

Quest

CHARACTER CATALOG PREVIEW



COMMONERS —

Commoners are average creatures that, on their own, don't pose a big threat to the party and are more susceptible to the adventurers' special abilities.

Commoners can still be very powerful based on their official positions, possessions, and the relationships they keep. For example, The Tyrant (p. XX) is vulnerable on their own, but they have the support of guards, armies, and incredible wealth.



MINIONS — Minions are creatures that are more powerful than average, and less susceptible to some of the adventurers' special abilities. They may be deadly on their own, but are often seen in the company of allies or bosses.



BOSSSES — Bosses are exceptional creatures, often with immense power, that are highly resistant to some of the adventurers' special abilities. They are usually capable of presenting major problems for the adventurers and can be used as major heroes or villains in the story.

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QUEST CHARACTER PREVIEW

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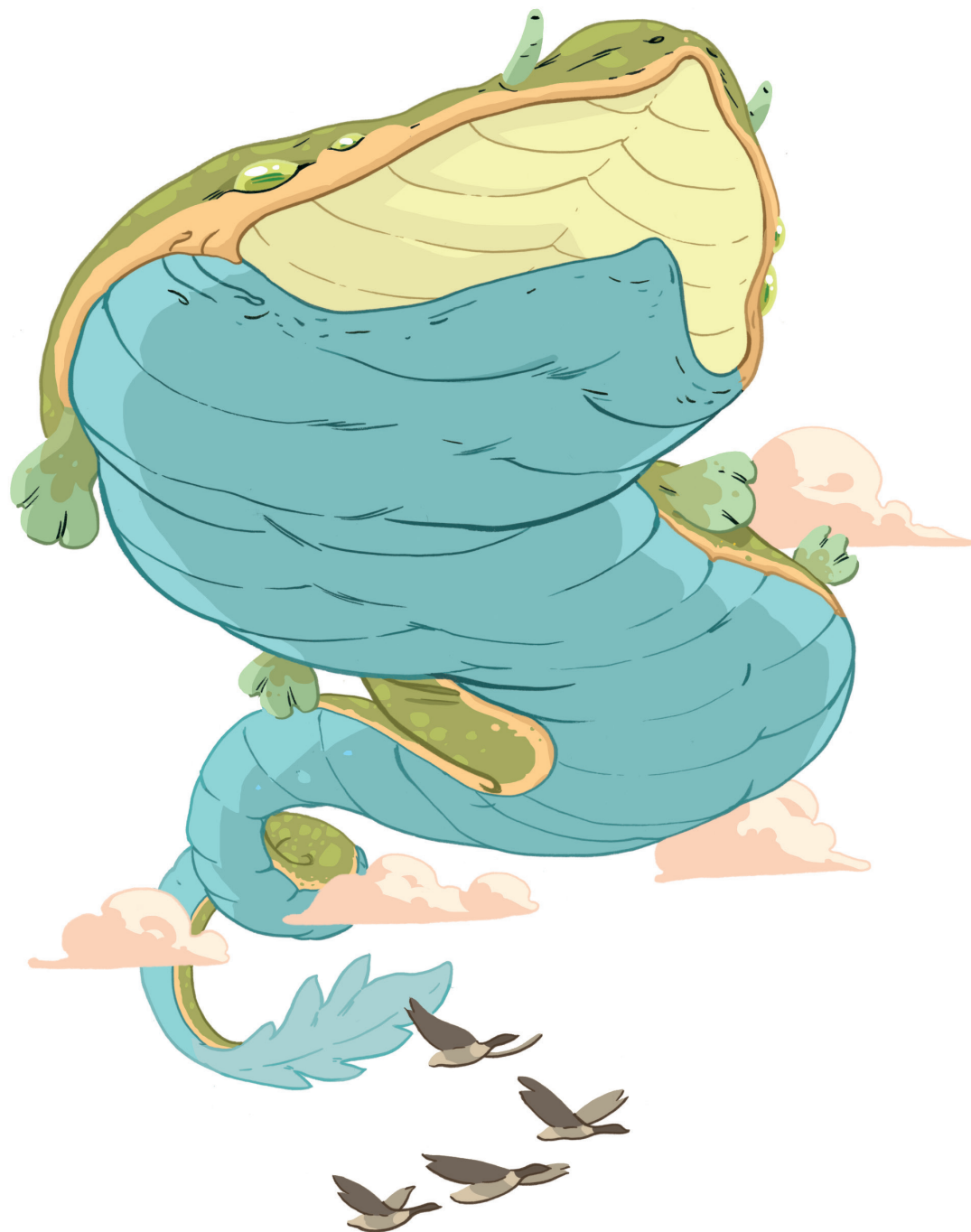


ALBATROSS

SKY TITAN

SCENE — “At first you think it’s a strange cloud moving with suspicious haste. But as this twisting aerial colossus draws closer, birds flee and commoners stop to stare.”

STORY — Albatross are giant floating creatures who eat clouds, like whales consuming schools of fish. They are rarely aggressive, but when they are provoked, they become a fearsome threat. Their giant tails can flatten entire buildings. Occasionally, when an albatross consumes polluted air, they will go on a brief rampage, seeking out populated areas for industry to raze.



90 HP

6 ATK

COLOSSAL, FLYING



ASSASSIN

AFTERLIFE ESCORT

SCENE — “You are stunned by a sudden gust of wind near your head as the hair on your neck raises. You turn to see a dagger lodged in the wall next to you. Your killer has arrived...”

STORY — Assassins are agents for hire, often used by guilds, governments, or powerful individuals to solve problems with discrete killing. They prefer to stalk their prey silently and strike when they are at a disadvantage.

EQUIPMENT — Poison (p. 103), light crossbow, Feather Hook (p. 107) & rope, Blink Dagger (p. 176).



14 HP

3 ATK

EXTRA ATTACK, EVASIVE



BLOOD JELLY

JIGGLY HORROR

SCENE — “You hear a grotesque slurping sound as the air turns acrid. You smell burning flesh. A revolting red blob of partially-dissolved bones, guts, and adventuring gear wobbles toward you.”

STORY — Blood jellies are mildly sentient creatures who live in dark areas and feed on creatures who have recently died. They grow large in especially dangerous areas where there are plenty of adventurers to feed on. They deal damage by absorbing and suffocating creatures. Creatures trapped inside must roll the die to see if they can escape. Jellies are immune to all damage except fire.



10 HP

3 ATK

IMMUNITY



CHAOS GOAT

IT'S A GOAT

SCENE — “You feel a tug on your clothing. Something invisible is munching on your shirt.”

STORY — Chaos goats are the result of a spell gone wrong somewhere in the omniverse. The spell gave them the ability to teleport between universes and turn invisible. Chaos goats are mostly mischievous animals who enjoy eating clothing and kicking small creatures, but they can be dangerous when provoked. If one is attacked, its friends may teleport in to help them. The goats are naturally invisible, but they become visible for a few minutes if they take damage.



4

HP

2

ATK

INVISIBLE, EVASIVE



CLAW

FOREST PROTECTOR

SCENE — “The ground rumbles with increasing intensity. Suddenly, a giant bear emerges from the trees, towering over you. Curiously, she is clothed and armed. She sniffs the air. ‘Who are you?’ she says.”

STORY — Claw is a bear affected by The Bitter Gift (p. 99): a legendary spell that gives animals personhood. She now vigilantly guards her lands against anyone who would bring harm to animals or nature.

EQUIPMENT — An axe and shield confiscated from a woodcutter.

PROTECTION — Claw takes half damage from weapon attacks.



4

HP

2

ATK

BIG, EXTRA ATTACK,
VETERAN



THE ILLUSIONIST

DEVIOUS TRICKSTER

SCENE — “A figure with glowing eyes approaches, seemingly levitating, their hair blown about by a phantom breeze. As you feel their gaze pierce your soul, an ethereal creature emerges behind them, like an eel conjured from unknown depths. A voice enters your mind, saying...”

STORY — The Illusionist is a manipulative and cunning boss who goes to great lengths to shape the world from the background. They lure vulnerable people into their orbit, converting some into cultists.

SPELLS — Splitting Image, Mirage, Message, Fear, Bedazzle, Blink.



20 HP **4** ATK

VETERAN,
PHASE SHIFTER



NOXIS

CURSED ADVENTURER

SCENE — “A skittering sound echoes through the darkness as if something is tapping on your bones. You look up to see a dozen glowing eyes staring down at you.”

STORY — Noxis was once an adventurer who stumbled on a corrupted artifact. After a grisly transformation into a giant spider, they now guard the artifact’s lair.

BROOD HOST — Once every few turns, Noxis releases spider offspring from its abdomen. Treat Noxis’ swarm of offspring as single creature in combat. Each spider adds 2 HP and 1 damage to the swarm.



35 HP

3 ATK

EVASIVE, HORRIFYING,
LIFETAP



THE NECROMANCER

LEGENDARY DOCTOR

SCENE — “A figure with a ghastly face and dark eyes speaks; their words feel like a snake slithering into your ears. You feel as if your life is being cut short just by standing in their presence.”

STORY — Necromancers are sinister spellcasters who work to master the forces of death with little regard for life. They are often accompanied by skeletal agents who do their bidding. (Each skeleton they command has 4 HP and deals 2 damage.)

SPELLS — Reanimate, Corrupt, Afflict, Wither, Clap, Speak.



20 HP

4 ATK

VETERAN, LIFETAP



ELDER WARDEN

ANCIENT PROTECTOR

SCENE — “You see a tree with several glowing wisps floating around it. As you get closer, you begin to notice the bark shimmer and twist. A wooden creature steps out from the trunk and greets you.”

STORY — Elder wardens are guardians of nature who can take the form of nearby flora. They are solitary creatures who often guard entire forests by themselves. They rarely make themselves seen, but are known to occasionally help lost travelers who have good intentions. There is only one law in warden society: no trees shall be harmed. The penalty for violating this law is death.



20 HP **3** ATK

SHAPESHIFTER,
REGENERATION

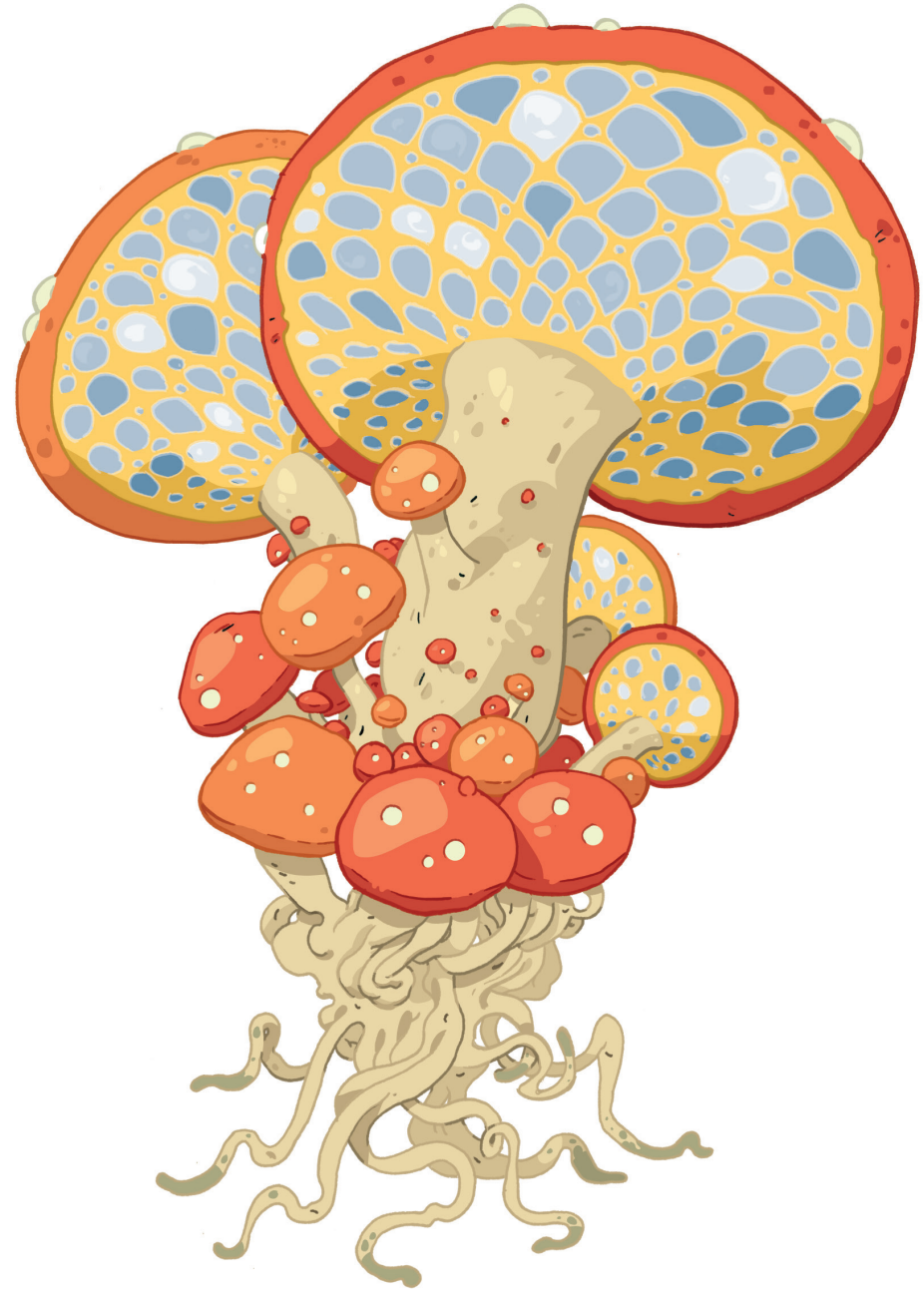


HARVESTER

ROAMING FOREST CASTLE

SCENE — “A gigantic cluster of mushrooms sits strangely in the middle of the field. Suddenly, it emerges from the ground, revealing tangled tentacles for legs.”

STORY — Harvesters are slightly sentient hives that wander the land to consume and trap spirit creatures. Each time a harvester takes damage from an attacker within reach, it releases a spirit, reflecting half of the attacker’s damage back on them. Attackers who take damage in this way receive a glimpse of their worst fear, and become paralyzed with dread until the end of their next turn.



30 HP

3 ATK

BIG, HORRIFYING,
REFLECTION

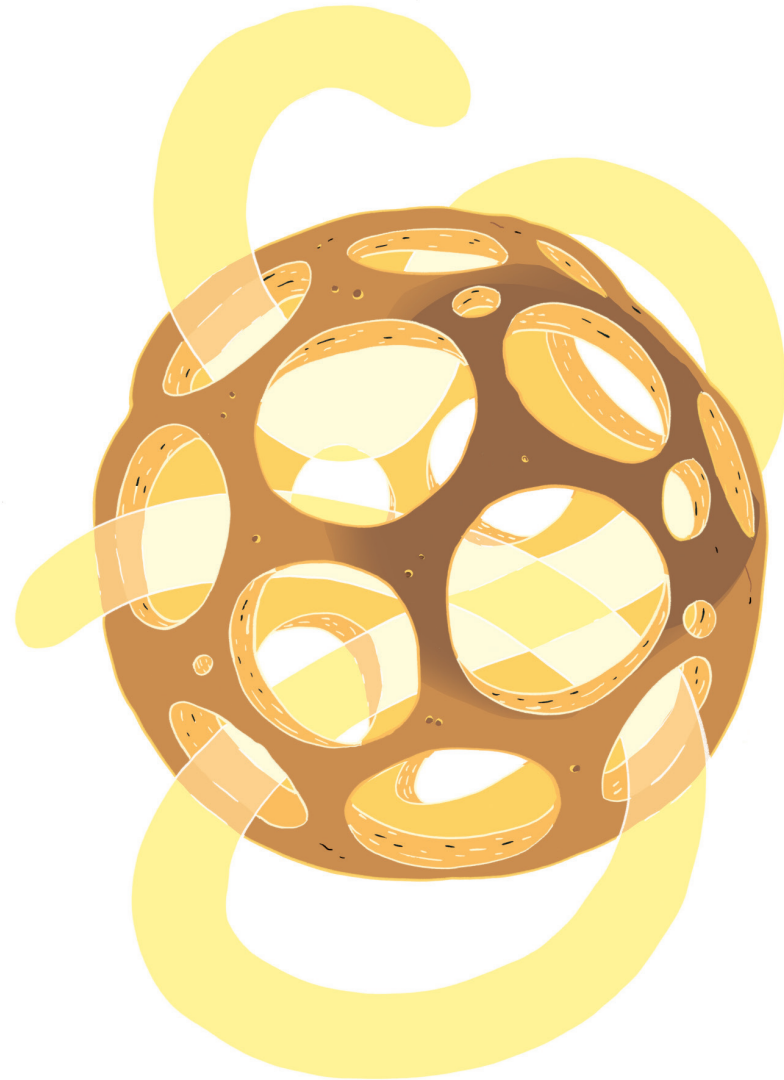


STAR DEMON

VOLATILE ELEMENTAL

SCENE — “You see a wall of darkness quickly moving toward you. As you enter the darkness, a metallic orb of flickering light and static releases a thunderous discharge, throwing you backward and onto the ground.”

STORY — Star demons are beings that wander the world collecting energy from their surroundings. Like a black hole, they suck in light, projecting a magical darkness around themselves where no light can escape. They are immune to physical damage and can only be affected by magic. If a star demon is killed, it explodes, releasing a static shockwave that deals 4 damage to everything nearby.



10 HP

4 ATK

IMMUNITY



OUTRAIDER

BRIGAND MENACE

SCENE — “A low rumble in the distance grows as commoners begin to flee. Several mounted figures crest the ridge and raise their weapons to the sky. Outriders are upon you!”

STORY — Outriders are brigands who follow a rebel leader. They are principled thieves who prey on the wealthy. Their methods are often cruel and brutal, and they are known to capture commoners and bring them to trial at their stronghold. Most of their captives are never seen again.

EQUIPMENT — Common weapons. If an outlaw boss is present, they may have a stolen masterwork.



12 HP **2** ATK

EXTRA ATTACK



SCALEBORN PILGRIM

EXPANSIONIST TUNNELER

SCENE — “A diminutive group of scaled creatures marches toward you, barely noticing you.”

STORY — Scaleborn pilgrims are part of a fanatical sect that believes they are destined to tunnel through the entire world and collect its natural resources. They are generally indifferent to other species, but they become hostile if anyone stands in the way of their ruthless expansion. Scaleborn pilgrims do not care about worldly laws, borders, or private property. Their vast tunnels have caused entire towns to collapse into the ground.

Scaleborn have a scaled hide as tough as granite, and take half damage from weapons.



6

HP

2

ATK

RESISTANCE



SKITH RAIDER

HERO WORSHIPERS

SCENE — “Thick black smoke billows from the encampment below. An army of the scarab-like Skith march about, fueling their war machine with their arboreal victims.”

STORY — Skith Raiders are members of a community of aggressive soldiers centered around worship of warrior culture. Once a year, the community migrates to a new region and builds a great arena where a month-long tournament is held. The winner of this tournament becomes the leader of the community until the next year.

Skith Raiders are ruthless and cruel, and often seek to capture other species to put in their arenas. They leave trails of death and destruction in their wake.



8

HP

2

ATK

EXTRA ATTACK



TORTOMORTO

AIRBORNE TURTLES

SCENE — “The shelled creature notices you drawing near, and calls out with a piercing squeal. You hear a response from the sky as a dozen flying turtles dive toward you.”

STORY — Tortomorto are flying turtles whose eggs are among the omniverse’s most tempting delicacies. They have been hunted for ages for these valuable eggs, and flocks of tortomorto have learned to guard their nests with ferocity. Approaching a tortomorto’s nest is likely to summon a dozen or more from the flock. If they sense a creature trying to harm or steal their eggs, they attack with reckless rage.



6

HP

2

ATK

EVASIVE



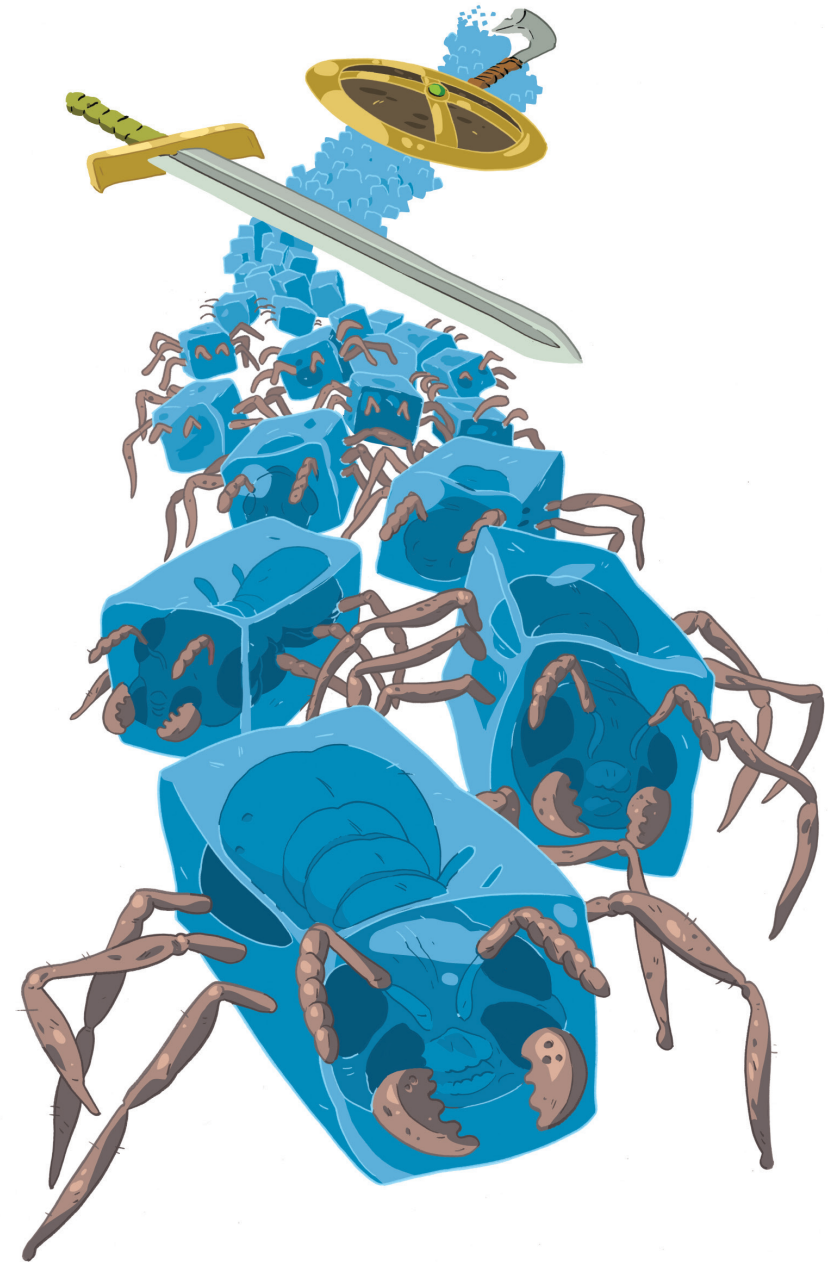
FROST WEAVER

HOARDING HORDE

SCENE — “A clattering parade of swords and shields marches toward a tower of treasure. Several six-legged drones notice you and break from the line.”

STORY — Frost weavers are giant, magical ants that build anthills out of shields, weapons, and any other metal objects they can scavenge. They are innately cold and often form blocks of ice around their bodies by chilling the water in the air.

Weapons only deal half damage against this icy armor. They are endemic to cold environments, though they are known to spread in search of treasure for their queen.



6

HP

2

ATK

RESISTANCE



YUMCAKES

THEY'RE DELICIOUS!

SCENE — “Several scrumptious-looking animals crawl and play atop the table. The baker lets out a maniacal laugh as they slam a squirrel with a mallet and quickly devour it.”

STORY — Yumcakes are rare, magically animated pastries that take the form of small, cute animals. They are not sentient, but they act like real creatures. Reducing a yumcake to 0 HP breaks their animation and turns them back into a simple pastry.

Consuming a yumcake restores 3 hit points. Occasionally, yumcakes get loose and roam the world. Knowing this, some children have become exceptional yumcake hunters.



1 HP **0** ATK

TASTY!



SQUEEZLE

MISCHIEVOUS MAMMAL

SCENE — “With a cloying squeak and sympathetic eyes, a furry creature darts up to you, wrapping itself around your body. It seems much longer than you first realized. That’s when the squeezing begins.”

STORY — Squeezles are pack animals that hunt prey with their disarming cuteness. They often hunt in pairs, as one lures its prey in with gentle squeaking and a cartoonish gaze.

CONSTRICT — The Squeezle can wrap around a target, locking its limbs and preventing it from moving. Constricted targets must roll the die to see if they can break free.



6

HP

2

ATK

EVASIVE, EXTRA ATTACK



HATBAT

SHAPESHIFTER

SCENE — “A finely-crafted hat sits on the floor in the middle of an otherwise empty room. You put it on your head. That’s when you feel the fangs.”

STORY — Hatbats are vampiric, shapeshifting bats that often take the form of hats to lure in their prey. When a hatbat is placed on a head, it bites down, locking itself to the creature to extract a modest amount of its blood. It does not deal damage from this bite unless the creature attempts to remove it.

Petting the hatbat gently causes it to release its grip on a head and turns into a friendly bat.



4

HP

2

ATK

SHAPESHIFTER



SOUL COLLECTOR

INTERDIMENSIONAL ZOOKEEPER

SCENE — “A crackling, dark portal tears through the air nearby. A ghastly figure hovers through, with two otherworldly prisoners in tow. Your heart sinks with dread.”

STORY — Soul collectors are interdimensional wizards who kidnap sentient beings to imprison in their vast cosmic zoo. They can teleport between universes and shift in and out of ethereal form. They only take creatures who are on death’s door or are incapacitated.

SPELLS — Speak, Teleport, Telekinesis, and Banish. Soul collector bosses also may have the Control spell.



18 HP

3 ATK

HORRIFYING,
PHASE SHIFTER



SPRINK WARRIOR

TINY ONE

SCENE — “The sound of rapid pitter pattering echoes through the cave. A small army of reptilian creatures darts out with rudimentary spears at the ready. One of them lets loose a tiny but confident scream, using its tail to launch itself at you!”

STORY — Sprinks are small pack creatures who like to build villages in cave systems. They lack language but can send telepathic signals. Their small stature and lightning-fast reflexes make them difficult to chase, and they can be dangerous in numbers. They often use their incredibly springy tails to launch into the air, covering improbable distances.



6

HP

2

ATK

EXTRA ATTACK