instead.

#### IMPORTANT KEYWORDS

**OBJECTS.** Any inanimate thing in a scene, like a door or a chair.

**CREATURES.** Any sentient being, including both NPCs and player characters. People, humans, dogs, aliens, talking trees – yes, anything.

**NON-PLAYER CHARACTERS (NPCS).** Any creature played by the Guide.

**SPIRITS.** Ethereal creatures who do not have physical bodies. Think of them like ghosts who float through the world. Many spirits are invisible.

**ANIMALS.** Sentient creatures without self-awareness or personhood, like cats, dogs, giant eagles, and insects.

**BOSSES.** Unique creatures of power, intellect, or importance who are resistant to some abilities.

**MINIONS.** Creatures that are more powerful than average, like a villain's groupies or the town guard.

**COMMONERS.** Normal people, common animals, or other average creatures.

Think of them like extras in the background of a movie.

**PLANE.** A discrete location in the omniverse.

#### BUYING THINGS

##### BASIC GOODS

Players can meet their basic needs in most places without having to pay for them. This includes things of average quality that their character needs as a matter of routine, like food and drink, a modest dwelling, and inexpensive items, like the things that stock the shelves of a convenience store. The guide decides what counts as a basic good. Here are some examples of basic items that players can get most places without paying for them:

- A modest meal at a restaurant.
- An average dwelling, like an apartment.
- Room and board at an inn.
- Riding fare for public transit.
- Common clothes.
- Mundane items, like string, ink, postage, candles, firewood, groceries, and small tools.

##### TRADING

If the players want something valuable, like a shiny sword from a merchant or a room in a fancy hotel, they might have to

trade one of their own valuable possessions for it. There is no money in Quest, only the items of value that players carry.

## INVENTORY

Players are limited to personally carrying a total of 12 (twelve) things. Each of these 12 things should be reasonable able to fit in a backpack or on their person. They can choose any configuration of packs, but altogether, they can only hold 12 things.

If something is a kit, like a sewing or first aid kit, it only counts as one thing. The outfit players are wearing and miscellaneous items, like a personal letter, a pen, or a decorative pin, don't count against the limit. The Guide is responsible for deciding what counts against the inventory limit.

## GENERAL RULES

### ADDRESSING THE READER

While other parts of this resource have been converted to address Guides and players in the third-person, we recommend that you address the players as "you/your" when possible, especially for the general rules that follow. We've included the general rules in this document with the original language as it was addressed to the reader.

### BE RESPECTFUL

Quest works best when people treat each other and the conversation with mutual respect. Which is to say: be nice at the table, even if your character is mean

sometimes.

The game doesn't work when people are angry, rude, or uninterested in what's going on. In the real world outside of the game, everyone deserves to be treated with respect. When you decide to spend your time sharing a story together, you should do your best to make sure everyone has a good time.

**RESPECT BOUNDARIES.** Don't say things to people either out of character or in roleplaying that make them uncomfortable in the real world.

Don't introduce extreme concepts into the game, like torture or sexual violence, unless everyone agrees beforehand that they are acceptable to use in your story.

**LET YOUR FRIENDS TALK.** Everyone should get a chance to speak without being interrupted. Make sure you are not dominating all of the conversation or action. Share the story.

**ONLY PLAY YOUR CHARACTER.** Don't tell other people what to do, even if you think you have the best idea. You can't win or lose a game of Quest in the traditional sense. People are often supposed to fail or do silly things, especially if they are roleplaying.

**BE NICE TO YOUR GUIDE.** It takes a lot of work to prepare for the game and keep it running over time. Show respect for your Guide by paying attention when they are helping tell the story. It can feel hurtful when people are distracted.

Since the Guide is bringing lots of work to the table, it's a nice gesture for the players to take turns providing things like snacks and drinks for the group.

**SILENCE YOUR PHONE.** Please.

**ASK FOR CONSENT**

It is against the rules for player characters to attack other party members, steal from them, restrain them, or force them to do anything against their wishes.

If you want to roleplay an adversarial situation, go out of character to ask the other player if it's okay.

**DON'T BE EVIL, UNLESS...**

The players' objectives should be compatible because they are allies. The game can quickly break if one player is overtly evil and wants to go around murdering everyone they meet. That doesn't mean you can't break the law or do bad things, and oftentimes, doing the wrong thing can be good for the story. But don't be evil unless the entire group agrees ahead of time. The story belongs to the entire group.

**BE MINDFUL OF SECRETS**

Sometimes you will need to keep secrets from your character. For example, let's say the party splits up, and the Guide describes a scene your character is not in. You will hear what happens, but your character is not supposed to know.

Try not to use information your character doesn't have to roleplay or make decisions. Wait for another player to share it, if they want to.

**SPEAK CLEARLY**

You will use two voices: your out-of-character voice (you in the real world) and your in-character voice (roleplaying). Make sure it is always clear which voice you are using to prevent confusion at the table.

**FLIP A COIN**

If your party can't agree on a course of action and everyone feels stuck, consider going out of character to flip a coin between two alternatives. Then, respect the result, and move on.

**BE A FAIR GUIDE**

The Guide's job is to narrate the story, play characters and monsters in the world, and create consequences for all of the players' actions.

All of that power comes with a lot of responsibility. Because the Guide's judgment is so critical to the enjoyment of the game, they have a duty to act wisely and fairly. It's no fun to have a Guide who constantly punishes the players in cruel ways, singles out one player all the time, plays favorites, or uses rules inconsistently.

Even though the Guide's word is final, they are expected to make consistent and fair decisions about the game.

**HELP EVERYONE HAVE FUN**

The stakes in your story will often be high, but sometimes they will also feel high in the real world.

You might feel upset about what another player says or does. Maybe you feel that the rules were used unfairly, or maybe you're just having a bad day.

That's okay, but remember that this experience is about having fun. If you're not having fun, tell your friends why. And be sure to listen to your friends if they're upset. If tensions are too high, everyone should take a break and come back to the game later.



Always remember: Quest is not about winning or losing; it's about spending quality time with your friends.

### PLAYER SAFETY

For rich player safety resources in your own works, we recommend [using the TTRPG Safety Toolkit](#), compiled by Kienna Shaw and Lauren Bryant-Monk.

## THE OMNIVERSE

### BASIC PRINCIPLES

Quest does not have one canonical setting. Its omniverse has unlimited settings, which we hope you'll help create. These universes are connected through an astral plane called The Rift, and each universe is made up of a series of planes.

### WORLDLY PLANE

The worldly plane is the primary plane in each universe. It is the realm of conscious existence – the ordinary reality of space, time, matter, and energy. Most stories in this game begin in the Worldly Plane. Access to other universes and planes requires the use of powerful magic.

There are infinite numbers of worldly planes in alternate possible universes.

### SHADOW PLANE

Beneath the worldly plane, there are shadow planes: independent dimensions of time and space. They can only be created and accessed by using magic.

Think of them like ships in a bottle. Each shadow plane can be filled with anything – from a single room surrounded by

darkness to a convincing illusion of the real world.

### THE RIFT

The Rift is an astral plane that exists between universes. It is the nexus – the planar transitway – between an infinite number of parallel realities.

Creatures perceive The Rift like a series of vast islands, some as large as continents or planets, situated on the inside surface of a brilliant celestial sphere. Each island in The Rift is a door to a possible universe. The Rift is home to entire civilizations, godlike creatures, and many other beings who are spread across its expanse.

### THE BEYOND

The Beyond is the outer plane, the omniverse, that encircles all possible universes. It is the source of the magical energy that weaves through all of the omniverse's endless realities. It is an incomprehensible space where all possible existences simultaneously occur and time stands still.

Each time a group of players sits down to tell a story in Quest, they create a new part of the omniverse. That means every story told in this game is connected. Characters can even travel between stories if given the chance.

## GUIDE DIE ROLLING

This section contains information about rolling the die that pertains to the Guide.

### WHEN TO CALL FOR A ROLL

The Guide should always call for a roll of the die when the players attack a creature with a weapon and when an ability explicitly asks for it.

In all other situations, The Guide gets to decide when the die is rolled. The Guide should only ask players to roll the die when they try to do something challenging and when a chance for failure makes things interesting. But only offer die rolls if success is possible. If a player tries to do something impossible, Guides should just tell them they can't (or don't) succeed.

Guides should roll the die for NPCs when they make attacks against the players.

### GUIDE ROLLS ARE PUBLIC

**IMPORTANT:** Guides must make their rolls in public view just like all of the other players.

### TRIALS

Trials are the most flexible way to run an action scene. They're like movie montages that speed up the action. In a trial, players work together to overcome a challenge. If the players collectively succeed enough times, they overcome the challenge. But if they fail too many times, something bad might happen.

Have the players roll the die each time they try to deal with the challenge, then describe the consequences. For example, let's say the players are on a sinking ship, and The Guide initiates a Trial to see if they can save the ship. The players are free to propose any kind of action, as long as it makes sense. They can use one of their abilities or try something else.

Here are some ways the players might approach the problem:

- The Magician says they want to use their Magic Eye ability to search for the sources of the leak.
- The Fighter says they want to use their Marshal skill to hold back water from one of the leaks.
- The Spy says they want to use their Silver Tongue skill to rally the boat crew and inspire them to take swift action.

Guides can be more open-minded about the players' abilities during a trial. Reward the players for clever thinking. NPCs can affect the scene but they don't take turns during a trial. Trials only test the party.

## GUIDE DIE ROLLING

### ONLY ROLL ONCE

Because the chance to succeed is always the same in a die roll, it is not a test of skill – it's a test of fate. Players only need to roll the die once to see what happens in any given situation.

For example, let's say a player rolls a success on an attack against a monster. The outcome of that roll is all The Guide needs to describe the consequences for the entire situation. Because the player was successful, it is assumed that the target of the attack was not successful in avoiding it.

If Guides invent their own abilities and situations, design them around this rule. For example, if there is a spiky floor trap that a player walks over, The Guide might ask the player to roll the die to see if they dodge it.

### NPC ROLLS

Guides only need to roll the die for NPCs when they make attacks against players or use abilities that require die rolls. When NPCs do things to each other, or things in the world that don't affect party members directly, Guides can just narrate what they do and what happens. Of course, Guides are free to roll the die anytime they want to leave things up to fate.

If an NPC rolls a tough choice, it's up to The Guide to create a setback for them. Tough choices consequences can be simple. By default, have the NPC deal half damage on a tough choice, unless there is a more interesting setback.

## COMBAT

The Guide keeps track of turns and rounds in combat to make sure everyone gets an equal opportunity to act.

When the players fight their adversaries, The Guide takes turns for the NPCs. The Guide keeps track of the NPC's hit points and equipment.

If the players are ambushed, the NPCs go first. Otherwise, have the players go first.

The Guide decides the order of turns for both the players and the NPCs. They should what makes the most sense in the context of the story.

## ROUNDS AND TURNS

The Guide and the party take turns in an alternating series of rounds. During the party's round, each player takes a turn to move and act. During The Guide's round, each NPC takes a turn to do the same. Guides should describe the consequences of each creature's action immediately after they do something.

## 2. CHARACTER CREATION

### HELPING PLAYERS MAKE CHARACTERS

We encourage you to remix character creation in Quest and/or create character creation tools. Some creators have already made character generators and other interesting tools that help players through the character creation process. Our character worksheets are very flexible and you can modify them easily to create new types of characters with different blanks to fill.

### CHARACTER WORKSHEETS

The Character Profile, Character Worksheet, and Combined Character Profile / Worksheet are open tools under this license. You can find the most recent versions of these documents [on our website's downloads page](#).

### DISTINCTIVE FEATURES

#### BODY

scales, worn scars, iridescent skin, rack of muscles, towering physique, speckled complexion, barrel-sized belly, head of tentacles, generous curves, elongated limbs, bumpy exterior, willowy frame, sculpted hair, stout stature, lived-in body, vestigial tail, webbed fins, rough hide.

#### FACE

gaunt face, sharp teeth, fulsome cheeks, large, pointy ears, vestigial antennae, knee-length beard, devastating smile, windswept face, manicured fuzz, ridged

forehead, triangular head, timeworn face, romantic eyes, severe jawline, skeptical eyes, radiant smile, burning eyes, heavy brows

#### VIBE

long shadow, sleepy mood, sparkling gaze, eternal grimace, bursting energy, an air of mystery, gentle disposition, androgynous vibes, thousand-yard stare, tightly wound energy, brooding presence, friendly demeanor, meandering gaze, graceful posture, captivating grin, raucous laugh, flawless poise, fiery temper

#### STYLE

##### OUTFIT

etched leather armor, a billowing jumpsuit, a tightly fitted tunic, religious vestments, nicked chainmail, runes in my hair, a fluttering cape, weathered rags, a layered dress, a warm cloak, an owl pin, a charmed necklace, a ragged headcover, antique eyeglasses, a patterned hijab, a silken eyepatch, fingerless gloves, a quilted jacket, encrusted cuffs, a feathered cap, a boned bodice, a fancy hat, a bronze breastplate, oversized spectacles, a homemade charm, hammered earrings, an ornamented belt, a shining hauberk, an animal brooch, obsidian bracers, a symbol of god, a tarnished ring, a humble tunic

##### MOVEMENT

no sense of urgency, an effortless glide, frenzied footwork, a confident step, great difficulty, a reliable pace, wide-swinging

arms, a spring in my step, a singular purpose, no sense of space, music in my feet, an uneven gait, a joyful whistle, relentless focus, casual swagger, apprehension, a heavy step, fearlessness

**HOME**

LOCATION

a great metropolis, a remote village, a frontier town, a lonely island, a capital city, a seastead, a remote stronghold, a traveling caravan, a hidden warren, a working farm, a roadside inn, a ship at sea, a place I can't name, a subterranean city, a forgotten nation, a mountain town, a city in the mist, a homestead

LEGACY

their steady pursuit of pleasure, their easygoing temperament, their unhurried sense of time, treating strangers with love, restoring justice to the land, once ruling a vast empire, creating a world wonder, enduring a great tragedy, their neutral rationality, their warm hospitality, a culture of secrecy, non-hierarchical relationships, plainly stating their intentions, their sense of duty to each other, resisting a brutal ruling order, creating historic works of art, strict adherence to the law, their commercial success, setting cultural trends, their traditional ways, inventing the future, losing a great war

**IDEAL**

**ORDER:** You have no patience for lawbreakers or people who don't conform to "normal" behavior.

**JUSTICE:** It is your duty to deliver righteousness and fairness in the world.

**HEROISM:** You don't stand idly by when someone is in danger.

**COMPASSION:** You believe people deserve mercy and safety.

**GENEROSITY:** You cherish the opportunity to give to those in need.

**PLEASURE:** You seek comfort and joy, and believe people should enjoy being alive.

**PRAGMATISM:** You value logic and efficiency above other concerns.

**HONOR:** You believe in a code, and it's your duty to uphold it.

**POWER:** You think those who are strong deserve to make the rules.

**SALVATION:** Making yourself and others righteous in the eyes of the true god(s) is the highest calling.

**THE ENDS:** You don't care what it takes, as long as you get where you're going.

**FLAW**

**FEARFUL:** You shy away from danger and are often the last to act in a confrontation.

**MEGALOMANIAC:** You have delusional fantasies of wealth or power.

**IDIOT:** Everyone thinks it's a dumb idea. That's exactly why you do it.

**IMPISH:** You often crack jokes, make rude gestures, or behave crudely in front of others.

**OBVIOUS:** You often don't see what's right in front of you, even if it has fangs.

**THIEF:** You steal. Everything.

**HEDONIST:** Your pursuit of pleasure causes you to ignore more pressing matters.

**LIAR:** You tell tall tales and love to deceive people.

**RECKLESS:** You charge into situations without regard for safety or reason.

**WRATHFUL:** You are unrestrained in your use of violence and react disproportionately to threats.

**VAIN:** You care too deeply about how you are perceived by others and change your behavior to suit them.

### **DREAM**

returning to my hometown as a renowned hero, freeing myself from a gang that wants me dead, getting revenge on someone who wronged me, finding a corner of the world to make my own, publishing a book that's found in every home, sparking an idea that transforms the world, becoming the greatest scholar in my field, recovering a stolen artifact for my people, stealing from the rich to give to the poor, having my name spoken by my leader, meeting my parents for the first time, spreading my ideal across the land, overturning a corrupt government, producing a timeless work of art, becoming tremendously wealthy, finding the source of eternal life, becoming a leader of my nation, becoming a notorious gambler, making every stranger smile, becoming a master artisan, dying an honorable death, mapping the entire world, meeting the grim reaper, pulling off the big score, traveling to the stars, becoming a celebrity, meeting my god(s), killing my past

### **GEAR**

**LOCKPICKS.** A set of 5 lockpicks that can be used to try to bypass doors and other things with simple locks.

**MAGIC ROPE.** A 50-foot rope that can automatically coil itself. It can also shrink to the size of a spool of yarn for easy carrying, and expand back to its normal size on its owner's command.

**MAGIC FLASK.** A magic flask that automatically replenishes itself with a spirit of your choice. (Choose once.)

**MAGIC CANDLE.** A powerful candle that can light itself and snuff itself out on its owner's command. It drips wax but never seems to lose any.

**KILN GAUZE.** A container of magic gauze that can be used to repair broken metal weapons like swords. When the gauze is wrapped around a severed weapon, it welds the weapon back together in a flash. There is enough gauze in each container to repair one weapon.

**FRIEND FLUTE.** This is a small magic whistle that knows who your friends are. When you blow in the whistle, only your friends nearby can hear its sound.

**SKYCALLER AMULETS.** A pair of magic amulets that allow their owners to communicate with each other at any distance within the same world. When held in the hand, the amulets allow the bearers to communicate with each other telepathically by wishing for the link to be created. Each pair of amulets can only communicate with each other and can only be activated up to three times a day. Each time the link is activated, the wearers may communicate for up to 5 minutes.

**BRELL'S TENT IN A TIN.** A colorful tin canister that's magically pressurized. When you unlock the canister and set it on the ground, the lid blows off a few moments later, deploying a large magic tent that can fit 30 people. Sound cannot escape the inside of the tent. A switch on the side of the tin teleports the tent back inside and closes the lid.

### 3. ROLES, ABILITIES, AND TREASURE

This section contains Role descriptions, each Role's learning path, ability names, short descriptions for abilities, and page number references for each ability.

Page numbers with the "D" prefix refer to the ability's location in the Digital Edition of the Game Book, while page numbers with the "P" prefix refer to the ability's location in the physical Game Book.

#### THE FIGHTER

##### FIGHTER QUICK START

Choose these abilities: Counterattack, Wild Attack, Provoke, Intercept, Summon the Blood, and Size Up.

#### THE INVOKER

##### INVOKER QUICK START

Choose these abilities: Declare, Petition, Soul Gaze, Fiery Avenger, Thunderous Word, and Shield.

#### THE RANGER

##### QUICK START

Choose these abilities: Commune, Read the Winds, Speak with Animal, Animal Partner, Track, and Remedy.

#### THE NATURALIST

##### QUICK START

Choose these abilities: Animal Form, Thorn, Freeze, Cloudcall, Wild Aspect, and Command Nature.

#### THE DOCTOR

##### QUICK START

Choose these abilities: Mend, Sleep, Deathsense, Corrupt, Modulate, and Examine the Dead.

#### THE SPY

##### QUICK START

Choose these abilities: Cosmopolitan, Sneak Attack, Strap, Tracker, Persona, and Feather Hook.

#### THE MAGICIAN

##### QUICK START



Choose these abilities: Magic Tricks, Splitting Image, Magic Eye, Little Bird, Bamboozle, and Scintillate.

### THE WIZARD

#### QUICK START

Choose these abilities: Magic Strike, Blink, Sense Magic, Speak, Pinch, and Familiar.

### ABILITIES

Abilities are provided per Role, in the following format:

**LEARNING PATH NAME** D XX / P XX  
(Digital page number / Physical page number)

**ABILITY NAME:** Short ability description. [AP COST]

### THE FIGHTER

#### DUELING D 35 / P 56

**COUNTERATTACK:** Quickly turn the tables on an attacker who makes a mistake. [0 AP]

**WILD ATTACK:** Strike a foe with reckless power. [0 AP]

**OVERPOWER:** Put an enemy in a compromised position. [1 AP]

**DISARM:** Strip a foe of their weapon or take it for yourself. [1 AP]

**DUEL:** Compel a nearby creature to fight you in single combat. [1 AP]

#### TACTICS D 36 / P 57

**PROVOKE:** Draw the attention of a nearby creature by taunting them. [0 AP]

**INTERCEPT:** Rush in to interrupt an attack on someone else. [1 AP]

**CHARGE:** Violently barrel through anything in your path. [2 AP]

**RETREAT:** Provoke nearby creatures to give your allies cover to withdraw. [2 AP]

**WHIRLWIND:** Become a tornado of martial fury. [2 AP]

#### CAMARADERIE D 37 / P 58

**SUMMON THE BLOOD:** Recite a poem to bolster the spirits of your friends. [1 AP]

**VALIANT SOLILOQUY:** Give a rousing speech to your allies, inspiring them to overcome the odds. [2 AP]

**WAR STORY:** Earn extra AP by recounting a battle from your past adventures. [0 AP]

**MARSHAL:** Organize the help of your allies to overcome a test of strength. [1 AP]

**BOND:** Form an unbreakable partnership with one of your party members. [0 AP]

### **LEADERSHIP** D 38 / P 59

**SIZE UP:** Evaluate the capabilities and vulnerabilities of a nearby creature. [0 AP]

**PLAN:** Prepare your party before combat to ambush your enemies. [3 AP]

**RECRUIT:** Command a nearby commoner or minion to assist you. [1 AP]

**ATTENDANT:** Permanently call an NPC Fighter into service as your ally and apprentice. [7 AP]

### **BODY** D 39 / P 60

**TECHNIQUE:** Make your body as deadly as common weapons.

**FLOW:** Enter a state of intense focus after rolling a Triumph. [1 AP]

**YAWP:** Make a show of bravado to frighten nearby creatures. [1 AP]

**FOCUS:** You clear your mind, allowing you to surpass your normal limits. [3/4/5 AP]

**DEFY DEATH:** If you would die from an enemy's attack, you overcome fate to make a last stand. [4 AP]

### **LEGENDARY** D 40 / P 61

**LIMIT BREAK:** Achieve a transcendent unity of mind and body to achieve one of three supernatural feats. [7/4/3 AP]

**CHAMPION:** Tales of your heroic deeds have spread widely, unlocking heroic

abilities.

**STEEL PACT:** Form a permanent, extraordinary bond with one of your weapons. [0/0 AP]

## **THE INVOKER**

### **INVOCATION** D 42-43 / P 64-65

**DECLARE:** Profess a reason for intervening in a matter, steeling your resolve. [0 AP]

**PETITION:** While regrouping, recite a petition to receive a boon. [2 AP]

**INVOKE:** Leave your worldly body behind to seek answers in a liminal plane of existence. [3 AP]

**VOW:** Permanently bind yourself in service of an ideal.

### **INQUIRIES** D 44 / P 66

**SOUL GAZE:** You peer into the eyes of another creature to sense their ideals and flaws. [1 AP]

**IMPRESSION:** You brush against a creature, feeling its desires. [1 AP]

**EVIL EYE:** You close your eyes and sense the worst thing that ever happened nearby. [1 AP]

**SHADOWSEEK:** You project yourself into a shadow plane to seek the location of a creature or object anywhere in the omniverse. [3 AP]

### **VERDICTS** D 45 / P 67

**INSPIRE:** You recite a meaningful statement, inspiring an NPC to live up to their ideal. [1 AP]

**COMPEL TRUTH:** You grip the mind of a

nearby creature, forcing it to tell the truth. [1 AP]

**FORGIVE:** You place a forgiving hand on a creature, relieving their conscience of guilt for a past transgression. [3 AP]

**LIBERATE:** You channel the weight of your devotion to alleviate an NPC of a character flaw. [4 AP]

**WRATH** D 46 / P 68

**FIERY AVENGER:** You speak a phrase of power, igniting your weapon in magical flame. [1 AP]

**THUNDEROUS WORD:** You speak a word of power that releases a thunderous shockwave. [2 AP]

**LAWBRINGER:** You raise your hand into the sky and summon a deadly spectral warhammer. [3 AP]

**SMITE:** You condemn a creature, engulfing it in radiant flame. [5 AP]

**BLAZING AVENGER:** You permanently enchant a weapon, imbuing it with incredible power. [6 AP]

**WARDS** D 47 / P 69

**SHIELD:** Summon a magical shield that blocks damage. [1 AP]

**SIGIL:** Draw a magic sigil that affects nearby creatures in various ways. [2 AP]

**REBUKE:** You issue a word of power to an attacker, knocking them backward. [1 AP]

**OBLATION:** You place your hands on a creature and utter a loving phrase, restoring their hit points. [3 AP]

**BEFIZZLE:** You curse a creature, rendering

it unable to use magic. [4 AP]

**LEGENDARY**

**WRAITH:** You now enter an ethereal form when at 0 HP. [0 AP]

**SACRIFICE:** You bring a creature back from the dead, at a cost to your own soul... [0 AP]

**PROPHECY:** You glimpse a creature's fate, shaping its future.

**ETERNITY GATE:** You project yourself past all realities into the beyond to seek and find a single truth. [7 AP]

**THE RANGER**

**STORY AND SONG** D 51 / P 74

**COMMUNE:** Invent a local saying to charm information out of a commoner. [1 AP]

**FOLK SONG:** Sing a song that kindles bright, somber, or proud feelings in NPCs nearby. [2 AP]

**SPEAK MYTH:** Appeal to a local myth to gain the favor of a commoner and receive a favor. [3 AP]

**SURVIVALIST** D 52 / P 75

**REMEDY:** Scavenge your area to find a plant-based remedy for an ailment. [1 AP]

**SHROUD:** Entreat nearby flora to provide protection for the party. [3 AP]

**SIGNAL:** Summon the help of a fellow Ranger. [4 AP]

**RITUAL:** Scavenge for a magic edible that gives you supernatural insight. [4 AP]

**PATHFINDER** D 53 / P 76

**READ THE WINDS:** You sense weather patterns, and can predict the weather in the days ahead. [0/2 AP]

**NAVIGATE:** You can't get lost in wilderness, and you can find a special natural reprieve in times of need. [0/1 AP]

**DELVE:** You sense the general layout of the next three areas in an underground structure. [2 AP]

**SPEAK WITH TREES:** You touch a tree trunk, connecting yourself to the forest. The trees come to your aid. [2/2 AP]

**HUNTER** D 54 / P 77

**TRACK:** You can pick up on tracks left nearby and identify the type of creature that left them. [0/1 AP]

**FARSHOT:** You sharpen your senses to make a ranged attack on a far away target. [1 AP]

**DEADEYE:** When you roll a Triumph on a ranged attack, you can neutralize an enemy's body part. [0/3 AP]

**STALK:** You and your party can stalk tracked prey without it noticing you, setting up an ambush. [0/2 AP]

**NEMESIS:** You mark a specific creature you have met before as your nemesis, giving you an advantage against it. [4 AP]

**FRIEND** D 55 / P 78

**SPEAK WITH ANIMAL:** You form a bond with an animal, allowing you to interpret its thoughts and feelings. [1 AP]

**ANIMAL PARTNER:** You bond with a nearby animal who becomes your companion

and follows your instructions. [4 AP]

**COURIER:** You recruit a nearby animal and send it on a mission to deliver an item. [1 AP]

**PAIR BOND:** You develop a telepathic bond with your animal partner, allowing you to enter a trance and take over its body. [2 AP]

**WHISPER ON THE WIND:** You whisper a message carried by the wind, summoning a flying animal to come to your aid. [4 AP]

**LEGENDARY** D 56 / P 79

**WILD CELEBRITY:** Wild animals everywhere now sense you as an ally and will not attack you. [0/6 AP]

**SLAYER:** You devastate a group of minions in an impressive acrobatic fashion, reducing their numbers by half. [4 AP]

**FRIEND OF THE LAND:** You become the friend of a wilderness region, gaining the control of a natural fortress.

**THE NATURALIST****SHAPESHIFTER** D 58 / P 82

**ANIMAL FORM:** You take the form of a wild animal, adopting its shape, senses, and range of motion. [2 AP]

**GILLS:** You enchant nearby creatures, allowing them to breathe underwater. [1 AP]

**STEELSPROUT:** You turn a nearby metal object into a weave of delicate plants. [2 AP]

**PETRIFY:** You turn the surface of a creature to stone, or encase your own body

with a protective shell. [2/2 AP]

**SHAPESHIFT:** A superior version of your Animal Form spell that allows you to become a more powerful animal. [3 AP]

### **SUMMONER** D 59 / P 83

**THORN:** You conjure a poisonous thorn and shoot it toward a nearby target.

**WILD FONT:** You touch a container holding food, water, or oil, causing it to spill an excess of its contents. [1 AP]

**EVENING STAR:** You summon a wisp of light in the sky, casting daylight on a huge area. [2 AP]

**AURORA:** You conjure a dazzling prismatic aurora in the sky that dazzles creatures up to a kilometer away. [5 AP]

**ECHOES OF CREATION:** You summon a coterie of magical wisps that restore the hit points of all creatures in your scene. [6 AP]

### **ELEMENTALIST** D 60 / P 84

**FREEZE:** You blow cool air, creating freezing winds that swirl around a nearby target. [0/2 AP]

**BURN:** You blow hot air, creating scorching winds that can ignite a target in flame nearby. [0/1 AP]

**SHOCK:** You call down a bolt of lightning from the sky to strike a target you can see. [4 AP]

**FIREBALL:** You shape an orb of fire and send it streaking toward a target, where it creates a devastating explosion. [5 AP]

### **STORMCALLER** D 61 / P 85

**CLOUDCALL:** You create a thick fog that rapidly expands around you, concealing the area. [1 AP]

**VORTEX:** You create a howling vortex in a body of liquid nearby that can suck in objects and creatures. [2 AP]

**GALE:** You create a ferocious windstorm that kicks up dust and small objects and obscures vision. [3 AP]

**RIVERFURY:** You whisper a magical incantation to a nearby river, calling forth a torrent of water from upstream. [4 AP]

**STORMCALL:** You produce a terrifying storm whose effects you can control while it is active. [2/1/1/3/X AP]

### **SPIRITCALLER** D 62 / P 86

**WILD ASPECT:** You harness the aspect of one of three wild creatures, gaining heightened physical capabilities. [1/2/2 AP]

**PREY SENSE:** You sharpen your senses and can feel a subtle signal when danger is near. [1 AP]

**NATURE'S WATCH:** You extend your senses far beyond your normal capabilities, allowing you to detect the hidden and unreal. [3 AP]

### **ECOLOGIST** D 63 / P 87

**COMMAND NATURE:** You recite a brief poem to the plants around you, causing them to produce an effect. [0/1 AP]

**MEMORIES OF STONE:** You channel the ancient wisdom of a stone monument, learning important information about your world. [3 AP]

**SHIFT SEASON:** You manipulate the elements to change the current season

everywhere within one kilometer of you. [4 AP]

**LEGENDARY** D 65-66 / P 88-89

**NATURE'S WRATH:** You channel elemental fury, creating one of three natural disasters with an enormous impact on the environment. [7 AP]

**WILD EVOLUTION:** Your physical essence becomes permanently intertwined with a chosen animal's form, allowing you to shapeshift at will.

**TO DUST:** You sacrifice yourself to become the seed for a new world, creating life across a planet. [3 AP]

**WORLD WISH:** You return a crafted object to nature, instantly reducing it to dust.

**THE DOCTOR**

**HEALING** D 67 / P 92

**MEND:** You gently touch a creature, immediately restoring hit points and mending minor wounds. [1 AP]

**RELIEVE:** You say something comforting, relieving a creature of anxiety, pain, and discomfort. [1 AP]

**HEAL:** You embrace a creature, restoring all of its hit points and curing it of short-term impairments. [2 AP]

**RESTORE:** You touch a creature, completely restoring it to its normal state. [7 AP]

**ALTERATION** D 68 / P 93

**SLEEP:** You whisper a brief lullaby, putting any number of nearby commoners to sleep for an hour. [2/X AP]

**CALCIFY:** You touch a creature, causing its surface to harden and resist damage. [1 AP]

**FEIGN DEATH:** You place nearby creatures in suspended animation for up to an hour. [3 AP]

**RESHAPE:** You reshape the facial appearance of a creature, making them look older, younger, or like a completely different person. [4 AP]

**LIFELINK:** You entwine the life-force of two creatures, tying their fates together. [4 AP]

**NECROMANCY** D 69 / P 94

**DEATHSENSE:** You sense whether any spirit creatures are nearby, and can extend your vision to see them. [0/1/1 AP]

**COMMUNE WITH THE DEAD:** You reach beyond the living to speak to the dead nearby. [1 AP]

**REANIMATE:** You animate a nearby corpse or skeleton, making it your minion. [1 AP]

**REINSTATE THE DEAD:** You touch a living creature and make it the host for a nearby spirit creature. [5/7 AP]

**HARM** D 70 / P 95

**CORRUPT:** You grip a creature and create a necrotizing wound in its flesh. [0 AP]

**NOX:** You give a creature a combination of deleterious effects for the next hour. [1 AP]

**AFFLICT:** You curse a creature with an affliction that lasts for up to one month. [3 AP]

**WITHER:** You cause a creature's body to

wither, giving them the experience of advanced age without changing their lifespan. [4 AP]

**HEARTKILL:** You curse the heart of a creature, causing it to explode, or turning it into a time bomb. [6 AP]

**PERCEPTION** D 71 / P 96

**MODULATE:** You alter the nature and intensity of a creature's physical sensations for up to an hour. [1 AP]

**SHAPE SENSES:** You manipulate a creature's perception of the world for up to a day. [1/2 AP]

**FALSE SENSE:** You cause a creature to perceive a specific thing or a category of things falsely. [3 AP]

**FORGET:** You touch a creature, erasing its memory for the previous month... or beyond. [4/X AP]

**EXAMINATION** D 72 / P 97

**EXAMINE THE DEAD:** You evaluate a corpse to diagnose its cause of death. [1 AP]

**DIAGNOSE:** You touch a creature to discover its mysterious affliction. [0 AP]

**CURIOUS CASE:** You examine a scene for familiar clues. [3 AP]

**LEGENDARY** D 73 / P 98-99

**GENESIS COMMAND:** You reverse or accelerate a creature's development, like reverting an adult into a child. [6 AP]

**BANISH:** You banish a spirit creature to a random shadow plane. [1/5 AP]

**ETERNAL SLUMBER:** You place a creature into a permanent and peaceful sleep. [4

AP]

**THE BITTER GIFT:** You bestow a creature with self-awareness, turning it into a person like you. [9 AP]

**THE SPY**

**CHARISMA** D 75 / P 102

**COSMOPOLITAN:** Invent a local mannerism to fool commoners about your identity. [0 AP]

**SILVER TONGUE:** Use quick thinking and charm to evade suspicion. [1/1 AP]

**DON'T YOU KNOW WHO I AM?:** Enlist your party members to establish a fantastical ruse about your identity. [1 AP]

**TERMINATION** D 76 / P 103

**SNEAK ATTACK:** Make a quick attack on a foe who is distracted. [1/1/3 AP]

**POISON:** Combine basic goods from a general store to create one of five poisons. [1/2/3/4/6 AP]

**DEATH HAND:** A magic, single-shot hand cannon that uses a silent magic charge to shoot a slug. [3 AP]

**BOUNTY:** Enlist bounty hunters to pursue and capture or kill a marked target. [5 AP]

**CONCEALMENT** D 77 / P 104

**STRAP:** Conceal up to two weapons in your clothing without being noticed. [0 AP]

**DISGUISE:** Use found objects nearby to create a convincing disguise. [1 AP]

**BLINK PACK:** A magical messenger pack with a hidden switch that conceals items.

[3 AP]

**NEEDFUL HILT:** A magic hilt that can morph into a weapon that you imagine when needed. [0 AP]

**SHADOW:** A magic cape that makes everything but your shadow invisible. [2 AP]

**SURVEILLANCE** D 78 / P 105

**TRACKER:** A magic compass and tag that allows you to track something you put the tag on.

**SPYGLASSES:** Magic eyeglasses that let you see in the dark and can be upgraded with additional capabilities. [3/4/6 AP]

**CLONER:** A magic amulet that allows you to eavesdrop on a communications device. [0 AP]

**SEEKER:** A levitating orb that can scout adjacent rooms for you. [0/1 AP]

**STENOGRAPHY** D 79 / P 106

**DOSSIER:** A magic book that you can use to copy documents. [0 AP]

**MIMIC:** A magic pen that guides your hand to create forgeries. [2 AP]

**LISTENER:** A magic gem that can be activated to record sounds nearby. [1 AP]

**CRYPTO:** A magic ring that can translate languages and decode secret messages. [3 AP]

**INFILTRATION** D 80 / P 107

**FEATHER HOOK:** A magical grappling hook that gently glides itself upward like a balloon. [0 AP]

**BRICOLAGE:** Improvise one of four useful devices using everyday objects nearby. [1 AP]

**NEEDFUL KEY:** A magic key that can morph to fit a lock. [2 AP]

**BLUEPRINT:** A magic folio that can reveal the floorplan of a building when pressed on one of its walls. [2 AP]

**IMPERSONATION** D 81 / P 108

**PERSONA:** You can carefully prepare a convincing alternate identity. You can create the persona of a commoner, an officer, or an aristocrat. [2/4/6 AP]

**LEGENDARY** D 82 / P 109

**SHADOW CUTTER:** A wearable magic bracelet that can be stretched to create a hole in solid objects. [3 AP]

**THE ARTIFICE:** A small mask that projects an illusion, transforming your image and voice. [2 AP]

**NIGHTCRAWLER:** Infiltrate a person's office, encampment, or home to discover sensitive information about them. [4 AP]

**THE MAGICIAN****MISDIRECTION** D 84 / P 112

**MAGIC TRICKS:** Produce a tiny magical effect to surprise, delight, or confuse those around you. [0 AP]

**MESMERIZE:** Dazzle a nearby creature with an optical illusion. [1 AP]

**OVERTHERE:** Make a suggestive gesture, redirecting a hostile creature's attention. [1 AP]



MIRAGE: Conjure a major illusion that can be programmed with looping mechanics. [3 AP]

INVISIBILITY: Make a creature or object invisible. [3/X AP]

**MANNEQUINS** D 85 / P 113

SPLITTING IMAGE: Create illusory duplicates to confuse others. [1 AP]

PHANTOM MENACE: Create an illusion of an incredibly annoying creature. [2 AP]

ILLUSORY CREATURE: Design and conjure an illusory creature. [3/4 AP]

**CLAIRVOYANCE** D 86 / P 114

MAGIC EYE: You briefly gain the ability to see beyond physical reality. [1 AP]

WHISPER: You telepathically send a message to a nearby creature, or open a link with them for a conversation. [0/1 AP]

MESSAGE: You open a telepathic communication link with a creature, even if you don't know where they are. [1/4 AP]

INTERPRET: You enter the mind of a nearby creature and learn their language. [1 AP]

INSIGHT: You gaze into the mind of a creature, learning their most prominent intention. [3 AP]

**CONJURATION** D 87 / P 115

LITTLE BIRD: You summon an illusory bird that keeps watch over an area. [1 AP]

HELEN'S FANTASTIC FEAST: Summon an elaborate feast that restores the hit points of your guests. [4 AP]

MONITOR: Summon a small illusory servant that you can direct to scout ahead of you. [2 AP]

SHADOW HAVEN: Create a secret dwelling in a shadow plane that only you and your friends can access. [5 AP]

**MIND CONTROL** D 88 / P 116

BAMBOOZLE: Make a creature mildly confused about a specific subject. [1 AP]

WREN'S DELIGHTFUL DREAM: Give a creature a deeply comforting dream that makes them feel beloved and forgiving. [1 AP]

PERKY PROFANATION: Curse a nearby creature to behave absurdly. [1/4 AP]

FEAR: Breach the mind of a creature to haunt them with their worst fear. [4 AP]

**MAYHEM** D 89 / P 117

SCINTILLATE: Launch a streaking bolt of sparks to harm an enemy or create a harmless firework. [0 AP]

BEDAZZLE: Summon prismatic bolts that can impale and dazzle enemies. [4 AP]

LOOSEN: Create a cascading wave of magic mischief that loosens things that are fastened or tightened. [2 AP]

CHAOS BALL: Summon a small elastic ball that bounces chaotically, shattering small and fragile objects. [3 AP]

**LEGENDARY** D 90-91 / P 118-119

PEERLESS PILOT: Conjure a fantastic hot air balloon from another dimension. [5 AP]

CONTROL: Dominate the mind of a nearby

creature, taking complete control of them. [8 AP]

**PERFECT GIFT:** Glimpse the mind of a creature to summon an emotionally priceless gift for them. [4 AP]

**INVASION:** Enter the dream of a creature to implant an idea in their mind. [5 AP]

## THE WIZARD

### EVOCATION D 93 / P 122

**MAGIC STRIKE:** Shoot a shimmering missile of force from your wand or staff. [0/2 AP]

**KINDLE:** Rub your hands together, igniting a target on fire. [0 AP]

**CLAP:** Create a thunderous wave of force by clapping your hands. [2 AP]

**TELEKINESIS:** Move a nearby creature or object using only your mind. [1/X AP]

**LAST LIGHT:** Channel a blinding beam of light at a target that ignites flammable objects and can melt steel. [3/5 AP]

### CONJURATION D 94 / P 123

**FAMILIAR:** You summon a tiny spectral creature who becomes your ally. [2 AP]

**PEGASUS CLOAK:** Bestow yourself and nearby creatures with an illusory cloak that allows them to levitate. [3 AP]

**FORCE FIELD:** Create a paper-thin wall of force that can stop objects from passing through. [3 AP]

**CONJURE:** Imagine an object, causing it to appear nearby. [3 AP]

### PLANESHIFTING D 95 / P 124

**BLINK:** Vanish and reappear somewhere nearby. [1 AP]

**GATE:** Teleport back to a special place you have bound yourself to. [1/3 AP]

**PORTAL:** Conjure a series of portals that are linked to one another. [3 AP]

**DARK DOOR:** Knock on a door, making it a temporary portal to a shadow plane. [2 AP]

**TELEPORT:** Snap your fingers, teleporting to any place you choose. [5 AP]

### MAGECRAFT D 96 / P 125

**NO:** Neutralize a spell that another creature is casting. [2 AP]

**REFLECT:** Produce a counterspell that reflects a spell another creature is casting. [3 AP]

**ENSCROLL:** Create a Spell Scroll that contains a spell you know. [2 AP]

**SPELLSTEAL:** Glimpse a creature's mind to learn a spell you have observed them casting. [3 AP]

### PROJECTION D 97 / P 126

**SENSE MAGIC:** Get a tingling feeling in your bones when you're near magic, and discern its nature. [0/1/2 AP]

**AURA'S SILVERY BROADCAST:** Broadcast a message up to 20 words in length to every creature within one kilometer. [2 AP]

**SCRY:** Flash forward in time to glimpse your actions in the near future. [1 AP]

**SEE:** See through all magical deceptions for the next hour. [4 AP]

**FIND:** Discover the location of an object you have held before, and teleport it to your location. [3/3 AP]

**TRICKERY** D 98 / P 127

**SPEAK:** Speak silently into the mind of a nearby creature. [1 AP]

**PINCH:** Briefly imbue your fingers with supernatural strength. [2 AP]

**STRETCH:** Enlarge or shrink a nearby creature or object by up to twice or half its size. [2/4 AP]

**UNDO:** Speak a word of power, reversing the fate of a nearby object. [1/2/3/4 AP]

**LEGENDARY** D 99-100 / P 128-129

**RIFT:** Summon a magnificent gateway that contains a portal to The Rift. [5 AP]

**TRANSCENDENCE:** Embark on an incredible quest for knowledge that expands your consciousness far beyond yourself. [5 AP]

**PLANECAST:** Conjure a shadow plane and fill it with anything you can imagine. [2/4/6/8 AP]

**CREATE:** Tap raw magic, converting its energy into a perfectly-crafted object that is real in every way. [5 AP]

USING ABILITIES

We encourage you to reference and use these abilities in your own remixed roles, whether you're making hybrid roles from the original 8, or creating entirely new roles.

We also encourage using ability references when creating adventures. See the Game Book to learn how you might tempt the players' abilities in a scene or a challenge.

**END OF ABILITY CATALOG**

## TREASURE

### RARITY

Each item in this game is classified by its rarity – a measure of how special the item is. Use an item's rarity to consider whether it's an appropriate reward for a situation in the story.

**UNCOMMON.** These items are more valuable and curious than the common goods seen by most people.

**RARE.** These are exceptional items of great value that are very difficult to find and often well-guarded.

**LEGENDARY.** These are priceless and often unique items of great power, only found in the most remote or guarded places. They are extraordinarily difficult to acquire, and the owners of legendary items will often go to great lengths to protect them.

**SUPREME.** These are items of such incredible power that the consequences of their use ripple through the omniverse.

### SYMBOLS

<x> This is how much damage an item deals when used to attack.

[1] This is the AP activation cost of a treasure item.

The Treasure Catalog list in this resource follows the same reference format as the Ability Catalog:

### RARITY

TREASURE ITEM NAME **D XX / P XX**  
(Digital Page Number, Physical Page Number): Short treasure description.  
<DAMAGE>[AP COST]

## TREASURE CATALOG

### UNCOMMON

**ALBATROSS PENDANT (D 133, P 176):** A magic communication device that delivers headlines from the Albatross Press.

**ARCHIVE (D 133, P 176):** A talking crystal ball that is programmed to recall information stored inside.

**ATLAS INCOGNITO (D 133, P 176):** A book of 10 magic stamps that reveals interesting local information.

**BLINK BLADE (D 133, P 176):** A magic sword that can teleport back to its user's hand.  
<2>

**BRELL'S BOAT IN A BOX (D 133, P 176):** A small wooden box that can expand into a real, working sloop.

**BRELL'S CHARISMATIC COUTURE (D 133, P 176):** A line of magical shapeshifting garments that automatically find a perfect fit for their wearer.

**BRELL'S LIMITLESS LEDGER (D 134, P 177):** A magical networked codex that duplicates entries from linked journals.

**BRELL'S TENT IN A TIN (D 134, P 177):** A magic tin canister that can deploy a large tent.

**DIM GRIMOIRE (D 134, P 177):** A magic notebook that's risky to read, but can provide great benefits.

**DISCRETION (D 135, P 178):** A magic scabbard that can make weapons appear invisible.

**FIELD MONITOR (D 135, P 178):** A magic map that can respond to questions and provide useful information.

**FRIEND FLUTE (D 135, P 178):** A magic whistle that knows who your friends are.

**GLITTER BOMB (D 135, P 178):** A pouch of magic glitter that dispels invisibility.

**GOAT SIMULATOR (D 135, P 178):** A magic stuff toy goat that can turn into a life-sized illusory goat.

**HEALING POTION (D 136, P 179):** A potion that heals you. What were you expecting?

**KILN GAUZE (D 136, P 179):** A container of magic gauze that can be used to repair broken metal weapons.

**LIGHT TRAP (D 136, P 179):** A magic glass orb that can be used like a camera.

**LYING LYRE (D 136, P 179):** A magic lyre that guides its user's hands to produce a beautiful song.

**MAGIC POTION (D 136, P 179):** A vial filled with magic liquid that has unpredictable effects.

**MISCHIEVOUS MARBLES (D 136, P 179):** A bag of marbles that seeks out creatures to trip.

**NOT A PIPE (D 137, P 180):** This is a pipe. When smoked, it creates a thick magical fog.

**PERMANENT SOLUTION (D 137, P 180):** A small dropper filled with magic liquid that can permanently bond two things

together.

**PORTABLE POTENT POTABLE PROBE (D 137, P 180):** A small box with a magic dish that can be used to detect poison.

**QUIPLASHER (D 137, P 180):** A sentient magic whip that loves witty one-liners. <3>

**RAMIFICATION (D 137, P 181):** A magic battering ram that can shatter wooden doors.

**REGISTRAR (D 138, P 181):** A magic book that automatically senses and records the most commonly-used name of a creature that passes nearby.

**REPEATER (D 138, P 181):** A compact magic crossbow. <4>[2 AP]

**SILVERY HORN (D 138, P 181):** An enchanted horn that can send messages far and wide. [2 AP]

**SKYCALLER AMULETS (D 138, P 181):** Pairs of magic amulets that allow their owners to communicate with each other.

**THE CATCHER (D 139, P 182):** A heavy metal gauntlet that allows the wearer to prevent weapon attacks. [1 AP]

**THE HOWDY DOODAT (D 139, P 182):** A magic candle that detects illusions.

**THE LAGNIAPPE (D 139, P 182):** A weapon with a little extra damage. <3>

**THE LEFT-HANDED SMOKE SHIFTER (D 139, P 182):** A metal rod that sends the bearer on an impossible quest.

**THE SURE SHOT (D 139, P 182):** A magic bow that guides its user's hand. <2>

**TRICKY TICKET (D 140, P 183):** Magic tickets

that can transform into forgeries.

**UNTAMED MAGIC BROOM (D 140, P 183):** A flying broom with its own agenda.

**THE TRUE WITNESS (D 140, P 183):** A set of linked magic glasses that share perspectives.

**WRAITHFIRE BOMB (D 140, P 183):** A dark crystal orb that goes boom. <4>

### RARE

**ABDELLAHI'S SCEPTER (D 141, P 184):** A magic scepter that casts a chilling spell. <2>

**ABYSSAL BRAND (D 141, P 184):** An edged weapon forged by a conniving demon. <2>

**ACCURSED BAND (D 141, P 184):** A translucent magic bracelet that can detect spirits.

**BIG BELT OF STRONG STRENGTH (D 141, P 184):** An unusually large belt that makes you feel unusually strong. [1 AP]

**BONEBREAKER (D 141, P 184):** A giant hammer imbued with magic force that accelerates the weapon as it is swung. <2>

**CHAOS PEARLS (D 141, P 184):** A bag of luminescent magic pearls that can explode with force.

**DAWNBRINGER (D 141, P 184):** A greathammer imbued with radiant light. <2>[2 AP]

**DEATH ADDER (D 141, P 184):** A small magic tally counter that senses nearby deaths. [1 AP]

**DEFIANCE (D 142, P 185):** A silvered short blade that grants the wielder immunity

against mind magic. <2>

**DRACONIS (D 142, P 185):** A longsword forged in the flame of a dragon's breath. <2>

**DRESS OF MANY POCKETS (D 142, P 185):** A magic dress that deceptively appears to have no pockets. It has many.

**GIDEON'S SHROUD (D 143, P 186):** A cloak that makes the wearer undetectable by magic.

**LICHBLADE (D 143, P 186):** The weapon of a banished lich that casts a malevolent aura. <2>

**MASTERWORK (D 143, P 186):** A weapon of incredible quality that still bears its maker's mark. <3>

**NEEDFUL GIFT BOX (D 143, P 186):** A small wooden box that can produce an object of value.

**PERSPICACIOUS POT (D 143, P 186):** A magic pot that can create a recipe.

**PORTAL CHALK (D 144, P 187):** A stick of chalk that can open a portal.

**PROFESSOR PRIM'S MIND EXPLODER (D 144, P 187):** A magic consumable that bestows a new ability.

**SCINTILLATING WAND (D 144, P 187):** A magic wand that fills the wielder with mischievous thoughts.

**SCRYING SPHERE (D 144, P 187):** A magic crystal ball that gives the user a glimpse at the future.

**SCION (D 144, P 187):** A magic pincushion that can detect family relations.

**SERPENTINE STAFF (D 145, P 188):** A snake-

wood staff that can transform into a viper. <2>[1 AP]

**SPELL SCROLL (D 145, P 188):** A magic scroll enchanted with a spell.

**SPIRIT TRAP (D 145, P 188):** A crystal orb that attracts and traps spirit creatures nearby.

**THE BOUNCER (D 145, P 188):** A magic buckler that turns the table on attackers.

**THE COMPENSATOR (D 145, P 188):** A broadsword with an envy problem. <2>

**THE EAGER EDGE (D 145, P 188):** A sentient magic sword that loves to be used. <2>

**THE MIRACLE SPONGE (D 145, P 188):** A sponge with almost no limit to its thirst.

### LEGENDARY

**A MAGICIAN'S KEY (D 146, P 189):** An obsidian skeleton key that creates a private plane. [5 AP]

**ANCIENT RANGER'S POUCH (D 146, P 189):** A pouch filled with seeds that grow into sentient tree creatures.

**BANE (D 146, P 189):** A magical dagger that tries to charm nearby creatures. <2>

**BLOOD PACT (D 146, P 189):** A sentient blade that curses whoever picks it up to feel an unquenchable bloodthirst. <4>

**CLOAK OF A HUNDRED BILLION STARS (D 146, P 189):** A magic cloak that allows an Invoker to commune with the stars.

**CONWAY'S COMRADES (D 147, P 190):** A set of magic toy figurines that can come alive to do battle. [4 AP]

**COSMIC PURSE (D 147, P 190):** A magic bag

that can hold an unlimited number of items.

**CREIGHTON'S FASCINATORS (D 147, P 190):** A pair of tall black boots that cast an aura of leadership. [5 AP]

**ECHO (D 148, P 191):** A ring that duplicates spells and reflects them.

**FABLE (D 148, P 191):** A weapon handed down through generations that records the deeds of its wielder. <3>

**GUILE (D 148, P 191):** A cameo brooch that can create an illusory visage. [1 AP]

**GUNGROX'S COIN (D 148, P 191):** A smooth platinum coin that randomize a player's role.

**HARMONY (D 148, P 192):** A weathered wooden lute that seeks music through the omniverse. [5 AP]

**HARPER'S HAVEN (D 149, P 192):** A small stone figurine with world-shaking power. [10 AP]

**JUNE'S BLANKET (D 149, P 192):** A patchwork blanket that offers love and comfort. [1/4 AP]

**LORELAI'S WAND (D 149, P 192):** A magic wand that imbues the wielder with incredible power.

**LOREN'S LUMINOUS STARGLASS (D 150, P 192):** A magic telescope that carries its wielder through the stars. [3/9 AP]

**MULTIVIOUS MAP (D 150, P 193):** A sentient map of the stars that loves to pontificate about possibility. [1 AP]

**NIGHTMARE (D 150, P 193):** A greatsword that gives walking nightmares. <3>

**PRISMATIC CIRCLET (D 150, P 193):** This crystal crown that projects a major illusion. [3 AP]

**RESPLENDENT PLATE (D 151, P 194):** An indomitable breastplate that makes the wearer resistant to attacks.

**REBELLION (D 151, P 194):** An ancient bronze shield that lights the fires of independence. [4 AP]

**SHADOW (D 151, P 194):** A magic short-blade forged by a malevolent god that reaps souls. <3>

**THE COSMIC CRUISER (D 151, P 194):** A magic starship that can travel through space and the omniverse. [3/9 AP]

**THE TOLL (D 152, P 195):** An iridescent coin that offers eternal paradise.

**UNITY (D 152, P 195):** A magic pin allowing the wearer to comprehend languages.

**VOL (D 152, P 195):** A magic spear that can become a bolt of lightning. <3>

## SUPREME

**CONSERVATOR'S RING (D 153, P 196):** An unimaginably powerful ring that can consume universes. [9 AP]

**COSMIC FORCE (D 153, P 196):** An obsidian ring that allows the bearer to conjure any object into existence.

**DUBBIN'S DIRE DIE (D 154, P 197):** A 20-sided die that bends the fate of nearby creatures. [4 AP]

**IT WHISPERS TO YOU (D 154, P 197):** A humble ring that bestows a terrible and cursed power.

**THE HAND (D 154, P 197):** A pocketwatch



that can travel through time. [3/9 AP]

WISH HEART (D 155, P 198): A magic locket that turns wishes into reality.

## END OF TREASURE CATALOG

### USING TREASURE

Like abilities, treasure can be used to tempt the players. We encourage you to reference these items to make scenes and narratives more interesting in your adventures.

## 4. NPC TEMPLATES

### BASIC FEATURES

All NPCs have two main stats: hit points and attack rating. An NPC's attack rating is how much damage it deals whenever it hits an opponent with a basic attack. And an NPC's hit points, like the player characters' hit points, are the measure of their mortality. However, NPCs are more vulnerable to death than player characters. When an NPC is reduced to 0 hit points, they die immediately.

### COMMONERS

Base stats: 2 HP, 1 Attack

Commoners are average creatures, like the everyday people and animals you meet. They don't usually pose a threat to the party, unless they hold some position of power or influence.

### MINIONS

Base stats: 4 HP, 2 Attack

Minions are any tougher characters who could pose a threat to the party in an encounter, like a bear in the forest or rank-and-file members of the town guard. Most minions don't usually pose a big threat to the party by themselves, but they can be deadly in groups.

### BOSSSES

Base stats: 10 HP, 4 Attack

Bosses are special characters of exceptional power and importance.

### NPC FEATURES

**VETERAN:** Add 4 HP and 1 attack if the creature is highly experienced, like a veteran town guard, a professor of magic, or an ancient elemental.

**BIG:** Add 10 HP and 1 attack if the creature is much larger than the players, like a bear, a giant spider, or a hill giant.

**COLOSSAL:** Add 40 HP and 4 attack if the creature is orders of magnitude larger than the players, like a sandworm, a kraken, or a titan.

**REGENERATION:** At the beginning of each of its turns, the creature recovers half of its hit point maximum.

**INVISIBLE:** The creature cannot be seen with natural vision.

**EXTRA ATTACK:** The creature can attack twice during its turn instead of once.

**EVASIVE:** The creature has an extraordinary method of movement. Choose one: it can fly, it can climb quickly, it can burrow and travel underground, it can teleport brief distances, or it can outrun other creatures by foot.

**LIFETAP:** When the creature damages an adversary, it recovers hit points equal to the amount of damage dealt.

**HORRIFYING:** The creature is so grotesque, otherworldly, or grim that it causes immense fear in anyone who sees it. When first encountering a horrifying creature, players must roll the die. If they fail, they are frozen in fear and lose their first turn.

**SPECIAL ABILITY:** Give the creature a special ability belonging to one of the eight player character roles or something you invent. If the creature is a boss, like an NPC Wizard, you can give them a handful of special abilities belonging to that role. NPCs do not have adventure points, and they do not need AP to use special abilities. If you give them especially powerful abilities, use your judgment to limit how many times they can use them.

**REFLECTION:** When the creature receives damage, return half of the damage received to the attacker.

**INVULNERABLE:** The creature cannot lose hit points. It's probably a god.

**RESISTANCE.** The creature takes half damage from a type of damage, like fire or non-magic weapons.

**ETHEREAL:** The creature has no physical body and cannot be affected by physical damage. (It can only be affected by magic harm.) It can freely pass through physical objects and communicate telepathically.

All spirit creatures are ethereal.

Many ethereal creatures are invisible, but not all are. Ethereal creatures that can be seen appear like ghosts: translucent creatures that glide through the air.

**SHAPESHIFTER:** The creature can freely change its shape to take on the likeness of other creatures. They revert to their default form upon death.

**IMMUNITY.** The creature takes no damage from a type of damage or cannot be affected by certain conditions, like sleep or mind control.

**PHASE SHIFTER:** The creature can shift between physical and ethereal forms or between solid and gaseous forms.

## 5. ADDITIONAL RESOURCES

This section of the document is meant to explain some things about how we designed Quest, and how you might use the materials in this resource for your own purposes.

### WHAT WE HOPE YOU'LL MAKE

We are excited for creators to make whatever they want for Quest using the materials in this resource.

Note that you are not limited to only making things for Quest that contain material from this resource. You might want to create an entire narrative adventure that's "for Quest" but doesn't use anything in this document. We approve.

Here are some things that we look forward to seeing, should you decide to make them:

- Adventure modules, including short "one-shot" adventures, or medium or long adventures
- New roles and abilities
- Additional systems for the game, like additional die mechanics, cues or moves for the Guide, or modification of existing systems
- Tools for players, including character generators, party management tools, encounter generators, or other things that make it easier to play the game
- Other supplemental content, like puzzles, traps, treasure, clues, challenges, or anything else that makes

the game more interesting and fun

- Things we haven't even thought of

Remember: the license for this resource allows you to use anything you see in this document for your own purposes. You can give your things away for free, or sell them. It doesn't make a difference to us personally, but more importantly, it's completely legal for you to take stuff from this document and do whatever you want with it.

## COMPATIBILITY

### AN ENDLESS OMNIVERSE

We have designed this game with flexible and expandable systems that are meant to encourage compatibility.

The core rules of the game ideally allow additions like roles, abilities, treasure, and settings to all work with each other. For instance, if you were to create a sci-fi narrative for Quest, complete with new sci-fi focused roles and abilities, our basic rules would allow those additions to seamlessly mix with Quest's original content. With a little creativity, it's not hard to imagine an Invoker on a starship.

In theory, all worlds created for Quest can co-exist in the same omniverse, allowing players to travel between stories.

You can tweak the game any way you wish. However, for maximum compatibility, we have some recommendations about what not to change.

### HOW TO STAY COMPATIBLE

Changing the rules for the following systems will risk making your modifications incompatible with the original game, and with other works that preserve these features. This does not mean you must follow these guidelines; just be aware that changing these things may change what players can do or confuse their expectations without detailed guidance.

#### DISTANCES

The mechanics for distance are deeply embedded in the game's abilities and items. Changing distances in any way will quickly break a lot of things.

#### THE CORE DIE MECHANIC

The die roll in Quest is intended to be a measure of fate, not skill. Modifying the probability bands can cause the abilities for roles to break without substantial revision to those abilities. Additionally, adding traditional "skill" scores, like Wisdom, Intelligence, Strength, etc, can also disrupt the core die mechanic in ways that will challenge the compatibility of your modifications with original content. If you want to change the die mechanic, we suggest rules that add to the system without changing its core.

#### HIT POINTS

Quest is designed to eliminate the use of inflationary statistics. Changing the hit points of the player characters will disrupt the balance of original abilities, and custom abilities that are based on a maximum HP of 10. Changing the rules for regrouping, resting, injury, or death will have less of an impact, as they are implicated by a smaller number of abilities in the game.

#### TURNS AND ROUNDS

Changing the mechanics for turns and rounds is not likely to severely impact the game, as these rules are not implicated by a large number of components. For example, introducing an initiative system will not seriously challenge the original set of abilities or items in the

game (though this may disrupt other third-party content that observes the rules for turns and rounds).

#### ACTION ECONOMY

The action economy (move and do one thing during a turn) has implications for ability balance. The original roles already have powerful capabilities within their ability lists, and allowing either player characters or NPCs to perform multiple abilities per turn could make action scenes more chaotic and unpredictable. Changing the action economy may cause severe compatibility issues for narrative modules and custom roles or abilities that rely on the default pace of action.

#### GUIDE ROLLS

Making the Guide roll in private will not disrupt any systems of the game; we have included the public rolling rule to enhance the excitement and sense of fate among all of the players at the table.

Removing die rolls for NPCs will break some of the abilities in the game that react to them, like The Fighter's Counterattack ability.

#### MONEY

Introducing money into the game is not likely to seriously reduce compatibility.

#### INVENTORY

Modifying the inventory system is not likely to seriously reduce compatibility.

#### CHARACTER CREATION & PROFILES

Because character creation is about personal identity and not game mechanics, changing most aspects of character creation is not likely to reduce compati-

bility. The only three aspects of character identity that are implicated by abilities are Ideals, Flaws, and Dreams.

#### IMPORTANT: COMPATIBILITY NOTICES

You may not imply that your works were created by us (The Adventure Guild) or that they are endorsed by us. You MAY indicate intended compatibility with the system by saying things like "An adventure for Quest" or "A ruleset for the Quest roleplaying game," even on the cover of what you make. We also encourage you to have a discussion about compatibility inside of your work to let players know what has changed between your work and the original game.

## OUR DESIGN PRINCIPLES

Quest is meant to welcome entirely new players to tabletop roleplaying, meaning players who have never experienced this kind of game before. You don't have to address this audience in your own works, but if you want to make things that complement our designs, you can take inspiration from these principles.

### **SIMPLE RULES; ENDLESS COMPLEXITY**

Taking inspiration from trading card games, Quest is designed to start with a simple set of core rules that can support endless complexity built on top. Building things on top of Quest can expand its complexity either by complimenting existing content or by breaking parts the game entirely; take, for example, our magic treasure item "Dubbin's Dire Die," which changes the probability bands of the core die mechanic. By keeping the core rules simple, you can subvert them in creative and unexpected ways with "cards" that change the game.

### **DOES IT FIT ON A CARD?**

We wrote Quest inside of the physical containers we expected to publish the game in. Many of our items and abilities exceed these dimensions, but most can have their text fit on a standard tarot-sized card. This has the benefit of forcing the writer to be economical with words, but it also allows you to change the game in small steps that are digestible for players. Again, like a trading card game, each card can completely change the game. We recommend modifying the game by using discrete creations like abilities and treasure rather than

changing core systems.

### **LINEAR LEARNING CURVES**

Our focus on card-sized blocks of information and our recommended pace of growth (one new ability per session) creates something like a linear learning curve for players. Players only have to learn one new thing per play session. This gives players time to think about each new power they gain, and how that power hangs together with the rest of their capabilities.

### **POWER: SPECIFIC TO GENERAL**

For the player characters, we don't scale statistics like hit points, ability scores, or experience points as a metaphor for their power. Instead, we use abilities that grow in power. One of the ways we balance this power gain is by increasing the scope of these abilities.

Let's say you are creating conjuration-style abilities in a learning path, we recommend you move from small, specific things to conjure, to sweeping, open-ended things. For example, for the first conjuration ability in a tree, you might consider allowing the player to create a small toy that can only affect one or a few commoners or minions nearby. On the higher-end of the scale, you might allow the player to conjure almost anything they can imagine.

You can also work backward from big to small. The Wizard's "Create" ability is almost the purest expression of conjuration, allowing them to perfectly create anything they can imagine. Once you

know what the most powerful version of an ability might be, you can create steps that ramp up to that kind of power.

### THE ONE-NOTE JOKE RULE

When designing abilities, we try not to do something so specific and limited in flavor that it would become exhausting, repetitive, or irritating to use at the table. This is especially important for abilities that have no AP cost and can be used at will. For example, if you create an ability that causes a creature to emit a rude noise, you should expect it to become a "one-note joke" at the table. Think about whether an ability would become too repetitive if used constantly in the conversation.

### ADVENTURE POINTS

Guides have great flexibility in awarding AP to players, but you should take care when assigning AP costs to custom abilities. AP costs should scale when you are designing the power of abilities from specific to general, and reflect the scope of the ability's power. Consult the original Ability Catalog to see how these AP costs scale between various learning paths and roles.

You can use this simple guidance for assigning AP costs to custom abilities:

0 AP: An essential ability that you expect the player to use constantly. Be especially careful to make free abilities modest in power, and avoid one-note jokes. Every role should have a few zero-cost abilities to let their unique capabilities shine during scenes.

1 AP: A beginner ability that is expected to be used frequently. Consider abilities that cost 1 AP as "core" abilities to the

role that demonstrate the role's niche.

2-3 AP: Moderately powerful abilities that often "just work" without requiring a die roll. These abilities are likely to be used only once per scene.

4-5 AP: Powerful abilities that can have dramatic effects on an entire scene and are likely to change the course of the narrative in the entire session.

6-8 AP: Extremely powerful abilities that are only likely to be used once every few sessions. Abilities with this cost may have permanent effects, or effects with a significant scope.

9-10 AP: World-shaking abilities, abilities that can dramatically affect the story the group tells, or any other ability that should only be used very rarely in the story. We don't recommend exceeding 10 AP for any individual ability to prevent AP hoarding. If you invent an ability so powerful that you don't want a player to be able to use it to affect the story by default, consider making it a legendary ability that only the Guide can bestow on the player.

### ESSENTIAL ABILITIES & INTERNAL ABILITY SCALING

Because we avoid "leveling up" and other inflationary systems, we try to make abilities that have distinct and essential forms. For example, if you want to give a role the ability to shoot a missile of lightning, avoid creating multiple abilities that do the same thing. Instead, consider scaling the ability internally with varying AP costs to increase its power and scope.

In this example, you might offer the ability to shoot lightning with no AP cost, but require the player to role the



die. For the same ability, you might offer a variation that automatically hits a target for 2 AP. You can even go further, turning the ability into a chain lightning spell that hits multiple targets by letting the player spend additional AP for each target they wish to hit.

### **DRAWBACKS**

When you look at a role's abilities in total, a balance of abilities that resolve automatically with no complications and abilities that come with drawbacks is desirable. Consider giving a role's most powerful abilities a touch of chaos, a drawback that forces the player to consider a moral quandary, or otherwise makes the player pause before using it.

### **APPROACHABILITY**

Approachability is an important part of accessibility for large audiences. The reason we spent as much time thinking about the presentation of this game as we did for its rules and content is because we wanted to make new audiences comfortable with the idea of trying a storytelling game. Think about how your work looks and feels and ask if a new player would be comfortable approaching it. If you're unsure, talk to some folks who have never played a roleplaying game before.

### **DECISIVE DESIGN**

It's good to ask for feedback and test your work with people from different perspectives and backgrounds. But at some point, you need to make strong decisions about how something should look, feel, and play. When you've identified the source of fun in your work and how you think your game should be

designed, lean into it.

It's good to consider feedback, but design by committee can end up creating something that tries to appeal to everyone while actually appealing to very few people. You can always change things later if it doesn't work how you expected.

## TYPOGRAPHY & STYLE

### BASIC STYLE GUIDE

We use all open-source fonts in official Quest materials. These fonts are freely available via Google Fonts.

Our headings use [Alegreya Sans SC](#), by Juan Pablo del Peral. We use a variety of weights for headings, depending on the depth of the information hierarchy in a given document.

Our pullquotes use [Alegreya](#), by Huerta Tipográfica. We use [Alegreya Black 900](#) for heading-level pullquotes, and [Alegreya Bold 700](#) for secondary pullquotes. We do not use periods for heading-level pullquotes.

Our body text uses [Ovo](#), by Nicole Fally.

You can see an example of how we might style information hierarchy throughout a document on the right.

Whatever you choose, we recommend you keep your styles consistent. For example, don't mix and match heading styles for different types of information below those headings. Use your styles consistently to let your reader know what kind of information to expect alongside each style.

For inline emphasis, we suggest using [Alegreya Sans SC](#) instead of bold or italic text.

### H1: MAJOR SECTION

**Use big pullquotes to briefly convey a big idea or feeling**

You can use [Ovo](#) in a larger size when conveying significant information under a major section heading. Use sparingly.

### H2: MINOR SECTION

Use the same-sized body text throughout the document, except in cases where you are expressing a major idea below a major section heading.

### H3: SECTION DETAIL

Use section detail headings either before body text, or to convey EMPHASIS. Make sure use of smallcaps for inline emphasis uses the same line height as your body text.

BLOCK HEADING. You can also use section detail headings inline when you have lists that contain more text than would fit comfortably in a bulleted list.

## PROMOTING YOUR WORK

Marketing may be an uncomfortable practice for some people, and we get it: it's not the fun part of creating fantastical and fun things. (It also doesn't have to be part of it at all, if you'd prefer not to think about it.) But for work to travel, you may need to put some thought into how you present it and talk about it.

This is not anything like a comprehensive guide to marketing, and there are lots of external resources available for specific topics, like how to run a successful Kickstarter campaign.

Here are some basics that we think are important in any case.

### CONFIDENCE

It can be difficult to talk about yourself and the things you've made. It makes us all vulnerable to share things with the world that we've made, especially when there's the possibility that people won't like it. It's okay to feel awkward about talking up your product.

But if you can find the courage, you should speak confidently about what you've made. That doesn't mean you should overpromise or misrepresent your work, it just means you should tell the world about it in a honest and positive way. It's likely that people will respond to your confidence and positivity. It might also make you feel better.

### THE PITCH

How you talk about your work matters. And while there are plenty of other factors that determine why things spread or catch on, it's important to think about how you describe your work.

Here are some things to think about when talking about your stuff:

- What makes it fun?
- Why do you think it's exciting?
- Who is it for?
- Why should people play?

We could have dwelled on how Quest is different from lots of other games, but instead we decided to simply talk about what it is. Don't feel like you have to prove that your work isn't like other stuff. Be confident about what it is, and what it can do for people.



