



# Quest

**DIGITAL GAME BOOK**

VERSION 1.5





Welcome, friend.

This is a special place:  
a retreat from your worries  
and obligations.

Now,  
close your eyes,  
take a deep breath,  
and open your mind.

Ready?  
Let's begin.



#### ART

Grim Wilkins

Marianna Learmonth  
Kevin Sottek

#### COPY EDITING

Kara Verlaney

#### CONTRIBUTING WITCH

Rebecca Askin

#### EDITOR

Chris Plante

#### CREATED BY

T.C. Sottek

#### SPECIAL THANKS

Dieter Bohn  
Creighton DeSimone  
Tom Moss  
Ross Miller  
Joel Burgess  
Helen Havlak  
Adi Robertson  
Loren Grush  
Tom Connors  
Jordan Oplinger  
Hilary Kissinger  
Andrew Simone  
Rob Dubbin  
James Bareham

#### ORIGINS

Quest was designed in Brooklyn: part of an island formed on the coast of North America some 21,000 years ago.

Thank you to the one-thousand-six-hundred-and-fifteen people who helped make Quest real.

#### TYPOGRAPHY

The headings of this book are set in Alegreya Sans SC, designed by Juan Pablo del Peral. The pullquotes are set in Alegreya Black, designed by Huerta Tipografica. Finally, the body text is set in Ovo, designed by Nicole Fally.

Quest Game Book  
© The Adventure Guild, LLC, 2019. All rights reserved.

## WHAT'S INSIDE

First, we'll teach you how to play the game.

6	<u>About the game</u>
8	<u>How to play</u>
9	<u>Scenes</u>
11	<u>Action scenes</u>
12	<u>Distances</u>
13	<u>Rolling the die</u>
14	<u>Deadly scenes</u>
15	<u>Abilities</u>
16	<u>Buying things</u>
17	<u>Inventory</u>
18	<u>General rules</u>

Second, you'll create a unique character with a backstory, a dream, and a role to play.

21	<u>Character profile</u>
22	<u>Choose a role</u>
23	<u>First impressions</u>
24	<u>Style</u>
25	<u>Community</u>
26	<u>Ideal</u>
27	<u>Flaw</u>
28	<u>Dream</u>
29	<u>Weapons and gear</u>

Third, you'll prepare your character with special abilities and equipment.

31	<u>How to use abilities</u>
33	<u>The Omniverse</u>
34	<u>The Fighter</u>
41	<u>The Invoker</u>
50	<u>The Ranger</u>
57	<u>The Naturalist</u>
66	<u>The Doctor</u>
74	<u>The Spy</u>
83	<u>The Magician</u>
92	<u>The Wizard</u>

Finally, if you're the Guide, we'll teach you how to run the game.

102	<u>The Guide</u>
104	<u>Player safety</u>
105	<u>Build a world</u>
112	<u>Run the game</u>
113	<u>Set scenes</u>
114	<u>Clues</u>
116	<u>When to roll the die</u>
117	<u>Challenges</u>
118	<u>Consequences</u>
121	<u>Non-player characters</u>
126	<u>Combat and turns</u>
127	<u>The first session</u>
129	<u>Advanced rules</u>
131	<u>The Treasure Catalog</u>



## TOSS A COIN

Games like Quest are meant to be shared with friends, and we're very glad you're here. Please thank your friend if you received this Game Book from them.

We don't mind if you got this book for free, and we hope you'll read through to see if it's a game you'll enjoy. But if you like what you see and want to help our little team make Quest even better in the future, please consider buying your own copy.

You can buy our Game Book and other products on our website:

[www.adventure.game](http://www.adventure.game)





## THE GAME

# You are an adventurer in a world of magic and danger

Quest is a game that creates a fantastic story. The rules of the game help you imagine what happens.

We'll help you create a unique character. Then, you'll say what they do. You can seek treasure, glory, justice, revenge, or anything you want. The possibilities are endless.

You can play Quest to make a short story in one session, or for an epic adventure that lasts for months or years. You can't lose the game, but everyone wins if you tell a memorable story and have a good time.



CHAPTER 1 (15-20 MINUTES)

---



## BASICS

### THE PLAYERS

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 plays the part of the world around the party, like the director of a movie. They imagine 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. That means imagining what happens next when a player springs a trap or makes an NPC angry.

The Guide and the party have different responsibilities, but they are equals – partners in storytelling. This chapter of the book is addressed to players in the party, but it also contains useful information for the Guide.

### THINGS YOU NEED

Quest is best played in person. Try to find a place that doesn't have distractions.

If you play online, make sure you have a good camera and microphone so your friends can see and hear you clearly.

Each player needs:

- This book.
- A few hours of free time.
- A place to meet.
- A 20-sided die.
- Something for taking notes.
- A character profile (p. 21).
- A character worksheet (p. 17).
- An open mind.

It's also nice to have:

- A quiet room.
- Snacks and drinks.
- Some music in the background.





## HOW TO PLAY

# Say what you do, then find out what happens

You play the game by having a conversation with your friends.

It begins like this:

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

Next, you say what your character does. You can do anything you want, like talk to other characters, attack, or use one of your special abilities.

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



## THE GUIDE

"You hear the trees rustle as the ground rumbles. Birds jump from the canopy and flee the forest. Suddenly, a mighty bear bursts through the trees and attacks you!

What do you do?"

## THE ADVENTURER

"I take out my magic hammer and attack. This furry menace picked the wrong day to mess with me."

## THE GUIDE

"Okay, roll the die.

Nice! That's a success. What does it look like when you strike the bear?"

## SCENES

# Explore each scene for clues

You might find yourself in a bustling bazaar, a castle in the clouds, or a dark dungeon. Use what you sense in each scene to help you decide what to do.

If there's grease on the ground, you might slip on it. If a monster is three times your size, it might be able to pick you up. If the sky is dark, a storm may be coming.

Always think about the details the Guide gives you, and ask for more if you need it. You can start by asking what you sense, like "What does it smell like in here?"

Or you can ask something more specific, like "Do I see anything I can set on fire?"



## SCENES

### HOW TO DO THINGS

Doing things is simple: just say what your character does. If you want to open a door, say that you open it. If you want to talk to another character, start talking to them.

See a good dog? Say "I pet the dog."

You can play your role by speaking as your character's narrator and actor.

**NARRATING.** You can narrate for your character by telling everyone what they're doing. You might describe how your character moves across a room or what their facial expressions look like when they react to something. Or you might describe how something makes them feel.

**ACTING.** When you speak as your character, you are the actor in a movie, saying

their lines. You can talk to your companions this way, or any other creature you encounter in the game.

Your character will seem most interesting and believable when you use a mix of narrating and acting. Staying in character helps keep the other players immersed in the world of the game.

We know: if you're new to this kind of game, the acting part can feel awkward. If you are uncomfortable voicing your character's lines, that's okay – this isn't Hollywood, and you're not auditioning for a role. You don't need to come up with a fancy voice or put on a costume. Of course, you can if you want to.

Everyone feels a little awkward at first, but eventually, you and your character will form a bond that feels natural.

### WHAT TO DO

This game is about imagining scenes in a fantasy world, then deciding how your character responds to them.

You can do anything in Quest, but here are some things you might do often:

- Investigate the scene by asking questions to the Guide.
- Describe how your character feels, or say what they're thinking.
- Talk to your fellow party members, or to any NPCs you meet.
- Make attacks on your adversaries with your weapons.
- Use your special abilities.

When you create a character, you'll choose personality traits like what they believe in, what their flaws are, and what they want to achieve. Use these

traits when you think about what your character would do in each scene.

Think of your character like a real person. Pay attention to what's happening around them, and think about how the world affects them.

Take time to talk to your companions. Express your emotions. Question your allies. Tell a joke or a story. You will find the game's heated moments will mean more to you when you take time to explore the possibilities of each scene and use your character's voice.

But don't feel pressure to do the "right" thing in each situation. The story will be more fun and interesting if you do what you think your character would do, even if it results in a setback.



## ACTION SCENES

Usually, the action in the game will flow freely while players speak, act, and think about what to do next.

But in an action scene, the players take turns. During a turn, your character can move around and do one thing.

Your one thing can be a special ability you have or something else you imagine, like helping a friend to their feet, 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. They'll call on you when it's your turn.

When each member of the party has taken a turn, the party has completed a round. Then, the Guide gets a round of turns for all of the creatures they control.



## DISTANCES

Picture this: it's your turn, and you see a mischievous monster. So you ask the Guide if it's possible for you to hit it.



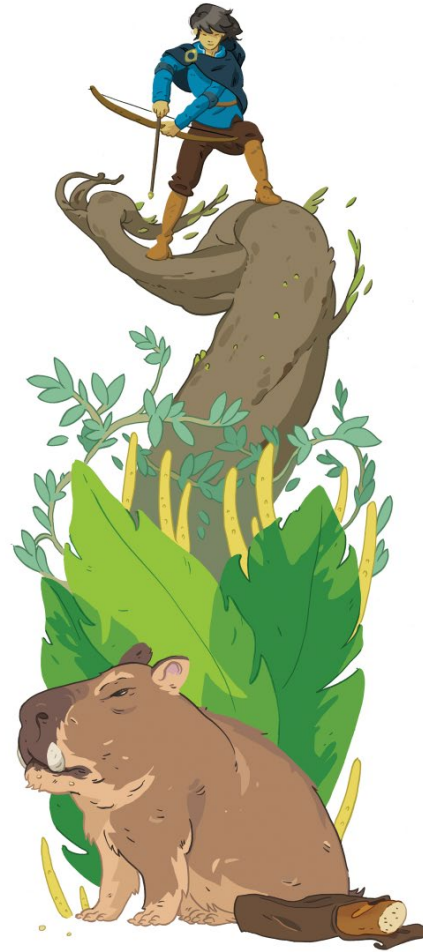
### IN REACH

If the monster is in reach, you can touch or hit it from where you stand.



### NEARBY

If the monster is nearby, you can move to be within reach of it during your turn.



### IN RANGE

If the monster is in range, you can hit it with a ranged attack this turn.



### TOO FAR

If the monster is too far, it's beyond your range this turn. You'll have to get closer.

## ROLLING THE DIE

You roll the die in Quest to let fate decide what happens next. The Guide will ask you to roll when you try to do something risky, or when a bit of chance makes things fun.

You must roll every time you make a basic attack. A basic attack is when you say you use your body or a weapon to attack something without using a special ability.

After you roll, look at the number on top of the die. Then compare the result to the table below. The Guide decides what the consequences are. You may find fortune! But if things go badly, you will suffer a setback. You might lose your belongings, accidentally harm a friend, or face a painful choice.

20

11-19

6-10

2-5

1

### TRIUMPH

This is an exciting moment. You automatically succeed at what you were trying to do, and you may even find added fortune. If you're dealing damage, double it.

### SUCCESS

You accomplish what you were trying to do without any compromises. If you're dealing damage, you deal the standard amount.

### TOUGH CHOICE

You succeed in your action, but there's a cost. The Guide will give you a choice between two setbacks.

### FAILURE

You fail your intended action and face a setback of the Guide's choice. You might lose equipment, take damage from an enemy counterattack, or face some other misfortune.

### CATASTROPHE

Oh no. You automatically fail, and you may suffer a severe setback.



## DEADLY SCENES

# Don't run out of hit points

Your character's mortality is measured by a number called **HIT POINTS**, or **HP**.

It's simple: you lose hit points when you are harmed, like if you get stuck by a sword. We also call this damage.

Bad things happen if you run out of HP.

If you are damaged while at 0 hit points, there's a chance you'll die.

Fortunately, you're also deadly. Your basic unarmed attacks (like punches and kicks) deal 1 damage. Most common weapons, like swords and bows, deal 2 damage.

## HARM AND RECOVERY

You lose hit points when you are damaged by weapons, spells, and other things that can cause harm. For example, you can lose 2 HP from being hit by a sword, while standing in a dragon's fiery breath might damage you for 6 HP. You begin with 10 HP. This is the maximum amount of HP you can have.

**REGROUP.** When you rest for a short time with no enemies nearby, you regain up to the halfway point of your maximum hit points. For example, if you regroup while at 3 HP, you would recover 2 HP. If you regroup while at 0 HP, you would recover 5 HP.

**REST.** When you complete a full night's rest while in a safe place, you recover all of your hit points.

## INJURY AND DEATH

You can't be seriously hurt until you run out of hit points. But when you drop to 0 HP, you are at death's door. You can't go below 0 HP, but you will remain there until you regroup, rest, or heal.

If you are hit while you are already at 0 HP, roll the die. If the result is equal to or less than the hit, your character dies. For example, if a sword hits you for 2 HP while at death's door, you are killed if you roll a 1 or 2. If you survive a death roll, you might still fall unconscious or even receive a permanent injury.

Losing a character doesn't have to mean you are out of the game. If the story isn't finished, you may start a new character and rejoin the game when it makes sense for the party to meet someone new.

## ABILITIES

# You begin with 6 special abilities

In the next chapter, you will choose from one of eight roles. Each role has a unique set of abilities that let you do special things. If you were a superhero, these would be your signature powers.

You can do anything in Quest, so don't feel limited to only using your abilities. Think of your abilities as ways to take control of a scene. Some are exceptionally powerful and can dramatically affect your story.

You'll spend **ADVENTURE POINTS (AP)** to activate your most powerful abilities.

You can learn what each ability does in the Ability Catalog, starting on p. 30.

## ADVENTURE POINTS

Some of your abilities are so powerful and taxing that you can only use them occasionally. To use these abilities, you will spend AP. If an ability has an adventure point cost, you must spend AP every time you use it.

You begin the game with 10 AP.

You earn 5 AP at the end of each game session as a reward for spending time with your friends. The Guide may also award players with AP for roleplaying well, solving puzzles, defeating villains, reaching goals, or encouraging fun.

Adventure points don't recharge. Once you spend them, they're gone until you earn some more.

## GROWTH

You and your companions will begin on the verge of a great adventure. You begin the game with six abilities from the Ability Catalog.

Each ability is part of a learning path, and you must learn new abilities in order. Abilities become more powerful as you travel further down each path. You can choose abilities from any path, and you don't have to complete a learning path before choosing abilities from a different path.

Each time you end a session of Quest, you may choose a new ability that you can use the next time you play. If you play long enough, you can learn all of the abilities for your role.

## BUYING THINGS

# Receive what you need, trade for things you want

## BASIC GOODS

You can meet your basic needs in most places without having to pay for them. This includes things of average quality that your 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.

Here are some examples of basic items that you 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.

There's no exhaustive list of what counts as a basic good, and what qualifies depends on the context of your scene. For example, if you're in a hostile town where the locals really don't like you, they may try to charge you for things that you can get for free elsewhere. The Guide is responsible for deciding whether something you want qualifies as a basic good.

## TRADING

If you want something valuable, like a shiny sword from a merchant or a room in a fancy hotel, you might have to trade one of your own valuable possessions for it. There is no money in Quest, only the items of value that you carry.

To get something from an NPC, you can offer something in exchange. It can be one of your own items or something intangible, like a favor, a promise, or



your labor. The NPC may accept or reject your offer, or try to negotiate with you.

If you get stuck in a negotiation, you can ask the Guide to let you roll the die to see if your offer succeeds.

Trading is based on communication, perception, and feelings. There's no definitive guide to the value of items – only what people want and how much they want it.



## INVENTORY

### 12 items or fewer

Use your CHARACTER WORKSHEET to track your hit points, adventure points, and the items in your inventory.

You're free to stash things anywhere, like on a horse or in your home, but your character can only personally carry a total of 12 things. Each of your 12 things should be reasonably able to fit in a backpack or on your person. You 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 you're wearing and miscellaneous items that are mundane and near-weightless, like a personal letter, a pen, or a decorative pin, don't count against your limit.

The Guide is responsible for deciding what counts against your inventory limit.



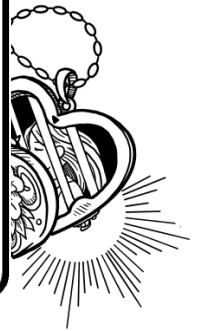
**Quest**

**CHARACTER WORKSHEET**

HIT POINTS \_\_\_\_\_
CHARACTER NAME \_\_\_\_\_
AP \_\_\_\_\_

**PERSONAL INVENTORY**

1		2	
3		4	
5		6	
7		8	
9		10	
11		12	



You can find a full-page version of the Character Worksheet to print in the Digital Edition package, or on our website at: [www.adventure.game/downloads](http://www.adventure.game/downloads)

## GENERAL RULES

# Be good to each other

### 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.

## GENERAL RULES

### 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.





## CHARACTER CREATION

# Say your name

This page is called your **CHARACTER PROFILE**. This chapter will give you ideas to help you fill in the blanks and create a unique and interesting character.

You can start right now by choosing a name. It can be anything! Choose what your pronouns are to let others know how to refer to you. Some examples are: they/them, she/her, and/or he/him. Next, choose your age (with a maximum lifespan of 300 years) and your height (between 3 and 8 feet tall).

Then, follow the steps in this chapter from 1 to 8 to finish creating your character. Feel free to use your own creativity to fill in the blanks. You're not obligated to use the examples in this book. Create a character that seems fun and interesting to you.

## Quest

### CHARACTER PROFILE

Hello,

My name is \_\_\_\_\_ (\_\_\_\_\_)  
NAME PRONOUNS

I'm \_\_\_\_\_ years old and stand \_\_\_\_\_ tall.  
AGE HEIGHT

1 I'm the party's \_\_\_\_\_.  
ROLE

2 When people see me, they first notice my

\_\_\_\_\_, \_\_\_\_\_,  
DISTINCTIVE FEATURES  
and \_\_\_\_\_.

3 I wear \_\_\_\_\_,  
STYLE  
and move with \_\_\_\_\_.

4 I'm from \_\_\_\_\_,  
HOME  
where my people are known for \_\_\_\_\_.  
COMMUNITY

5 I believe in \_\_\_\_\_, but my  
IDEAL  
\_\_\_\_\_ side can get in my way.  
FLAW

7 I dream of \_\_\_\_\_.  
DREAM

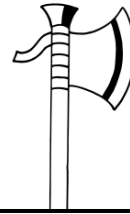
8 I carry... (use your character worksheet)

CHAPTER 2 (15-20 MINUTES)

1

## Choose a role

Your role gives you a unique set of abilities and is a big part of your character's identity. This is just a brief overview of Quest's eight roles; you can see their skills in the Ability Catalog.



FIGHTER

The Fighter takes charge to meet challenges up close. They are weapon masters and martial artists, relying on their physical might to overcome foes.



INVOKER

The Invoker is a battle mage, relying on the force of their ideals. They conjure protective wards, invigorate allies in a pinch, and smite enemies with radiance.



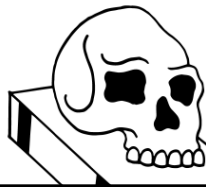
RANGER

The Ranger is an outlander, hunter, and skilled navigator, thriving on the fringes of civilization. They keep faithful pets and have a special bond with beasts.



NATURALIST

The Naturalist channels their connection with nature to manipulate the elements, commune with animals, and even transform themselves into wild beasts.



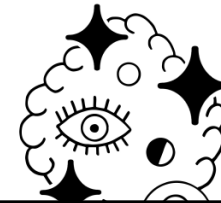
DOCTOR

The Doctor is a magic scientist who tinkers with the forces of life and death. They reverse (or advance) the effects of damage, disease, and decay.



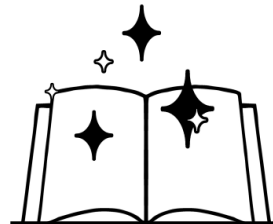
SPY

The Spy is a crafty agent of stealth and subterfuge. They are master assassins and experts in the use of magical gadgets, chemicals, traps, disguises, and forgeries.



MAGICIAN

The Magician specializes in conjuration and psychic manipulation. From parlor tricks to elaborate deceptions, they are master illusionists, capable of twisting the mind.



WIZARD

The Wizard is a powerful spellcaster with a diverse set of magical abilities. At the height of their power, they can travel to other worlds and transcend their mortal selves.



## 2

## Enter the scene

You can give your character as much detail as you want, but it helps to start with a few distinctive features. Imagine what people would notice when you first enter a room. As a starting point, imagine the world is filled with humanlike peoples who need the same things we do: food, safety, love, and fun. The features you choose may suggest a unique ancestry, but they don't separate you from others. Assume that peoples of the world are compatible in matters of family, labor, and society.

You can choose any of the things from this list or create your own. The only rule is that features you choose to describe your character can't give them special powers.

When people see me, they first notice my

\_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_.

### 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

3



## Show your style

Choose how you present yourself to the world. Pick your usual outfit, and imagine what your character looks like when they move. It only takes a couple of features to help people imagine you, but you can be even more detailed if you like.

I wear \_\_\_\_\_,

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

and move with \_\_\_\_\_.

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

I'm from \_\_\_\_\_,

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

where my people are known for

\_\_\_\_\_.

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

# 4

## Call home

Like the real world, the peoples of Quest are endlessly diverse. Use where you're from and what your people are known for as a starting point for how you relate to others in the world.





# 5 Believe in something

Choose an ideal that guides your behavior. This is your moral core: the belief that will help you know what your character might do in lots of situations. You can choose one of these or create your own.

***“Stop right there, criminal scum.”***

ORDER

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

***“I must ensure equitable and just outcomes for everyone.”***

JUSTICE

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

***“Courage is everything. Always take charge.”***

HEROISM

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

***“I know it will delay us, but we should help this stranger first.”***

COMPASSION

You believe people deserve mercy and safety.

***“Life gives abundantly, so I will too.”***

GENEROSITY

You cherish the opportunity to give to those in need.

***“What's the point of living if we're not enjoying ourselves?”***

PLEASURE

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

***“It would be irrational to fight. We should negotiate.”***

PRAGMATISM

You value logic and efficiency above other concerns.

***“I made a promise, and I must fulfill it at all costs.”***

HONOR

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

***“The only law that matters is the law of force.”***

POWER

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

***“Have you considered your immortal soul today?”***

SALVATION

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

***“Sure, a lot of people got eaten, but it was worth it!”***

THE ENDS

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

## 6 Be vulnerable

Nobody's perfect. Choose a flaw to make your character complicated and believable. Like your ideal, you're free to choose one of these suggestions or create your own.

***"There's no way I'm going in first. Someone else should do it."***

FEARFUL

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

***"I won't rest until I rule every inch of this world."***

MEGALOMANIAC

You have delusional fantasies of wealth or power.

***"Ooh... what does this big red button do?"***

FOOLISH

Everyone thinks it's a silly idea. That's exactly why you do it.

***"Hey — want to smell a funny joke?"***

IMPISH

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

***"..."***

OBLIVIOUS

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

***"If it's not bolted down, they didn't really want to keep it."***

THIEF

You steal. Everything.

***"That dark alley looks fun. I'll be back in a bit."***

HEDONIST

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

***"Yes, it's true. I'm very famous where I'm from."***

LIAR

You tell tall tales and love to deceive people.

***"Wow. That's a lot of tigers. Time to go pet the big kitties!"***

RECKLESS

You charge into situations without regard for safety or reason.

***"Nobody has stepped on my shoe and lived to tell about it."***

WRATHFUL

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

***"Magic mirror on the wall, who's the best one of them all?"***

VAIN

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

## 7

**Dream big**

Finally, give your character a dream to work toward – a reason that fuels their desire for adventure.

I dream of \_\_\_\_\_.

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



## 8

## Gear up

Your character profile is finished. Now, grab your Character Worksheet (p. 17). You may choose any three common weapons. Additionally, you may choose one useful item from this list. You begin the game with these items, so be sure to mark them in your inventory.

1

## UNARMED

You're not obligated to carry a weapon, but in desperate times, you can always use your body as one. Remember: your unarmed attacks (like punches and kicks) deal 1 damage.

You can also make unarmed attacks with extra style. For instance, if you want to throw a book at someone really hard, you can count it as an unarmed attack that deals 1 damage.

2

## COMMON WEAPONS

All common weapons, like swords, bows, spears,

hammers, knives, and more, deal 2 damage each. You can choose any three common weapons to start the game with.

If you choose a ranged weapon, like a bow or crossbow, you must also use one of your item slots for ammunition. You don't need to keep track of how much ammunition you have, but you might run out if you lose equipment.

## USEFUL ITEMS

**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.

**THE ABILITY CATALOG**

# Choose your path to greatness

Have you ever closed your eyes and wished for something magical to happen?

Perhaps to talk to animals, grow wings and fly, become invisible, or travel through time and space? Quest is a magical place where those things are possible.

In this section, you'll discover all of the special abilities that make each role unique. In the next few pages, you'll learn important rules and keywords that explain how abilities work.

CHAPTER 3 (5-10 MINUTES PER ROLE)

---



## HOW ABILITIES WORK

### CHOOSING ABILITIES

Choose six abilities for your role from this catalog before starting the game. This is your starting set of abilities, and you can use them in your first session.

At the end of each game session, you may choose one new ability to learn from the catalog.

### LEARNING PATHS

Abilities belong to learning paths, like the Ranger's Friend path, shown below. You must learn abilities in each path in order from left to right, starting with the first ability in each path.

You can learn abilities from all of your learning paths. (You don't need to learn all of the abilities in one path before learning abilities in another one.)

For example, you could choose the first ability from each path to start the game, or learn a bunch from one or two paths.

You can learn as many or as few abilities in each path as you want, as long as you learn new abilities in order.

In the example below, if you wanted to learn Pair Bond, you'd have to first learn Speak With Animal, then Animal Partner, and then Courier.

### LEGENDARY ABILITIES

There are some abilities so powerful and rare that you can only learn them if your adventure provides the opportunity. Your Guide will decide when and how your role's legendary abilities can be learned.

### ADVENTURE POINTS

If you see an ability in the catalog with an activation cost, you must spend AP to use that ability.

When you spend AP to activate an ability, you must immediately deduct it from your 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, you 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 you may choose how much AP to spend on the ability.

**0** If one of an ability's features has an activation cost of 0, you can use it without spending any AP.



The Ranger's "Friend" learning path.



## HOW ABILITIES WORK

### 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 you 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 you to do something at the table, that means doing it in the real world. If you can't do it, that's okay; you may ask another player to assist you, or just ignore the requirement.

If you're uncomfortable performing one of the game's abilities, like reading poetry, you may describe how your character performs the ability instead of doing it yourself.

### "ROLL THE DIE"

If you see this badge in an ability, it means you have to roll the die to see what happens when you use it. Any time you roll the die there is a possibility of failure.

#### 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

Pay attention to these keywords when you see them appear in this book.

**OBJECTS.** Any inanimate thing in your 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 location in the omniverse. You can learn more about planes and the omniverse on the next page.

## THE OMNIVERSE

Imagine an infinite cascade of universes, like lily pads spread across an endless lake. The universe of your story is one of them. Each universe is made up of a series of **PLANES**, and all universes are connected through an astral plane called **THE RIFT**.



### WORLDLY PLANE

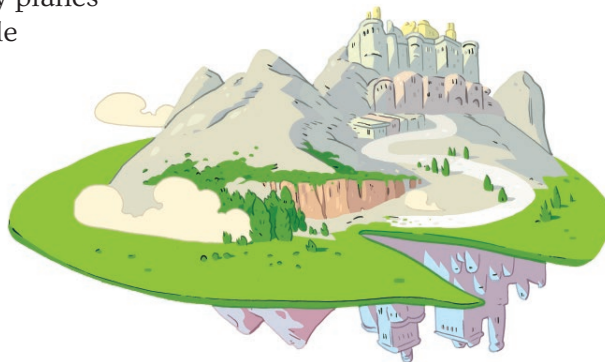
The worldly plane is the primary plane in each universe. It is the realm of your conscious existence – the ordinary reality of space, time, matter, and energy. Most stories in this game begin in the Worldly Plane. Access to other universes and planes requires the use of powerful magic.

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. It is the lake where the lily pads lie.

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.



## THE FIGHTER

The Fighter charges into battle with a fearsome cry, raising their sword to cleave through enemies. They deftly move between foes, countering their attacks and enduring them when necessary. They rally their comrades, forming unshakable bonds with them.

You can use the Fighter role to play all kinds of martial experts. You can be a stoic knight, a glory-seeking gladiator, a wizened veteran, a meditative pugilist, or a raging berserker.

## QUICK START

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

## DUELING

COUNTERATTACK — WILD ATTACK — OVERPOWER — DISARM — DUEL

### COUNTERATTACK

**O** When an enemy within reach rolls a tough choice or worse on a basic attack against you, you parry their attack and take no damage. If they roll a failure or worse, you may also immediately roll the die to make a basic attack on them. This counterattack does not count as a turn.

### WILD ATTACK

#### ROLL THE DIE

**O** You attack with reckless power, disregarding your safety. Describe a signature style for this attack and what it looks like when you make it.

20: You deal quadruple damage.

11-19: You deal double damage.

6-10: You deal double damage to the enemy, but they counterattack you.

2-5: You miss. All enemies within reach may counterattack you immediately.

1: Your weapon breaks.

### OVERPOWER

**1** You use your strength to overpower a commoner or minion within reach. (You cannot use this ability on bosses.) Describe how you overpower them. You put the target in a compromised position until they spend a turn getting out of it. During this time, basic attacks hit them for double damage.

### DISARM

**1** You disarm an NPC within reach. If you have a free hand, you may take the weapon for yourself, or you may toss the weapon aside. You may disarm the NPC on your turn or immediately after they roll a failure or worse on an attack against you.

### DUEL

**1** You compel a nearby creature to fight you in single combat. (The creature must already be hostile toward you.)

If you have the Quest Core Deck, take your Basic Attack, Wild Attack, Overpower, and Disarm cards. (If

you don't have this deck, assign these abilities to a standard deck of cards.) Choose three of these cards to use and place them facedown on the table, keeping it secret from the Guide.

The Guide must guess the identity of each card. Reveal the card after each guess. If the Guide guesses correctly, you fail to use the ability on that card. If they guess incorrectly, you use the ability immediately at no AP cost, and it is automatically successful.

If the Guide guesses all three correctly, your foe immediately makes a successful counterattack against you. But if they get all three guesses wrong, you may extend the Duel for another round of three guesses.



## TACTICS

PROVOKE — INTERCEPT — CHARGE — RETREAT — WHIRLWIND

### PROVOKE

**0** Make a nearby creature angry at you by saying something or making a rude gesture. Your target must be able to understand your intent. For the next minute, the target focuses its attention on you, ignoring all others. The effect ends if the target is hit by another creature or if hostilities subside.

### INTERCEPT

**1** If a nearby NPC is about to attack someone, you may rush to intercept the attack. (You must say you're using this ability as soon as the Guide declares the attack.) The NPC makes their attack on you instead.

When you intercept the attack, the attacker immediately becomes affected by your Provoke ability.

### CHARGE

**2** You lock your gaze on a nearby destination, summoning all of your strength to charge toward it. You violently barrel through any foes in your path, knocking them down and dealing 1 damage to each of them. Creatures you knock down are dazed and cannot use special abilities during their next turn.

### RETREAT

**2** You Provoke all nearby enemies to give your allies cover to retreat. If you are in combat, one nearby enemy immediately gets a chance to attack you.

You and any willing allies can then safely and expeditiously disengage from a fight and leave the scene. Commoners and minions will not pursue you, but bosses may still choose to give chase.

### WHIRLWIND

#### ROLL THE DIE

**2** You become a tornado of martial fury in an attack so swift that creatures nearby can hear a whistling sound in the air. You may use your body or a weapon for this attack.

20: You strike all enemies within reach, hitting them for double damage.

11-19: You hit all enemies within reach.

6-10: You hit all enemies within reach. Choose one: you deal half damage or your weapon breaks after dealing damage.

2-5: You hit one enemy within reach, then your weapon goes flying in the air.

1: You spin wildly until you feel sick, and an enemy disarms you.

## CAMARADERIE

SUMMON THE BLOOD — VALIANT SOLILOQUY — WAR STORY — MARSHAL — BOND

### SUMMON THE BLOOD

**1** When you regroup (p. 14), you bolster the spirits of your party by reciting a poem. You must recite a poem at the table for your friends. You can write your own or read one from another author, like from a book, movie, or TV show.

When completed, your party recovers an additional 3 HP from regrouping.

### VALIANT SOLILOQUY

**2** You inspire your allies with a rousing speech. You can write your own or borrow one from a play or movie. It can be short; reading a few powerful lines is enough.

You must give the speech at the table. When you complete it, each member of the party gains the option to redo their next roll. This option expires at the end of your scene if it has not been used.

### WAR STORY

**o** Once per game session, you may earn 2 AP by recounting a battle from your past adventures. You can only

use this ability during downtime in the story, like when you regroup or undertake a journey. (You can't spout history during combat.)

You must recount a different conflict each time you use this ability. If there is no battle to recount, you can make one up from your character's past.

### MARSHAL

**1** When you face a serious test of strength, you can organize the help of your allies to overcome it. The whole party must be nearby and able to participate.

Everyone in the party must roll the die. If a majority of players scores a success or better, you are able to overcome the challenge.

You can use this for feats that would be improbable to accomplish alone, like breaking through a reinforced door, lifting a wooden beam off of someone, or winning a tug-of-war contest against a giant. The Guide will decide what is outside of the limits of this ability.

### BOND

**o** Choose a member of your party to form a special partnership with. They must want to form the bond with you. You may only bond with one party member at a time, and the bond cannot be broken until your partner dies or abandons the party.

- You may now use Intercept (p. 36) for no AP to defend your partner from an attack.
- You can now sense when your partner is in danger, even if you are separated.
- You are immune to fear when your partner is at death's door.
- You notice your heart beating stronger when your partner is nearby.

## LEADERSHIP

SIZE UP — PLAN — RECRUIT — ATTENDANT

### SIZE UP

**O** You evaluate the capabilities of a nearby creature or group of creatures. The Guide will give you useful insight into their capabilities, strength, vulnerabilities, and/or resistances. At a minimum, you will receive an accurate assessment from the Guide about whether they would pose a fair fight.

The Guide will deliver this information to you narratively. For example, they might say "you notice the giant spider flinching at the sight of your torch," rather than telling you it is vulnerable to fire damage.

### PLAN

**3** If you have time to prepare before a conflict and you can choose when it begins, you may ambush your enemies and take the first round. Before action begins, each party member must say what they will do during their first turn. The Guide will then resolve these actions simultaneously.

### RECRUIT

**1** You command a nearby commoner or minion to assist you. (They cannot currently be hostile toward you.) You can have them join a fight or perform other tasks, like watching a door, defending an area, or delivering a message. They will follow your commands to the best of their ability, but they won't follow absurd or suicidal orders.

The Guide plays the part of the NPC. After one day or when they complete the task you give them, the recruit will leave you and return to their business.

### ATTENDANT

**7** While in a populated area, you may find and recruit an NPC attendant. The Guide will tell you how you find this person and who they are. The attendant will stay with you permanently until you dismiss their service. You may only have one attendant at a time.

The attendant is a Fighter-based minion who is played by the Guide. They have

10 hit points and can use the Counter Attack, Wild Attack, and Provoke abilities. The Guide will create the rest of the attendant's characteristics.

The attendant is your ally and a capable apprentice. (The Guide plays as the attendant like any other NPC, but you may give them orders.) They'll run errands for you, assist you in combat, and follow other orders to the best of their ability. But they may choose not follow absurd, suicidal, or morally ruinous orders.

This arrangement is based on mutual respect; your attendant follows you to learn what you know. If you betray your attendant, they may abandon you.

## BODY

TECHNIQUE — FLOW — YAWP — FOCUS — DEFY DEATH

### TECHNIQUE

You are always deadly, even when not holding a weapon. Attacks with your body (like punches and kicks) now hit for 2 HP.

### FLOW

**1** When you roll a 20 on a basic attack, you may briefly enter a state of intense focus. After completing your initial attack, you may immediately make one basic attack on each enemy within reach. These attacks are automatically successful.

### YAWP

#### ROLL THE DIE

**1** Once per scene, you may make a show of bravado to frighten nearby creatures. Any common folk nearby will seek shelter, run away, or attempt to appear non-threatening.

20: Half of all minions flee the scene.

11-19: One minion flees the scene.

6-10: One minion flees the scene, unless their boss is present.

1-5: They laugh at you.

### FOCUS

You pause briefly, closing your eyes and clearing your mind of its reflexive habits. Your restless self fades away as your body becomes your task.

**3** You immediately use your Flow ability, even if you didn't roll a 20.

**4** You become wind; until the end of your current fight, minions cannot hit you with basic attacks unless they roll 20. This effect ends if you are hit.

**5** You purge a poison or illness from

your body.

### DEFY DEATH

**4** If you would die from an enemy's attack, you may overcome fate to make a last stand. Instead of dying, you stay on your feet but remain at 0 HP. If you also make an appeal to your dream (p. 28), you recover 1 hit point. You must say something that references your dream – to declare why you now live to die another day.

You laugh at death, but death demands a toll. Each time you use this ability, you increase a supernatural bounty on your head. In quiet moments, you begin to feel as if the shadows are watching you.





### LIMIT BREAK

You achieve a transcendent unity of mind and body that allows you to passively channel the magic around you and push yourself beyond your natural limits.

**7** You single-handedly rout all nearby minions that you can see in a stunning display of martial fury. You may choose to kill or intimidate any number of them. Describe how you clear the scene of these foes.

**4** You mark an enemy, beginning a relentless assault on them. You automatically make three successful basic attacks on them. Then, you may continue making basic attacks on them until you roll lower than a success.

**3** You briefly gain unbelievable strength to perform one task. You can do things that were previously impossible, like single-handedly lifting a giant boulder, running through a

brick wall, or knocking a giant to the ground. You can now do things that were just beyond your reach, but not things that are absurd. (You can't move a mountain or lasso the moon.) The Guide will decide what's possible.

### CHAMPION

Tales of your heroic deeds have spread through the lands, elevating your stature into the stratosphere.

You are now a hero, especially to those who value power. Authoritarian-minded people are especially vulnerable to your reputation, and most will defer to you in reverence. This includes town guards, bandits, and others who enjoy using force.

You gain the Recruit ability (p. 38) if you do not already have it, and you may use it for no AP cost on your fans or those who are awestruck by your prestige.

You also gain the Attendant ability (p. 38). It now costs 4 AP to use.

### STEEL PACT

Choose a weapon you own. You form an extraordinary bond with it that cannot be broken unless the weapon is destroyed. You now sense which direction your weapon is in and feel a vague sense of how far away it is. If it is beyond your current plane of existence, you sense nothing but a dull feeling of sadness.

**O** When you roll a failure when using this weapon, you may reroll the die once. You must take the result of the reroll.

**O** When you roll a 20 on an attack against a minion while using this weapon, you automatically kill it, unless it has immunity against weapon attacks.



## THE INVOKER

The Invoker closes their eyes and utters a mantra, raising their sword in the sky as it ignites in a glorious flame. They peer into the souls of others to divine their intentions and true nature. They ward their friends from harm, and smite those unworthy of their ideals.

The Invoker is a good choice if you want to play a character who channels greater truths to achieve their goals. They can be devout paladins serving a righteous god, oath-keeping warriors, quixotic vigilantes, or dark knights.

### QUICK START

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

## INVOCATION

DECLARE — PETITION — INVOKE — VOW

### DECLARE

**0** Once per scene, you may declare a reason for intervening in a matter, steeling your resolve. The reason should be based on your ideal (p. 26) and the scene's context. For example, if you believe in order, you might tell highway robbers they're breaking the law. Or if you believe in honor, you might say there's no honor among thieves.

Choose one result:

- You immediately make a successful basic attack on a nearby foe.
- You compel an NPC to explain what they are doing (they may lie to you).
- You convince commoners to leave.

### PETITION

**2** When you regroup (p. 14), you may close your eyes and calm your body. You recite a short petition and receive a boon.

You must recite a petition at the table that contains all of these parts:

- An address line, like "in the name of the gods" or "for the love of wisdom."

- A request, like "I ask for strength."
- An adulation, like "for I am your humble servant" or "for you are the truth."

When you are finished reciting the petition, all of your hit points are restored.

### INVOKE

**3** You leave your worldly body behind and create an astral projection of yourself. You must be in a quiet place with no other creatures around to begin the ritual.

While in this trance, you can only vaguely sense if there is danger around your mortal body. You may exit the trance at any time.

Your mind enters a liminal plane of existence. You experience this place like a dreamworld in the stars; it might be a lush paradise in a nebula, an idyllic homestead, or a temple in the fires of creation.

If you have an allegiance to a deity, you meet with their avatar. If you hold no allegiance to a deity or if your deity is

merely a figment of your character's imagination, you meet with an avatar of supernatural wisdom.

Set a timer. You may speak to the avatar for 1 minute about anything you like. If you ask any of these questions, the Guide will give you a truthful answer:

- Am I on the right path to \_\_\_\_\_?
- Is \_\_\_\_\_ who they say they are?
- Am I living up to my ideal?
- Have my actions unknowingly caused anyone harm?
- How can I redeem myself?

## INVOCATION

DECLARE — PETITION — INVOKE — VOW

### VOW

You create a vow that permanently binds you in service of an ideal. You may only do this once. There is no turning back.

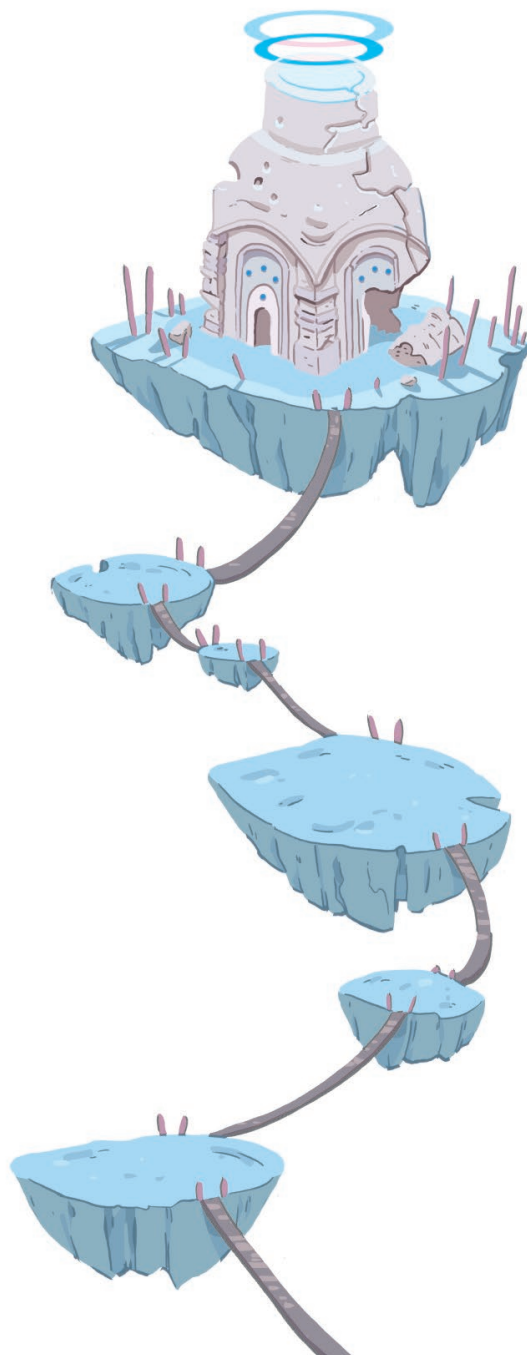
You can express this bond as devotion to a deity, a people, a cause, or something else that represents or is served by your ideal. (You may use an ideal you chose when creating a character, or choose a new one.) You must be in a safe and quiet place to make the vow, and it must include:

- Something you promise to actively do in service of your ideal, like helping the sick.
- A person, place, or group you promise to protect when nearby.
- A wrong from your past that you pledge to make amends for someday.

Once the vow is created, you receive these ongoing benefits:

- You can now use your Invoke ability once per game session for no AP cost.
- The healing effect of your Petition ability now affects nearby party members in addition to you.
- Your eyes now have a faint glow.

You have a sacred obligation to fulfill the promises you have made. Each time you betray the promises of your vow in a serious way, you feel a sharp pain in your heart, and your maximum HP decreases by 1. You cannot be reduced below 5 maximum HP from this effect.





## INQUIRIES

SOUL GAZE — IMPRESSION — EVIL EYE — SHADOWSEEK

### SOUL GAZE

#### ROLL THE DIE

**1** You eyes turn black, like shimmering gateways to eternity, as you peer into the eyes of a nearby creature. They become momentarily transfixed on your gaze.

20: You learn the creature's ideal and flaw. You also learn the worst and best thing they have ever done.

11-19: You learn their ideal and flaw.

6-10: You learn their ideal and flaw, but one is false.

1-5: They resist your invasion and briefly glimpse your recent thoughts.

### IMPRESSION

**1** You brush against a creature for a fleeting moment, feeling its desires. The Guide chooses and reveals to you something specific that the creature routinely craves. You become cursed to also crave that thing and cannot use Impression again until you fulfill the desire. When you fulfill it once, the curse is lifted.

### EVIL EYE

**1** You pause, closing your eyes and quieting your mind. You sense the worst thing that ever happened nearby. The Guide will describe to you the type of thing that happened and what the people involved look like.

For example, you might learn that someone was murdered, a curse was created, or an evil vow was taken.

### SHADOWSEEK

#### ROLL THE DIE

**3** You seek the location of a specific creature or object by projecting your consciousness into a shadow plane (p. 33). You must know what your target looks like.

20: You glimpse the target in real time and can see its nearby surroundings. If it is a creature, you may speak to them for 1 minute. They cannot see you, but they hear you in their mind. If you touch them, they feel a faint sensation, as if a breeze passes through them.

11-19: You glimpse the target in real time, can see its surroundings, and may watch it for the next minute.

6-10: You briefly glimpse the target and can see its surroundings, but you don't know if you're seeing it in the present moment.

2-5: You walk the shadow plane for 1 minute, finding only darkness.

1: You walk in darkness. If you were searching for an enemy, they see you instead, learning your exact location.

## VERDICTS

INSPIRE — COMPEL TRUTH — FORGIVE — LIBERATE

### INSPIRE

**1** You inspire a nearby NPC by reciting a meaningful statement to them. You may invent a famous quote or proverb, or borrow one from the real world. The creature must be able to hear and understand you, and cannot currently be hostile toward you.

Until the end of the day, the NPC shapes their behavior around their ideal, and cannot fall victim to their flaw.

### COMPEL TRUTH

#### ROLL THE DIE

**1** Your eyes glow like blue flames as you look into the eyes of a nearby creature and grip their mind.

20: The target is compelled to answer all questions truthfully for the next 5 minutes. You may set a real timer.

11-19: The target is compelled to answer three questions truthfully.

6-10: The target is compelled to answer one question truthfully.

2-5: The target resists your invasion and senses you tried to manipulate them.

1: The spell backfires. The target may compel you to answer a question truthfully instead.

### FORGIVE

**3** While placing your hand on a creature and telling them they are forgiven, they immediately feel guilt fade from their conscience. You must know a specific act or circumstance that the creature feels guilty for. Your words of forgiveness must be in the form of a Petition (p. 42).

If you use this on a commoner or minion, they will become awestruck as if they have received a blessing from a god. They may begin to follow you as if you are a prophet, and they will not willingly cause you harm.

If you use this on a boss, you will temporarily endear them to you. They will not harm you until the next time you meet, unless you or the party tries to harm them. They cannot be affected by this spell twice.

### LIBERATE

**4** You place your hand on an NPC, channeling the weight of your devotion and resolve. By speaking a word of power, you alleviate them of a character flaw. (You must already know one of their flaws.) They are effectively cured of the flaw and it no longer affects their behavior.

This also has the effect of your Forgive ability and relieves the creature of any guilt for succumbing to their flaw in the past.

## WRATH

FIERY AVENGER — THUNDEROUS WORD — LAWBRINGER — SMITE — BLAZING AVENGER

### FIERY AVENGER

Choose a phrase to use for this spell.

**1** You speak the phrase of power, igniting your weapon in a magical flame of any color. While the weapon is on fire, it acts as a torch that casts light nearby. The flame increases the weapon's damage by 1. The flame persists until you roll a failure or worse on an attack with the weapon. You may dismiss the flame at any time.

### THUNDEROUS WORD

Choose a word to use for this spell.

**2** You speak the word of power, releasing a thunderous shockwave in the direction you are facing. The wave knocks up to three creatures backward and hits them each for 2 damage. Creatures affected by the spell are briefly dazed and cannot use special abilities during their next turn.

### LAWBRINGER

**3** You raise your hand to the sky and summon a spectral warhammer into your grip. The hammer is a one-handed

weapon that deals 3 damage. It appears to crackle with blue-green light and leaves a deep, reverberating sound in its wake.

If you roll a triumph when using the hammer, it releases a crackling boom and casts your Thunderous Word spell on the target. The hammer vanishes in smoke after one hour or when you dismiss it.

### SMITE

**5** Speak a word or phrase, condemning a nearby creature that you can see. You engulf the target in radiant flame, hitting it for 10 HP. If the damage dealt is enough to kill the creature, it explodes into ash, and its body and spirit are permanently obliterated.

If you destroy a creature with Smite, roll the die. On a 2-20, nothing happens. On a 1, the creature's spirit becomes a dark passenger in your mind. You never know when it may decide to speak to you or observe your behavior.

### BLAZING AVENGER

**6** You recite a magical statement about your ideal while holding a weapon, imbuing it with incredible power. The weapon gains the following benefits:

- It now glows faintly at all times and glows brighter when enemies are nearby.
- When holding the weapon, you may cast Fiery Avenger on it at will for no AP cost.
- When you roll a 20 when making an attack with the weapon, it casts the Smite spell on your target.

You can only cast Blazing Avenger on one weapon at a time; casting it again cancels the previous enchantment.

## WARDS

SHIELD — SIGIL — REBUKE — OBLATION — BEFIZZLE

### SHIELD

**1** You summon a magical shield that appears as an aura of soft light around your body. The shield blocks up to 3 hit points of damage. (Any damage dealt in excess of 3 HP passes through the shield and hits you.) The shield lasts until it takes 3 or more damage in a single hit.

### SIGIL

**2** You draw a magic sigil on an object. The spell lasts until you cancel it or cast Sigil again. You can only cast the spell if no enemies are currently nearby.

Choose a specific creature for the sigil to affect, or a type of creature, like spirits or werewolves. Then draw a circle on a piece of paper at the table. Draw the creature that will be affected by the spell inside of the circle. Choose one of four effects:

**LURE.** The sigil attracts creatures to its location, where they linger for a minute.

**REPEL.** Creatures who come nearby

won't move closer to the sigil or may turn back.

**ALERT.** Receive a signal in your mind when creatures pass by the sigil.

**MESSAGE.** The sigil telepathically sends a short message of up to 10 words in your language to creatures passing nearby.

You may keep your drawing and reuse it later when casting this spell again, and you can choose a new effect each time.

### REBUKE

**1** You utter a righteous word or phrase in the direction of a nearby creature that is approaching you during that creature's turn. (The creature cannot already be within reach.) You release a spectral clone of yourself that rushes them, knocks them back several meters, deals 1 damage, and ends their turn. The clone then disappears.

### OBLATION

**3** You place both hands on a creature, uttering a loving word or phrase. The creature instantly recovers 6 hit points and wakes up if they are unconscious. Or you may choose to cast this spell with no AP cost by transferring your own hit points to the creature. The creature recovers as many hit points as you are willing to give up.

### BEFIZZLE

**4** You curse a creature nearby, restricting their use of magic for the next hour. If they try to cast a spell, they will find it impossible. For example, if the spell is spoken, they forget their lines; if the spell requires hand-waving, they find their arms frozen. If you are casting the spell on a boss, you must concentrate on it to maintain the effect; the spell ends if you move or do something else.





### WRAITH

**O** You become a wraith: a creature between two worlds. Now, whenever you have 0 HP, you may instantly become ethereal. You appear translucent and ghostly while ethereal, but you are still visible to others.

Your ethereal form has a maximum of 0 HP and cannot be healed. You are immune to all physical (non-magical) harm while in this form. However, harmful magic hits you for double HP while ethereal, and taking damage can still kill you.

You may revert to your normal form at any time during your turn. But you cannot change forms to avoid taking damage immediately after being hit.

### SACRIFICE

**O** You lay your hands on a creature who has died, bringing it back to life. The creature must still have a corpse that is mostly intact. If the creature died of old age, they receive a new maximum lifespan of the Guide's choice.

The sacrifice withers your soul. Each time you use this ability, you must choose an additional character flaw. Additionally, you permanently lose 2 HP from your maximum hit points.

If you reduce your max HP to 0 by using this ability, you acquire the legendary Wraith ability, and you permanently enter an ethereal form. Using Sacrifice while at 0 maximum HP permanently kills you.

### PROPHECY

You delve through time to glimpse an NPC's fate. You may only use this ability once during your entire story, so use it wisely.

The choice you make shapes the story for everyone. The prophecy **MUST** come true; the Guide is obligated to honor the fate you have chosen at some point in the story. When and how it emerges is up to the Guide. You may keep your choice a secret from the party.

Choose one of the following things. It will eventually become true, as you have foreseen.

**SAVIOR.** The creature will sacrifice their life to try to save someone or something.

**BETRAYER.** The creature will betray their allies at a pivotal moment in pursuit of a hidden agenda.

**LEADER.** The creature will acquire a meaningful amount of power and authority over a people or place.

**DISGRACED.** The creature will do something so morally ruinous that they become widely known for their misdeed.

**PARAGON.** The creature will do something so morally good that they become widely known for their righteousness.



## ETERNITY GATE

### ROLL THE DIE

**7** You project yourself past all realities and glimpse a place outside time and space – into The Beyond.

Here, you may seek and find a single truth by posing a question to eternity itself. The Guide will give you a fulsome and accurate answer to your question. If you explain why you are asking the question, the Guide will do their best to answer in a way that satisfies what you were trying to discover.

For example, if you asked “Is my friend still alive in another dimension?” the Guide will tell you whether they are alive. If you explain that you asked because you want to reunite with them, the Guide might tell you exactly where they are and how to get there.

You must seek fact. You won't find satisfying answers to questions like “What is the meaning of life?”

Casting Eternity Gate is a huge risk.

20: You receive your answer and may ask a follow-up question.

11-19: You receive your answer.

6-10: You receive your information and return to your body after one week. Your mind ages by 1 year in the week.

2-5: You fail to receive the information and return to your body after one week. Your mind is wracked from wrong turns in your search. You age by 10 years. Choose an additional character flaw.

1: Your mind is trapped in The Beyond for 100,000 years, where you experience an endless search through a maze of other realities. After enduring this ordeal in The Beyond, your mortal consciousness fundamentally changes when you return to your body after one week. The ideals and flaws of your previous self have washed away during your incomprehensible exile. Choose a new ideal, a new flaw, and a new dream to reflect deep changes in your character's personality.





## THE RANGER

The Ranger closes their eyes and places their hand on a tree trunk, learning the secrets of the forest. They stop to chat with a local squirrel, making a new friend. They speak myth, earning the favor of strangers.

The Ranger is a great choice for people who want to play a skilled hunter and survivalist who thrives on the fringes of civilization.

## QUICK START

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

## STORY AND SONG

COMMUNE — FOLK SONG — SPEAK MYTH

### COMMUNE

**1** You use the language of outland folks, gaining the trust of a nearby commoner. You must invent a local saying to exchange with the NPC; it can be something like "It's raining cats and dogs" or "Don't judge a book by its cover." Explain what it means at the table.

Then, if you ask any of these questions, the NPC will answer to the best of their ability.

- Is anyone causing trouble?
- Where can I find the leader?
- What are folks talking about lately?

### FOLK SONG

**2** You sing a song that kindles strong feelings in NPCs nearby. (The song has no effect on hostile creatures.)

Read or sing the chorus of a song at the table and describe your performance. You may write your own or use one from another songwriter. Choose a mood to set for your audience:

**BRIGHT.** Hearts swell with friendly enthusiasm, sparking joyful

conversations.

**SOMBER.** The audience falls silent and begins a sorrowful reflection on their suffering.

**PROUD.** Zealous feelings are ignited, making the crowd noisy and excitable.

### SPEAK MYTH

**3** You appeal to a local myth to gain the favor of a commoner. You create the myth using four parts: an obligation, a lesson, a subject, and a story.

**OBLIGATION.** Decide how the myth affects your target. Choose one:

- They offer you and your allies food, shelter, and secrecy in their home.
- They offer you the best reasonable trade on an item they are selling.
- They go on a small mission, like fetching an item or delivering a message.
- They admit to a recent wrongdoing.
- They forgive you for a transgression.
- They spread a rumor you create.
- An obligation of your choice, as long

as it does not harm them.

**LESSON.** Using the obligation, say what the lesson of the myth is, like "Give refuge to strangers" or "Always be a fair dealer."

**SUBJECT.** Name a central person or event.

**STORY.** Describe a dramatic situation the person or event is famous for. Perhaps they were a missionary who fed the hungry or it was a great flood that killed many.

Share the myth with your friends at the table. You may reuse a myth you have created without describing it in full.



## SURVIVALIST

REMEDY — SHROUD — SIGNAL — RITUAL

### REMEDY

**1** You scavenge your area for a short time to find a plant-based remedy for an ailment. You find enough for a single dose. The remedy cures temporary illness and eliminates poison.

### SHROUD

**3** You entreat nearby flora to provide the party with protection while camping in wilderness. (There must be plants nearby.) Shrubs and thorny vines will emerge around the campsite to provide concealment. The shroud lasts until you leave the camp.

The shroud conceals the light from a small campfire. If hostile creatures advance on the party's campsite, the trees will rustle and howl to provide 5 minutes of early warning. Creatures can pass through the shroud, but they are hit for 1 HP if they push through. When you regroup (p. 14) inside of the Shroud, your party gains the benefit of a rest.

### SIGNAL

**4** While in wilderness, you create a distress signal that can be seen by other Rangers. Describe how you send your signal: it can be a smoke signal, a message you leave on a tree, or a similar act.

Within the next day, you will meet an NPC Ranger who comes to your aid. Out of respect for you as a colleague, they will stay with you until they finish helping you with a request. Your request cannot be unlimited, and they will not stay with you forever.

The NPC Ranger has 10 hit points, and comes with equipment of the Guide's choice. You can ask them to do things, but they are an independent character who will ultimately act according to their own interests and ideals.

### RITUAL

**4** You scavenge your area for a short time to find a single dose of a magic edible. (There must be plants in the area.)

When you ingest the edible, you embark on an inner journey over the next hour for supernatural insight. You may learn the truth about one of the following things:

- The safest or fastest way to get somewhere.
- A place where your Nemesis (p. 54) visited within the past day.
- Whether you are in a real place or if your reality is some kind of deception.
- Whether an ally is keeping a secret from you. (You learn who they are, but not what the secret is.)

If an Invoker invites you along when using their Invoke ability (p. 42), you may use Ritual to join them on their journey to an astral plane. The same rules of the Invoke ability apply to you when joining the Invoker.

## PATHFINDER

READ THE WINDS — NAVIGATE — DELVE — SPEAK WITH TREES

### READ THE WINDS

**0** You concentrate on the language of wind, sensing weather patterns in your region of the world. You are able to glimpse a weather forecast for the next few days in your region of the world.

**2** If you spend 2 AP on this ability, you may choose the weather that you foresee in your region over the next few days, as long as it is seasonally appropriate. You might choose light rain, a thunderstorm, fog, a heat wave, or any other weather pattern, except for natural disasters like tornadoes or hurricanes.

### NAVIGATE

**0** You feel the land in your bones. You cannot get lost in wilderness unless magic is inhibiting you.

**1** You navigate your party to one of the following areas when traveling in wilderness:

**OASIS.** You find a reprieve that has a small amount of nourishment.

**SHELTER.** You find a natural cave that offers shelter from harsh weather.

**RUINS.** You find minor ruins, like an abandoned keep or a withered statue.

**NEST.** You find the home of an animal or group of animals, like an otter's den.

### DELVE

**2** You make a sound that travels throughout an underground structure, like a natural cave system or dungeon. (You can clap, make an animal noise, or anything else that might echo.) You sense the general layout of the next three areas connected to yours, plus the layout of any passageways between these areas. The Guide will draw you a rudimentary map, noting any major features, like columns, bridges, or crevasses.

### SPEAK WITH TREES

You touch a tree trunk, connecting yourself to the trees of a contiguous forest.

**2** **SEEK.** You ask the tree to search the forest. For example, you may ask to locate a specific creature, an object laying somewhere, or a location, like a cave or building. The tree will commune with its friends and then tell you where it is, how to get there, and how long it will take.

**2** **WARN.** You ask the tree to watch over the party. Until you leave the forest, trees will begin to sway and rustle if you approach a trap or a dangerous creature. The rustling increases as you draw nearer to danger.

## HUNTER

TRACK — FARSHOT — DEADEYE — STALK — NEMESIS

### TRACK

**0** When you find tracks, you can instantly identify the type of creature that left them. If it is an animal, the Guide will share a fact that you know about them, like their habits or personality traits.

**1** You can pick up on the trail of an animal of your choice even if there are no tracks nearby, as long as it is native to the environment you're currently in. You must choose a type of animal to find, like a boar or a squirrel. (You can't use this to find a specific creature.) You find the creature after a short search.

### FARSHOT

**1** You briefly sharpen your senses, surpassing your normal limits. You can make a ranged attack on a faraway target that you can see, even if it is out of range.

### DEADEYE

**0** Whenever you roll a 20 with a ranged weapon, you can name a specific limb on a creature to hit with your projectile. The limb becomes disabled and cannot be used until it is restored by a healer.

**3** You take aim and focus your senses, automatically scoring a triumph with a ranged weapon on a nearby creature or object that you target. The hit disables the targeted limb.

### STALK

**0** You and your party can carefully stalk tracked prey without it noticing you, as long as you try to be quiet. Describe the formation of you and/or your party as you go on the hunt.

**2** When you discover the creature or creatures you were tracking, you can ambush them, even if they were preparing to ambush you. Your party takes the first round, and you get an extra turn.

### NEMESIS

**4** Choose a specific creature you have met before. You mark them as your nemesis. You may only have one nemesis at a time, and you may freely remove the mark at any time.

Your predatory senses allow you to detect whenever your nemesis is present in your scene, even if they are hidden. You feel a tingle in the temples of your forehead when your nemesis is nearby.

You gain these additional benefits when fighting your nemesis:

- They cannot surprise you by ambush.
- You may use your Farshot ability against them at will for no AP cost.
- When they are nearby, you can sense their location well enough to strike them with physical attacks, even if they are concealed or invisible.

## FRIEND

SPEAK WITH ANIMAL — ANIMAL PARTNER — COURIER — PAIR BOND — WHISPER ON THE WIND

### SPEAK WITH ANIMAL

**1** You touch an animal that is not currently hostile toward you, forming a telepathic bond with it for the next minute. You are capable of interpreting the animal's thoughts and feelings, and you can have an exchange of communication with it. It can give basic information about things, like how it feels, what it has seen, and what it wants, but it does not understand complex ideas.

### ANIMAL PARTNER

**4** You recruit a nearby animal companion who will follow your orders to the best of its ability. It can't be smaller than a mouse or bigger than a horse. You may only have one partner at a time.

The animal is an NPC played by the Guide that acts in addition to you during your turn. It won't willingly leave your area, and if you are separated, it will try to find you. It cannot speak to you, but it can vaguely sense your mood and intentions. Your animal partner has 6 HP and can make basic attacks for 2 damage.

### COURIER

**1** You find a friendly animal nearby and whisper to it, giving it instructions to deliver an item. The item must be small and light enough for the animal to reasonably carry. You can have the animal deliver the item to a place or a specific person. The destination must be within a day's travel time.

### PAIR BOND

**2** You develop a unique telepathic bond with your animal partner that lasts until you recruit a new one. You now passively experience your partner's senses; you catch glimpses of what they see, hear, and feel. You also feel a shadow of pain whenever they are harmed.

At any time, you may enter a trance to leave your own body and take control of your partner. You remain dimly aware of what's happening around your own body. While in the trance, you may control your partner as if they were yourself, though you cannot speak. You may exit the trance at any time.

### WHISPER ON THE WIND

**4** You whisper a message carried by the wind in all directions. You must have a clear sight line to the sky for the spell to work. The message summons a flying animal to your location. You can petition any kind of flying animal, like a raven or a griffin.

The animal arrives one hour later. As long as you are friendly to it, the animal will obey your commands for the next day. For example, you can have it deliver messages, give you a ride, or cause distractions. The animal will not attack enemies unless it is attacked first.





### WILD CELEBRITY

Your presence is now respected by wild creatures everywhere. Wild animals, except bosses, will no longer attack you unless you harm them. (Trained animals and pets can still be commanded to harm you.) You may now use the Speak With Animal (p. 55) and Speak with Trees (p. 53) abilities for no AP cost if you have already learned them.

Your Animal Partner ability (p. 55) now recruits a more powerful animal. Your partner has 10 HP, can hit for 2 HP, and attack twice per turn. If you have an existing animal partner, it is upgraded to these stats.

**6** You send a call while in wilderness to recruit a small army of animals. They stay with you for the next day. You can choose any combination of wild animals as long as they are native to the area. You may command them, and they all act together during your

turn. The group is treated like a single creature with 20 hit points, and they collectively hit for 6 HP, distributed among up to 6 targets.

### SLAYER

**4** Your experience as a Ranger has taught you to deal with overwhelming odds. Once per scene, you may devastate a group of minions in an impressive acrobatic fashion. You instantly kill half of all nearby minions, rounding up.

### FRIEND OF THE LAND

You become the friend of a wilderness region that has meaning to you, like a forest or a valley. The region cannot already be under the control of a boss.

You are known to all living things in this area as its ally. You may now use the Shroud (p. 52), Speak with Trees (p. 53), Navigate (p. 53), Track (p. 54), and Speak With Animal (p. 55) abilities within your chosen land for no AP cost, if you have already learned them.

When you become the Friend of the Land, a group of volunteer creatures living in your chosen land will create a natural fort for you in a location of your choice. It takes one week to create. It should resemble in spirit something

animals might create, like a giant ant hill, a meerkat manor, a nest in the trees, or a beaver's dam. It has up to 20 rooms, including a kitchen, a great hall, and an armory. The keep is watched over full-time by allied animal sentries who will notify you of intruders or guests.

Additionally, a small staff of volunteer animals will routinely forage for you, making sure the keep is stocked with vegetables, fruits, and other natural foods from the area that they can collect. They will occasionally invite you to play with them.



## THE NATURALIST

The Naturalist whispers to a field of flowers, inspiring them to bloom. They take a wolf's form, streaking across the steppe. With their hands to the sky, they summon a storm, bringing forth nature's wrath.

Play The Naturalist if you want to explore an intimate bond with the wild creatures and raw elemental forces of your world.

### QUICK START

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

---

## SHAPESHIFTER

ANIMAL FORM — GILLS — STEELSPROUT — PETRIFY — SHAPESHIFT

### ANIMAL FORM

**2** You take the form of a wild animal, adopting its shape, senses, and range of motion. You may choose any creature that is no smaller than a mouse and no larger than a horse. Everything you carry becomes part of your animal form.

While in animal form, you have 6 HP. You may make basic attacks that hit for 2 HP. You can't cast spells, use items, or speak languages while transformed.

You can return to your normal form at any time. When transforming back, you regain the hit points you had before you transformed. Falling to 0 hit points while transformed instantly returns you to your normal form.

### GILLS

**1** You enchant a small amount of water in a container that you are holding. When you spritz the water on a creature, they grow small but visible gills, allowing them to breathe underwater for up to 1 hour. This spell enchants enough water to use 6 times.

### STEELSPROUT

**2** You extend your hand and close your eyes, permanently turning a nearby metal object into a weave of delicate plants. (The object cannot have magical properties or be larger than a door.) Describe the plants that the object turns into.

### PETRIFY

**2** You turn the surface of a nearby commoner or minion to stone for the next minute. The target cannot move, see, hear, or speak during this time. The creature has 50 hit points while petrified. If its hit points are reduced to 0 during the spell, it shatters to pieces and dies.

**2** You encase your armor or clothing with a chitinous shell. The shell absorbs up to 10 hit points of damage. If you were hit by a non-magical weapon, the weapon shatters to pieces. The carapace crumbles away immediately after it takes damage. You may cast this spell as a reaction to an incoming attack during another creature's turn.

### SHAPESHIFT

**3** This is a master version of your Animal Form spell (p. 58). The rules are the same, except for these differences:

- You can choose a creature no smaller than a housefly and no larger than an elephant.
- You have 10 HP in animal form.
- Your animal form attacks hit for 3 HP.
- You can send messages telepathically to members of the party.

## SUMMONER

THORN — WILD FONT — EVENING STAR — AURORA — ECHOES OF CREATION

### THORN

#### ROLL THE DIE

**0** You open your palm, conjuring a poisonous thorn that you shoot in a straight line toward a nearby target creature or object. The thorn hits for 2 HP.

**20:** The thorn's poison is amplified. If you hit an organic creature, its skin becomes swollen, it cannot see beyond its reach, and it can't speak or cast spells until the end of its next turn.

### WILD FONT

**1** You touch a container holding food, water, or oil. For the next minute, the container summons a surplus of its contents, spilling the excess material out generously. For example, if you touch a pitcher of water, it will overflow and cover the floor. Or if you touch a sack of grain, it will burst open, creating a large pile.

### EVENING STAR

**2** You summon a wisp of light high in the sky directly above you. (You must

be outdoors to cast this spell.) For the next hour, the wisp sheds light on a huge area, allowing you to see far in the distance. It matches your movement such that it is always located above you. The area the light touches looks as if it were lit by daylight.

### AURORA

**5** Your eyes glitter like dancing wisps as you conjure a dazzling prismatic aurora above you in the sky. The aurora is visible to creatures up to a kilometer away and lasts for the next 10 minutes.

**COMMONERS.** Any common folk who can see the aurora are dazzled and stop what they are doing to stare at it.

**MINIONS.** Minions are also dazzled by the spell and stop what they are doing to stare at it. Hitting a minion frees them from the spell's effects.

**BOSSES.** The Guide must roll the die. On a 2-10, bosses are dazzled and must choose between moving and acting during their turn. On a 1, they are stunned in place until the spell ends or if they are hit.

### ECHOES OF CREATION

**6** You hum a reverberating melody, summoning a coterie of magical wisps from the ages of creation. The wisps were powerful beings of light who once roamed the omniverse. Now, like dying stars, these ethereal remnants are burning the last of their energy. They are no longer sentient, but seem to sense the world around them. For the next minute, the wisps float about the area, restoring the hit points of all creatures and animating new plant life. Every creature in the scene stops what they are doing while the wisps are present and remain still with awe until they fade to the beyond.



## ELEMENTALIST

FREEZE — BURN — SHOCK — FIREBALL

### FREEZE

**0** You blow cool air, creating freezing winds that swirl around a nearby creature or object. Affected creatures feel a deep chill in their bones and are hit for 1 HP. You can use the spell to snuff out small fires.

**2** You freeze a nearby commoner, minion, or object, encasing it in ice until you leave the scene. If you freeze a creature, it cannot move or act. The ice shatters, and the creature is freed if it takes any additional damage.

### BURN

**0** You blow hot air, creating scorching winds that swirl around a nearby creature or object. The heat is enough to make the creatures very uncomfortable but not enough to harm them.

**1** You overcharge the spell and ignite the target in flame instead, hitting it for 2 damage and setting it ablaze.

### SHOCK

**4** Choose a target creature or object you can see. A bolt of lightning strikes it from the sky or from your hands, dealing 8 damage and creating a deafening blast of thunder. If the creature has metal connected to their body, it becomes molten, hitting them for an extra 2 HP.

### FIREBALL

#### ROLL THE DIE

**5** You shape an orb of fire suspended in the air in front of you and send it streaking in a straight line toward a target you can see. The fireball explodes on contact, dealing 6 damage to any creatures and objects it hits. You can shape the spell to avoid allies or creatures you do not want to harm.

20: The explosion hits all creatures near the point of impact for double damage.

---

11-19: The explosion hits up to 4 creatures near the point of impact.

---

6-10: Choose one: the explosion hits you and up to 4 creatures near impact, or the fireball fizzles into a cloud of smoke.

---

2-5: The fireball misses and hits random targets of the Guide's choice.

---

1: It explodes in your face, hitting you and up to 3 nearby creatures.

## STORMCALLER

CLOUDCALL — VORTEX — GALE — RIVERFURY — STORMCALL

### CLOUDCALL

**1** You swirl your hands in the air, producing a thick fog centered on you. The fog rolls out rapidly, spilling around corners and down slopes. Within a few seconds, you blanket everything nearby in fog. Creatures inside the fog cannot see beyond their reach, preventing them from making ranged attacks. The fog disperses after you leave the area, or if the area is hit by strong winds.

### VORTEX

**2** You create a howling vortex within a body of liquid that you can see. The vortex lasts until you leave the area. Any creatures touching the vortex are violently sucked in, submerged, and then spit out, each taking 2 damage.

### GALE

**3** You close your eyes and stir the air, shaping the winds around you. A gale forms that you can spread across an area of any size and shape in your scene, as long as you can see its area of effect. Inside the area of effect, wind

blows at ferocious speeds, kicking up dust and sending small objects flying. Creatures inside can't see far away, only what's nearby.

When you begin the spell, the gust knocks creatures to the ground and sends them tumbling backward until they leave the area of effect. Creatures outside of the gust cannot enter it unless they are larger than the area of effect.

### RIVERFURY

**4** You whisper a magical incantation to a flowing river within range. The river gathers a surge of strength upstream. A torrent of water arrives at your location in the path of the river 15 seconds later. All creatures caught in the torrent are swept downstream and deposited on shore far away, beyond where you can see.

### STORMCALL

**2** You produce a circle of dark, electrically charged clouds somewhere you can see in the sky. The storm lasts until you leave the scene. While the storm is active, you may call upon it to produce these effects:

**1** You cause a downpour.

**1** A deafening crack of thunder shakes the ground. All creatures under the storm cannot hear anything beyond their reach until the end of the scene.

**3** If you have learned the Shock ability, you may use it for 3 AP.

**X** A bolt of chain lightning rips through NPCs you can see, hitting them each for 4 HP. Spend 1 AP per target.

## SPIRITCALLER

WILD ASPECT — PREY SENSE — NATURE'S WATCH

### WILD ASPECT

**1** **EAGLE.** You gain eagle-eye vision for the next minute. You can see anything in your line of sight clearly, even if it is far away, and you can detect faraway movement that would be imperceptible to a normal person.

**2** **CAT.** You purr softly under your breath, imbuing up to 6 nearby creatures with the spirit of the cat. For the next hour, affected creatures gain the ability to see things nearby in complete darkness as if they were in a dimly lit room. The effect cannot pierce magical darkness. Affected creatures may occasionally feel the urge to stop what they are doing and clean themselves.

**2** **WOLF.** You howl, imbuing up to 6 nearby creatures with haste. (Howl at the table.) For the next hour, creatures affected by the spell can outrun any other creatures while traveling by foot.

### PREY SENSE

**1** You sharpen your sense of danger for the next hour. You feel a subtle signal in your body whenever you will imminently be threatened by another creature. (The hair on your skin might raise, or you might feel a tingling in your bones.) This includes creatures that you can't see.

If you detect a creature this way, your party cannot be ambushed. (If you detect a creature trying to attack you, your party gets the first round in combat.)

### NATURE'S WATCH

**3** You extend your senses for the next hour. Choose two effects each time you use this ability:

**AURASIGHT.** Detect a faint outline around anything that is currently affected by a spell.

**INFRASIGHT.** Detect objects nearby whose relative heat makes them stand out, like creatures with warm bodies. This works through walls.

**DARKSIGHT.** See in darkness nearby as if it were dimly lit.

**MIRRORSIGHT.** See around corners inside of enclosed spaces, like buildings. You must be within reach of the corner. (For example, you can see around the bend of a hallway.)

**REALSIGHT.** Detect whether something is an illusion. Illusions you detect with this spell appear to flicker.

## ECOLOGIST

COMMAND NATURE — MEMORIES OF STONE — SHIFT SEASON

### COMMAND NATURE

**0** You whisper a rhyming couplet to the living plants around you. You can write your own or borrow one from another author. Use one that plants might appreciate, like "Hear my voice ring, and welcome the spring."

Your brief poem entreats the plants to produce a harmless effect by moving or growing slightly. The things you want to manipulate must be within range. You may make trees rustle, cause leaves to fall, get plants to bloom, vines to expand, and seeds to sprout.

**1** If you can explain how, you can have the effect deal 2 HP of damage to a nearby target. For example, you might have vines grow thorns and lash a creature, or have a tree shake its acorns on their head violently.

### MEMORIES OF STONE

**3** If you encounter a stone monument, like a mountain, canyon, or statue, you may touch it to channel its ancient wisdom. You must tell the stone a story about your family – perhaps a memory of a gathering, like a holiday. Give this story at the table.

The monument reciprocates your offering by sharing its wisdom.

- You sense whether this world is real and natural, or some kind of machination.
- You sense whether there are any long-lost monuments beneath the surface, like hidden temples or ancient vaults.
- You vaguely sense the most powerful lost artifact in this world and the region where it might be located.

### SHIFT SEASON

#### ROLL THE DIE

**4** You manipulate the elements to change the current season everywhere within 1 kilometer of your location. You can choose any season for the world you inhabit, and the effect lasts for the next day. The spell takes a minute to cast; the effect emanates rapidly from your location. The weather inside the zone will be unpredictable, but typical of the season you choose. For example, if you turn a hot season to a cold one, you may bring snow.

**20:** You choose the season and may also choose the weather inside the area (excluding natural disasters like hurricanes). The effect lasts for one month.

---

**11-19:** You choose the season and the weather (excluding disasters).

---

**6-10:** You choose the season.

---

**2-5:** The Guide chooses the season, and a storm begins to affect the region that makes travel more difficult.

---

**1:** You accidentally cause a natural disaster to form. The Guide chooses the disaster.





### NATURE'S WRATH

**7** You channel elemental fury. You create a storm centered on you with a radius of 1 kilometer. It lasts as long as you wish to channel it, but you take 1 HP of damage for each turn you spend maintaining the spell. You may choose the size of the storm eye, which is safe inside. Choose the nature of the disaster each time you cast this spell:

**LIGHTNING.** Electricity streaks through the storm, arcing through conductive objects and lashing any NPCs caught in it. Each NPC caught in the storm is hit for 2 HP during each turn you cast the spell.

**BLIZZARD.** Water condenses in the storm field, turning into apple-sized balls of hail. The air temperature in the storm field is freezing. NPCs in the storm field are hit for 1 HP during each turn you maintain the spell. Creatures cannot see beyond their reach in the howling whirl of ice.

**HURRICANE.** Sustained winds of terrifying force whip through the storm field. Weak buildings are completely destroyed, all windows are shattered, many roofs will cave in, and trees may be uprooted. Most unsecured objects are picked up by the storm and sent flying far away. Any NPCs caught in the storm field are blown around, can't move, and are hit for 4 HP for each turn you cast the spell.

### WILD EVOLUTION

Your physical essence becomes permanently intertwined with that of a chosen animal's form. The animal can be no smaller than a mouse and no larger than an elephant. You may only choose this form once.

You may morph back and forth between your original form and your chosen form at will. When you change between forms, you maintain your current hit points.

You adopt the animal's natural capabilities while you are transformed. For example, if you transform into an eagle, you may fly. Your basic attacks in animal form hit for 3 damage.

You may now cast spells in animal form and speak telepathically to your allies.

You can still use the Animal Form and Shapeshift abilities (p. 58), and the rules for those abilities still function as usual.

### TO DUST

**3** You return a crafted object to nature, instantly reducing it to dust.

The object must be small enough to fit inside a 10x10-meter cube. The transformation is permanent and cannot be reversed.



### WORLD WISH

You become the seed for a new world. Casting this spell consumes your life forever; you can never be brought back.

Your entire knowledge of nature manifests in the spell. When you cast it, your body dissipates in radiant light, becoming a cascading wave of energy that transforms the planet you are on. The wave of energy first alters the atmosphere, making it capable of supporting life if it is not already suitable.

Then, a blooming cascade of living flora emanates from your location, rapidly growing and overtaking the planet's surface. The bloom radiates outward from your location until the entire planet is transformed. The spell forms oceans and rivers if they do not already exist.

If you choose at the time of casting, the spell disintegrates any constructed objects, like buildings or infrastructure, returning the land to nature. Any objects that are destroyed in this way are done so gracefully, such that existing living things, like people and animals, are lowered to the ground unharmed.

This is a permanent transformation that cannot be stopped, interrupted, or reversed by countermagic.





## THE DOCTOR

The Doctor gently touches the arm of an ally, mending their body and spirit. They lean down to examine the dead, discovering what caused their cruel fate. They sense the departed and speak with lost souls.

The Doctor is a good choice for people who want to be the party's healer or someone who plays with the forces of life and death.

### QUICK START

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

---

## HEALING

MEND — RELIEVE — HEAL — RESTORE

### MEND

**1** You gently touch a creature, immediately restoring 5 HP and mending minor wounds like cuts and bruises. The spell does not remove impairments, heal permanent wounds, or cure disease. You cannot use this spell during combat.

### RELIEVE

**1** You say something comforting to a nearby creature, alleviating them of anxiety, pain, and discomfort for one hour. In this state, the creature cannot be affected by fear or confusion. For a brief time, they feel better than they have ever felt before.

### HEAL

**2** You embrace a creature with a caring touch, restoring all of their hit points. After a short time, the creature is relieved of any short-term impairments. The spell does not remove permanent conditions. If you are using Heal on another member of the party, they may contribute any amount of their own AP to help pay for the spell.

### RESTORE

**7** You touch a living creature, completely restoring them to their normal state over the next few minutes. (You cannot cast this spell while in combat.) The spell restores all hit points and removes any harm or damage. If you are using Restore on another member of the party, they may contribute any amount of their own AP to help pay for the spell.





## ALTERATION

SLEEP — CALCIFY — FEIGN DEATH — RESHAPE — LIFELINK

### SLEEP

**2** You whisper a brief lullaby, putting any number of nearby commoners to sleep for up to one hour. You can write your own lullaby or borrow one from another author. Read it at the table.

Creatures affected by the spell collapse and enter a dreamful state, but wake up immediately if they are harmed.

**X** You can intensify the spell to affect nearby minions. Add 1 AP for each minion you wish to put to sleep.

### CALCIFY

**1** You touch a creature within range, causing its surface to swell and harden. During this time, they feel numb to external pain. Their hardened shell absorbs up to 2 HP from physical hits. Any damage dealt in excess of 2 HP hits the creature normally. The creature's skin returns to normal after 1 minute.

### FEIGN DEATH

**3** You place up to six nearby creatures in suspended animation for up to an hour. (You may only cast the spell on yourself or willing allies.) Creatures in this state cannot see, feel, speak, or move, but they remain semiconscious and can hear what is happening around them.

Affected creatures become cold to the touch, and their pulse is undetectable, appearing to be dead to onlookers. Only magic can reveal the ruse. Affected creatures wake immediately if they are harmed and may choose to wake at any time.

### RESHAPE

**4** You touch a creature, reshaping their facial appearance. You can make them look older, younger, or like a completely different person. If you are making them look like a specific person, you must be able to see a reference of their face while you are casting the spell.

The transformation is permanent and can only be reversed with the Restore spell or by casting Reshape again.

### LIFELINK

**4** You entwine the life-force of two nearby creatures. Choose one effect each time you use this ability:

**TWO-WAY LINK:** When either of the linked creatures is dealt damage, the damage is also dealt to the other creature. This does not include damage that hits the creatures simultaneously (like an area-of-effect spell).

**ONE-WAY LINK:** Choose one of the linked creatures. Any time damage is dealt to this creature, it is also dealt to the other.

**LEYLINE:** When either of the linked creatures is healed, the other creature receives the same amount of healing.

## NECROMANCY

DEATHSENSE — COMMUNE WITH THE DEAD — REANIMATE — REINSTATE THE DEAD

### DEATHSENSE

**0** You naturally sense whether any remnants of the dead (spirit creatures) are nearby, but not their positions. The Guide will notify you when this sense is triggered.

**1** You sense whether any sentient creatures have died nearby and how long ago they died. You can sense the location where any creatures died, as well as the general nature of their death; you sense if they were killed by natural causes, an accident, or foul play.

**1** You extend your vision, allowing you to see spirit creatures who are invisible. This effect lasts until you leave the area.

### COMMUNE WITH THE DEAD

**1** If you are aware of one or more spectral creatures nearby (like ghosts), you may communicate with them. You do not need to be able to see a spirit as long as you have sensed its presence, like with the Deathsense spell.

You may have a conversation with the spirits for up to a minute, and you communicate with them telepathically. You must share a language to understand each other. Spirits must want to respond; if they choose not to speak to you, your adventure point is refunded.

### REANIMATE

**1** You animate a nearby corpse or skeleton, making it your thrall. It can move around, but it cannot leave your scene. The spell ends when you leave the scene.

You control the creature telepathically. It is not conscious, and it only follows your commands. The creature has 3 HP and can attack for 1 HP.

### REINSTATE THE DEAD

You touch a living creature and make it the host for a nearby spirit. Choose one:

**5** **DARK PASSENGER.** You merge the creatures. The spirit creature becomes a permanent passenger in the living host's mind. The passenger can't control the body, but it can experience its senses and talk to the host telepathically.

**7** **STEAL HOST.** The host creature's consciousness fades away. The spirit inhabits and takes full control of the host's body. Fragments of the host creature's memory remain and will occasionally arise in thought. (This can only be used on bosses if they have less than 20 percent of their total HP remaining.)

## HARM

CORRUPT — NOX — AFFLICT — WITHER — HEARTKILL

### CORRUPT

**0** You grip an organic creature within reach and create a necrotizing wound. The wound turns flesh black-green and branches out from where you touched them. The spell hits for 1 HP immediately, and again at the beginning of the target's next turn. (A total of 2 damage.) Affected creatures can only recover these hit points with the Restore spell (p. 67).

### NOX

**1** You touch a creature, giving them a combination of effects for the next hour. You may choose up to three effects from this list:

Wakefulness, alertness, increased confidence, euphoria, laughter, vivid sensations, relaxedness, sweating, nausea, chills, or irritability.

### AFFLICT

#### ROLL THE DIE

**3** You touch a creature, cursing them with an affliction that lasts up to 1 month. Choose a symptom each time you use this ability:

**THE SILLIES.** The creature acts completely out-of-character in a silly and carefree way. This may change their goals.

**CLUMSY.** The creature's extremities feel awkward to use. They are unable to wield weapons effectively and they drop things constantly.

**BLIGHTED.** The creature can't recover HP.

If you roll a failure, the affliction becomes contagious, rapidly spreading to any creature that touches your target. On a catastrophe, you also become afflicted.

### WITHER

**4** You touch a creature and cause their body to wither. Their lifespan does not change, but they experience some of the effects of advanced age. They begin to feel as if death is approaching on the horizon – a condition that may change the creature's behavior and goals.

### HEARTKILL

**6** You touch a commoner or minion and curse their heart. (This spell only works on creatures with a heart.) You may choose to instantly cause their heart to explode, killing them. Or you may turn their heart into a time bomb that explodes after a delay of up to 1 year.

If you use this spell on a boss, it acts like a tripwire. If the boss is reduced to 20 percent or less of its maximum hit points while cursed, its heart explodes and it dies instantly.

## PERCEPTION

MODULATE — SHAPE SENSES — FALSE SENSE — FORGET

### MODULATE

**1** You alter the nature and intensity of a nearby creature's physical sensations for up to 1 hour. Choose one effect each time you use this spell:

**TEMPERATURE.** The creature feels a relaxing sensation of inner warmth or a cool external breeze. Or you can make them feel too hot or too cold.

**NOURISHMENT.** The creature either sees food and drink as revolting, feels an insatiable hunger and thirst, or feels perfectly fed and hydrated.

**COMFORT.** The creature either feels relaxed wherever they sit or lay, or they cannot find comfort however they arrange their body.

### SHAPE SENSES

**1** You touch a creature and manipulate their perception of color. For instance, you may make a target creature see green as purple. Or you may combine multiple colors, perhaps making the target see yellow and green as blue. You can also cause the target to see oversaturated colors, undersaturated colors, or give them monochromatic vision. You can choose any number of changes and combinations as long as they do not overlap.

**2** You touch a commoner or minion, transporting one of their senses to a random part of the omniverse for the next day. You may choose to transport a single sense: feeling, sight, hearing, smell, or taste. The creature will experience its new surroundings as if they were actually there.

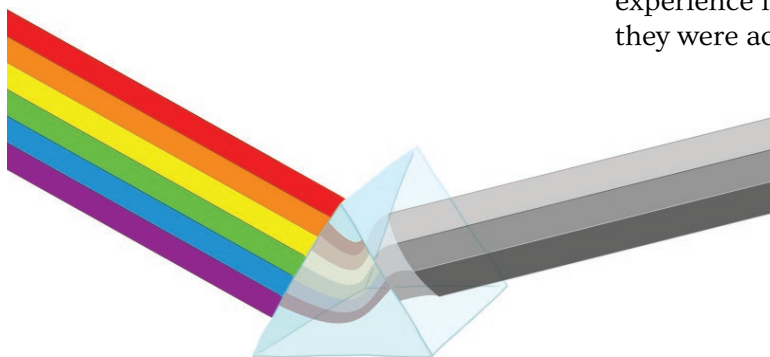
### FALSE SENSE

**3** You touch a creature, causing it to perceive a specific thing or a category of things falsely. For example, you might have them see the town mayor as a clown or all wolves as puppies. Or you might have them think that freshly baked bread smells like fire. The spell lasts until you cancel it or until the creature is harmed by the effects of the deception.

### FORGET

**4** You touch a creature, erasing its memory by up to 1 month in the past from the present day. This ability only works on sleeping creatures.

**x** You may extend the memory loss by spending additional AP on the spell. Each AP you spend increases the effect by up to 1 additional year.





## EXAMINATION

### EXAMINE THE DEAD — DIAGNOSE — CURIOUS CASE

#### EXAMINE THE DEAD

**1** You evaluate a corpse within reach. The corpse must be intact enough for you to look at it. (It cannot be completely obliterated.) After a minute of inspection, you are able to determine the creature's exact cause of death. You are also able to determine the time and date of its death.

#### DIAGNOSE

##### ROLL THE DIE

**O** You touch a creature, extending your senses to diagnose a mysterious affliction, like a disease, spell, or curse. You must correctly guess the entire name of the affliction. If your guess is wrong, the spell fails and you must spend 1 AP to try again.

The Guide will give you blanks to fill in that show how many words are in the name and how many letters are in each word. You may start by guessing letters that appear in the name. If you guess a letter correctly, the Guide will reveal everywhere that letter appears in the name. If you guess incorrectly 6 times, the spell fails.

20: The Guide fills in half of the letters in the name.

11-19: The Guide fills in one vowel and two consonants.

1-10: The Guide fills in one consonant.

Once you have diagnosed an affliction, you can automatically identify it in the future by touching a creature.

#### CURIOUS CASE

**3** If your scene contains something overtly suspicious, like a dead body or blood on the walls, you may investigate by considering things that seem familiar to you. You must pontificate about your past experience at the table to explain what is familiar to you.

Choose three details you already know about your scene. If you need more detail, ask the Guide what you sense.

You can then begin your short speech by saying something like, "This reminds me of the curious case of \_\_\_\_\_. " Explain where you have seen the details in your scene before.

When you are finished, the Guide will reveal a useful clue about your scene to you. The Guide will choose one of these clues:

- The motive of the perpetrator who was involved in the scene.
- The nearby location of a hidden message, symbol, or other detail that reveals the name or affiliation of someone who was involved in the scene.
- Where someone who was involved in the scene might be headed next.



### GENESIS COMMAND

**6** You touch a creature, reversing or accelerating its development to a stage of life of your choosing. (This can only be used on bosses if they have less than 20 percent of their total HP remaining.) For example, you may revert an adult creature into a child, giving it the opportunity to grow old again.

The creature retains all of its memories, unless you revert it to infancy. The creature obtains the basic physical capabilities appropriate for its state of development.

### BANISH

**1** You banish a nearby spirit creature to a random shadow plane for the next hour. You do not know its destination. When its imprisonment is up, it reappears at its previous location.

**5** You permanently banish a nearby spirit creature to a random shadow

plane. (This can only be used on bosses if they have less than 20 percent of their total HP remaining.)

### ETERNAL SLUMBER

**4** You touch a creature within reach, placing them in a permanent and peaceful sleep.

You may choose to tie the spell to a trigger that can cause it to end; for example, cursing them to sleep until they are embraced by a family member, or tying it to an object that must be destroyed to end the spell.

You can end the spell at any time you choose. You can only maintain this spell on one creature at a time; if you cast it again, the previous spell ends, freeing the creature from stasis.

(This can only be used on bosses if they have less than 20 percent of their total HP remaining.)

### THE BITTER GIFT

**9** You touch a creature without self-awareness and bestow them with the bitter gift of selfhood. You must recite a statement at the table about what it means to be alive. It can be a passage from a book, a poem, or something else that expresses ideas about the meaning of life.

The target of the spell falls unconscious for the next minute as their body rapidly experiences 1 million years of evolution toward self-awareness. The evolutionary process alters the animal's physical features and capabilities in ways you may not expect.

The new creature is thrown into the world with competency in one language, a sense of self-identity, and a vague awareness of its past life, including a few specific memories of significant moments. Another way of putting it: they are now a person like you.

The creature knows you gave it life.





## THE SPY

The Spy smiles and offers an uncanny greeting, walking through the front door with confidence. They slip in and out of the shadows, striking foes when they least expect it. They craft remarkable, bespoke tools that give them an edge in their pursuits.

You should play The Spy if you want to roleplay a supremely skilled character who relies on practical means to achieve their aims. It's a great choice for playing a secret agent or roguish assassin.

### QUICK START

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

## CHARISMA

COSMOPOLITAN — SILVER TONGUE — DON'T YOU KNOW WHO I AM?

### COSMOPOLITAN

**O** You are an expert in the study of cosmopolitan cultures, particularly in cities and nations. If you are falsely presenting as a citizen or official of a city or nation and your authenticity is challenged, you may use a local mannerism to fool common people.

You must come up with the mannerism and describe it to the table. It can be a gesture, like a special handshake, a common saying, or some other idiosyncrasy from the people you are pretending to belong to.

### SILVER TONGUE

**1** If you are caught doing something prohibited or mischevious, you can use clever thinking to evade suspicion.

You must appeal to something that your adversaries find agreeable. The Guide will choose one of these as the right answer, and secretly write it down:

**ORDERS.** Someone with authority commanded you to do it.

**IGNORANCE.** You didn't know better. It was a genuine mixup!

**GRAFT.** You offer something of value from your inventory to make this go away.

You must guess the right approach, and describe how you make the appeal.

**1** For 1 AP, the Guide eliminates one of the incorrect choices.

After you give your story, the Guide will reveal the choice they wrote. If you guess correctly, your adversaries will leave you alone.

### DON'T YOU KNOW WHO I AM?

**1** You impress common folk and minions by pretending to be someone notable.

You initiate the ruse by giving a special wink to a party member. Then, each of your nearby party members must proclaim an incredible fact that creates your identity. For example, a party member might begin by calling attention to you as a fabled writer, a storied warrior, or a sports hero. The other members of the party should build on this fake identity until everyone has contributed. Each claim should be more fantastical than the previous one.

When everyone is finished, you draw a captive audience of nearby creatures who crowd around you.



## TERMINATION

SNEAK ATTACK — POISON — DEATH HAND — BOUNTY

### SNEAK ATTACK

Once per round, when a nearby foe attacks a creature other than you, you may exploit their focus. You may immediately move behind them to perform one of the following actions:

- 1** You make a basic attack on them.
- 1** You incapacitate a commoner or minion by touching one of their pressure points. They fall to the ground unconscious for the next 10 minutes, or until they are harmed.
- 3** You kill a commoner or minion instantly. Describe how you take them out.

### POISON

You combine basic goods from any well-stocked general store to create poison. You create enough poison for one use. You can apply it to weapons, put it in drinks or meals, or serve it to a creature directly. Regardless of delivery method, each use of the poison can only affect one creature. Choose any combination of effects:

- 1** **BLUE.** The victim falls asleep for 1 hour.
- 2** **WHITE.** The victim writhes in extreme pain for 1 hour and is unable to speak.
- 3** **PURPLE.** The victim collapses and is paralyzed for the next day.
- 4** **BLACK.** Commoners and minions are instantly killed. Bosses are hit for 10 HP.
- 6** **CLEAR.** The victim experiences no symptoms and dies 1 week later. (This does not work on bosses.)

### DEATH HAND

**MAGIC ITEM.** A single-shot hand cannon that uses a silent magic charge to propel a slug. The Death Hand can sense your target and guide your hand to make a perfect shot on any target you can see in your scene, including those that are far away. The shot hits for 6 HP. It instantly kills commoners and minions.

- 3** You must spend 3 AP and one turn each time you recharge the weapon.

### BOUNTY

#### **ROLL THE DIE**

- 5** You place a bounty on a commoner or minion's head for their capture or death. You must offer an item of value as a reward in addition to the AP cost of this ability that is at least rare in quality. Bounty hunters will compete for the prize.

If for capture, you may specify where they are to be taken. If you mark them for death, you may require any manner of proof that the deed was done.

**20:** The deed will be done by the end of your play session.

**11-19:** The deed will be done by the end of your next play session.

**1-10:** The target learns of the bounty and places one on your head. You are not sure who bounty hunters will reach first.

## CONCEALMENT

STRAP — DISGUISE — BLINK PACK — NEEDFUL HILT — SHADOW

### STRAP

**O** Unless you are actively searched by another creature, you can conceal up to two weapons in your clothing without being noticed, provided you're wearing enough to reasonably conceal them.

### DISGUISE

**1** Any time you are in a room like a bedroom, armory, or office, you may find objects to use to put together a convincing disguise. Depending on where you are, the disguise will offer at least one signature element of your deception, like a uniform, a membership insignia, or a style of dress. The disguise automatically fools commoners, but minions and bosses may question you.

### BLINK PACK

**MAGIC ITEM.** A magical messenger pack with a hidden switch in the clasp. When activated, the switch turns the bag's mouth into a portal to a shadow plane where secret objects may be stored. When the switch is deactivated, the bag functions normally. Spy items stored in the pack do not count against your inventory limit. (This allows you to carry more than 12 items.)

The pack is paired with a magic amulet that has a button on it.

**3** You press the button on the amulet. The Blink Pack is teleported to your hands from wherever it is in the omniverse.

### NEEDFUL HILT

**MAGIC ITEM.** A hilt to a basic weapon, like a sword or dagger.

**O** If you imagine a common weapon while holding it, the hilt instantly morphs into that weapon. It hits for 2 HP in any form. When you no longer need the weapon, it reverts to its form as a simple hilt.

### SHADOW

**MAGIC ITEM.** A magic cape that makes everything but your shadow invisible.

**2** When you activate the cape's ability, it shimmers and sparkles briefly before you and everything you are carrying vanishes. You are invisible for the next minute, but you still cast a shadow when you move. The shadow disappears when you are still.

While invisible, common folk and minions won't notice you passing by unless you make a lot of noise. If you attack while invisible, the cape deactivates and you become visible again.

## SURVEILLANCE

TRACKER — SPYGLASSES — CLONER — SEEKER

### TRACKER

**MAGIC ITEM.** A pair of devices that allows you to track something.

The kit includes a magical tag the size of a tiny bead that is sticky and can be applied to most surfaces. The tracker is linked to a magic compass that shows the direction the tag is in.

The arrow on the compass is black. It turns gold when the tag is in your scene, and begins to vibrate softly.

### SPYGLASSES

**MAGIC ITEM.** Eyeglasses that let you see in natural darkness as if it were daylight. The glasses can be permanently upgraded with these capabilities:

- 3** Add the ability to magnify the details of small nearby objects, or zoom to see faraway things clearly.
- 4** Add infrared vision that lets you see an outline of things that are generating heat nearby. This ability works through walls.
- 6** Add the ability to detect whether

something is an illusion. Illusions you detect appear to flicker and distort.

- O** Each of these modes can be toggled while wearing the Spyglasses by turning a dial on the side of the device.

### CLONER

**MAGIC ITEM.** A magic amulet that allows you to eavesdrop on a communications device.

- O** When holding the Cloner next to a spell or object that transmits communications, you may clone its signal. You share a telepathic link with the Cloner, and you automatically hear any messages being transmitted through the cloned device in your mind. You may only clone one device at a time; pairing the Cloner with a new device will break the link with the previous one.

### SEEKER

**MAGIC ITEM.** The Seeker is a levitating orb as large as the palm of your hand that responds to your commands telepathically. It shimmers and is almost invisible, but it makes a low humming noise as it moves.

- O** You can make the Seeker travel just out of your sight or to an adjacent room. It can tell you how many creatures are in a space, but not what kinds.

- 1** The Seeker gives you a rudimentary mental map of an adjacent room. The Guide will draw an outline of the room, highlight any major features (like columns or crevasses), and mark the exact location of any creatures.

## STENOGRAPHY

DOSSIER — MIMIC — LISTENER — CRYPTO

### DOSSIER

**MAGIC ITEM.** A magic book that copies things. You can make a Dossier of any size – from a pocket-sized folio to a coffee table book.

**0** You can use the book to copy any kind of writing or drawing that is pressed against its pages. For instance, if you press a handwritten letter against one of the Dossier's pages, a legible but imperfect copy will appear inside.

### MIMIC

**MAGIC ITEM.** A magical pen that guides your hand to copy any writer's personal style. On the end opposite the pen tip is a magical stamp that can create forgeries of official seals. By bringing the Mimic within reach of a handwritten document, it automatically learns how to reproduce the document's handwriting styles, signatures, and seals.

**2** You use Mimic to create a single document forged in any style the pen has previously learned, including the reproduction of any official stamps or

seals.

### LISTENER

**MAGIC ITEM.** A small magic gem that can be activated to record sounds nearby for up to 1 hour. If you have the Cloner (p. 78), you can insert the Listener into a socket on the amulet. When they are paired, you can have the Listener record sounds that the Cloner intercepts. The device can record up to 1 hour of sound, and you can squeeze it softly to have it audibly play back the sound. Using the device to record makes it completely forget the previous recording.

**1** You activate the Listener. It records anything it hears, paying particular attention to spoken words.

### CRYPTO

**MAGIC ITEM.** Crypto is a ring of opaque glass that glows when brought near glyphs, like writing on a piece of paper or stone etchings.

**3** You activate Crypto to translate languages or decode secret messages. The ring reads any object you bring within reach. A translation of the source material emerges, scrolling around the band as you read it. When it is finished translating something, the ring deactivates.

## INFILTRATION

FEATHER HOOK — BRICOLAGE — NEEDFUL KEY — BLUEPRINT

### FEATHER HOOK

**MAGIC ITEM.** A magical grappling hook that gently glides itself upward, like a balloon, until it reaches and attaches to a ledge. You can tie any length of rope to the hook.

**0** ▶ Activate the Feather Hook.

### BRICOLAGE

**1** ▶ Your skills of improvisation are unparalleled. When you are in a room with everyday objects at your disposal, you may hastily craft one of the following items in less than 1 minute:

**TRIPWIRE.** You create a wire attached to an auditory trigger that makes a loud noise when someone crosses it.

**POISON TRAP.** If you have poison, you may create a small floor trap that poisons the first creature to step on it.

**SIMPLE WEAPON.** You fashion a makeshift weapon that hits for 2 HP.

**PERISCOPE.** You can make a small periscope that allows you to look over objects and around doors that have a bit of clearance.

### NEEDFUL KEY

**MAGIC ITEM.** A key that magically senses the mechanism of a physical lock and morphs itself to fit it perfectly. In its default form, the device is a simple key with no teeth. By twisting the key's handle, you can make it revert to its default form.

**2** ▶ The key morphs to fit a new lock. You must spend 2 AP each time you make the key morph to fit a new lock. The key remembers locks it has previously defeated and can morph to fit them for no AP cost.

### BLUEPRINT

**MAGIC ITEM.** A magical folio that reveals the floorplan of a building.

**2** ▶ You press the Blueprint against an interior wall of a building. Magic ink appears, revealing the building's layout for the entire floor you are currently on.

The Guide will draw you a basic map of the building, including an outline showing the shape of rooms and hallways and marks showing where doors and windows are. The Blueprint only works on artificial structures. (It does not reveal the layout of caves or other natural systems.)

If you also have the Seeker (p. 78), the Blueprint can show its location in real time, as well as the location of any nearby creatures that the Seeker detects.



## IMPERSONATION

### PERSONA

#### PERSONA

You carefully prepare a convincing alternate identity. You cannot create a persona of an existing person or the identity of someone who holds an exclusive position, like the ruler of an existing nation.

Each persona consists of a wardrobe, credentials, and a backstory. You may create and describe each element of the persona.

When you use your alternate identity, you must outwardly present yourself as that person by wearing their costume.

**2** You create the persona of a common person of average means, like a farmer, artisan, traveling salesperson, priest, soldier, or teacher.

When using a commoner's identity, you can effortlessly blend into crowds and travel unnoticed in public spaces.

**4** You create the persona of an officer (someone in a position of formal authority), like a politician, judge, military officer, guild leader, or ship captain.

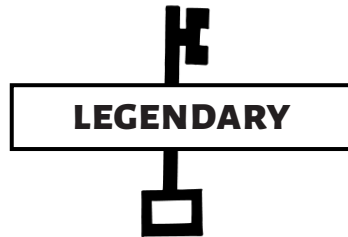
When using an officer's identity, you may:

- Enter restricted areas that your rank and affiliation gives you access to.
- Give mundane orders to people you outrank, like running errands or keeping watch.

**6** You create the persona of an aristocrat, like a prominent socialite, wealthy business owner, ambassador, or governor.

When using an aristocrat's identity, you may:

- Enter exclusive spaces for the rich and famous, like private clubs or balls.
- Seek audience with local rulers.
- Spend 1 AP for a get out of jail free card that pardons you for minor crimes.



### SHADOW CUTTER

**MAGIC ITEM.** The Shadow Cutter is a wearable bracelet that you can stretch to form a hoop large enough to crawl through.

**3** When you press the device against a solid surface, it can be activated to create a hole of an equal circumference, up to 1 meter deep. When you're done using it, it collapses to its original size.

When activated, a low buzzing sound can be heard by all creatures nearby. The material behind the device is instantly teleported to a random shadow plane.

### THE ARTIFICE

**MAGIC ITEM.** A small mask that projects an illusion, transforming your image and voice. The mask records the appearance and voice of every nearby creature you encounter and remembers them forever.

**2** You activate the mask, projecting a convincing illusion that gives you the appearance of any creature it remembers. Additionally, it changes your voice to sound like the creature you're impersonating. It is capable of fooling everyone but the impersonated creature's closest friends and family.

### NIGHTCRAWLER

You are a legendary charmer and intelligence gatherer, capable of quickly extracting sensitive information.

**4** When you infiltrate a person's office, encampment, or home, you discover sensitive information about them. The Guide chooses two things from this list to reveal to you:

- The identity of an important associate.
- A location they will travel to, with the time and date.
- A secret that would embarrass them if revealed.
- Their financial situation, including who they owe their largest debt to or who owes them the largest debt.
- Their true feelings about you or your party.
- Their strongest allegiance, whether to a government, guild, or other organization.

The Guide will imagine the specifics of the information you receive. They will also choose the document that reveals it, like a receipt, a diary, or a letter.



## THE MAGICIAN

The Magician flicks their wrist, delighting an audience with a parade of illusory animals. They mesmerize an adversary, freezing them in place. They peer beyond the eyes of another, entering their dreams and shaping their reality.

Choose The Magician if you want to use spells that affect the mind and the senses. The role is a great choice for people who want to play a dazzling performer or a devious manipulator.

### QUICK START

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

## MISDIRECTION

MAGIC TRICKS — MESMERIZE — OVERTHERE — MIRAGE — INVISIBILITY

### MAGIC TRICKS

**O** You produce a tiny magical effect to surprise, delight, or confuse those around you. Choose any combination of these effects each time you use this ability:

**LIGHT.** You create a harmless display of light, like a flickering flame or a pattern of sparks. You can also snuff out or ignite small light sources like torches.

**SOUND.** You create a small, brief sound effect, like a wind chime, an audience clapping, or someone whispering.

**SMELL.** You conjure a smell of any kind, like a freshly baked pie or a cesspool.

**TOUCH.** You give one or more nearby creatures a gentle physical sensation, like someone tapping them on the shoulder, a chill breeze, or the feeling of goosebumps.

### MESMERIZE

**1** You dazzle a nearby commoner or minion with an optical illusion. (The creature must be able to see.) Until you leave the area, the creature cannot move, take actions, or respond to conversation. The spell ends if the creature is harmed.

### OVERTHERE

**1** You make a suggestive gesture, redirecting a nearby creature that is currently hostile toward you. The target redirects its anger toward a different adversary. (The spell does not work if the target has no other enemies nearby.) This effect is canceled if you harm the creature.

### MIRAGE

**3** You conjure a major illusion no larger than 100 meters in any dimension. The illusion can be of anything that fits within the space, and you can program it with looping mechanics. For instance, you can create the illusion of an oasis, a pile of treasure, or a lumbering giant guarding their territory.

If a creature touches or passes through the illusion, they will no longer see it. Creatures with the ability to detect magic may discover the deception.

### INVISIBILITY

**3** You make a nearby creature or object invisible for the next minute. If it is a creature, everything they are wearing and carrying also becomes invisible. If a creature attacks while invisible, they reappear.

**X** Add 1 AP for each creature or object you target with the spell beyond the first.

## MANNEQUINS

SPLITTING IMAGE — PHANTOM MENACE — ILLUSORY CREATURE

### SPLITTING IMAGE

**1** You vanish momentarily, reappearing with two illusory duplicates at your side. Your duplicates travel alongside you and perfectly mimic all of your movements.

If a creature attempts to target you, the Guide must flip a coin. If it turns up "heads," you are targeted; on "tails" one of your duplicates is targeted. If one of your duplicates takes damage, it disappears.

### PHANTOM MENACE

**2** You read the mind of a nearby NPC and produce an illusion of a creature they find extremely irritating. Only you and the target of the spell can see and hear the illusion.

For the next 10 minutes, the illusion relentlessly mocks and taunts your target, provoking their full attention.

You may control the illusion directly and have it manipulate small objects. For example, you can have it steal an item from the target and lead them on a chase. Or you may let the illusion go

wild, allowing the Guide to narrate its behavior.

### ILLUSORY CREATURE

**3** Imagine a creature. You create a convincing illusion of it that appears nearby. It looks, moves, and sounds like the creature you imagined. It even feels real to the touch. The illusion has 6 HP and vanishes at 0 HP.

The illusion can behave independently and travel away from you. You can program the illusion's routines. For example, you may have it clean a house, patrol an area, pretend to be busy, or give it a combination of tasks and behaviors. You can also set rules for it, like "Don't harm anyone for any reason" or "Don't let anyone pass through this door."

You share a telepathic bond with the illusion when it is nearby, and you can control it directly during your turn. You can make it move, act, and speak your lines. It can hold and use weapons to make basic attacks.

After 1 day, the illusion will automatically travel out of sight of other creatures and then vanish.

**4** This spell costs 4 AP instead if you use it to create an illusion of a creature that already exists. You create a perfect double of the creature that looks and sounds like them. It can fool everyone but the creature's closest friends and family.



## CLAIRVOYANCE

MAGIC EYE — WHISPER — MESSAGE — INTERPRET — INSIGHT

### MAGIC EYE

**1** You briefly gain the ability to see beyond physical reality. For the next hour, you are able to see the following:

**MAGIC.** A faint aura surrounds any person or object currently affected by magic.

**ILLUSION.** Any illusory creature or object slightly flickers, but you do not see its true form.

### WHISPER

**0** You telepathically send a message to a nearby creature. They know you are speaking from within their mind, but they hear you as if you were speaking out loud.

**1** You create a link with the creature that allows them to respond to your whisper. If they respond, you may have a telepathic conversation with them for the next minute.

### MESSAGE

**1** Choose a creature you have met before. You must know the general area where they are presently located. You may communicate with each other telepathically for up to 1 minute.

**4** You can create the telepathic link, even if you do not know where the creature is located. They can be anywhere.

### INTERPRET

**1** You enter the mind of a nearby creature and temporarily learn their language for the next 10 minutes.

When you cast this spell, you may also attempt to permanently learn the creature's language by playing a game of charades. (This happens at the table out of character.) The Guide will write down a word or phrase on a piece of paper and then secretly give it to you.

Start a timer. You have 1 minute to silently act out the word or phrase. If another player correctly guesses the word or phrase, the spell is successful.

### INSIGHT

**3** You gaze into the mind of a nearby creature, discovering a prominent intention. Choose one effect each time you cast this spell:

- You learn something the creature intends to do in the next 10 minutes.
- You learn something the creature intends to accomplish over a long period of time.
- You learn something they intend to do to a specific creature of your choice.

## CONJURATION

LITTLE BIRD — HELEN'S FANTASTIC FEAST — MONITOR — SHADOW HAVEN

### LITTLE BIRD

**1** You summon an illusory bird somewhere nearby that keeps watch over an area that it can see. It remains there until you dismiss it. You may only have one Little Bird at a time.

You share a telepathic link with the bird. It will message you when it witnesses something you specify, like a specific creature entering a room or a door opening. The bird will wake you up to tell you what it sees if you are sleeping.

### HELEN'S FANTASTIC FEAST

**4** Imagine an elaborate feast of any culinary style. You summon food and drink, your choice of furniture (if necessary), and your choice of dinnerware and table decorations. You may summon enough to feed a party of up to 20 people. Consuming the meal restores 4 hit points.

### MONITOR

**2** You summon a small illusory servant that hovers over your shoulder and follows you around for the remainder of your play session. The Monitor looks like a blooming flower with an eye in the center, and it's invisible except to creatures you designate. You can deploy the Monitor to places just beyond your sight. For instance, you can send it searching around a corner into another room.

The Monitor can tell you how many creatures are in a space, but not what kinds. It also gives you a rudimentary mental map of spaces it travels through. For instance, if you send it into an adjacent room, you will know the rough size and shape of the room and any major features, like pillars or open pits.

### SHADOW HAVEN

**5** Place your hand on a dwelling in the worldly plane. You instantly duplicate its interior inside of a shadow plane. The duplication looks and feels real to the touch, but it is an illusion; you cannot take its illusory parts out of the shadow plane.

The dwelling can be as small as a shed or as large as a mansion or castle. The physical entrance to the dwelling in the worldly plane doubles as a secret portal to the shadow haven. You can grant or revoke access to anyone at any time. A creature that is aware of the haven and has permission to enter may choose to open the door to the portal by wishing it. Otherwise, the door functions normally as the entrance to the dwelling in the worldly plane.

The shadow haven lasts permanently until it is dispelled, you dismiss it, or the spell is cast again. Any creatures inside when the spell ends are instantly expelled through the portal into the worldly plane.

## MIND CONTROL

BAMBOOZLE — WREN'S DELIGHTFUL DREAM — PERKY PROFANATION — FEAR

### BAMBOOZLE

**1** You make a nearby creature mildly confused about a specific subject until you leave the area. For example, you could make a merchant confused about the value of their goods, a guard confused about who is authorized to pass, or a dog confused about whether he is a good boy. The confusion is lifted if you push the deception too far, like trying to trade a rock for a priceless item.

### WREN'S DELIGHTFUL DREAM

**1** You whisper and wave your hand at a nearby creature. The next time the creature falls asleep, they experience a deeply comforting dream. They wake up feeling beloved and forget all of their grudges for the next week.

### PERKY PROFANATION

**1** You curse a nearby creature for the next 10 minutes. The curse is lifted if the creature is harmed. Choose one:

**LAUGHTER.** They double over in sustained laughter and can't move. Everything they hear sounds hilarious to them.

**DANCE.** They hear their favorite tune and start dancing like their life depends on it.

**MIMICRY.** They begin to mimic a creature of your choice. For example, you can make them behave like housecats.

**4** You curse any number of commoners nearby.

### FEAR

#### ROLL THE DIE

**4** You breach the mind of a nearby creature to seek their worst fear.

**20:** You learn the creature's worst fear. They become permanently haunted by it in every waking moment. Over time, their personality is destroyed, and they become unresponsive to others.

**11-19:** You learn the creature's worst fear. You may then conjure the image of this fear in their mind's eye, paralyzing them with dread for the next 10 minutes. They cannot act, except to flee danger.

**6-10:** You learn the creature's worst fear, but they reject you from their mind before you can conjure the fear.

**2-5:** You learn the creature's worst fear, but it paralyzes you with dread for the next 10 minutes. During this time, you are unable to use abilities.

**1:** When confronting the creature's fear, you become permanently haunted by it. You must choose an additional character flaw. You can only lift the fear by having the Liberate spell (p. 45) cast on you.

## MAYHEM

SCINTILLATE — BEDAZZLE — LOOSEN — CHAOS BALL

### SCINTILLATE

**0** You extend your fingers outward, and a streaking bolt of sparks shoots toward a target you can see. Roll the die to see if it hits the target successfully.

You may make the bolt explode on contact with crackling energy, hitting the target for 2 HP. Or you can make the bolt a harmless firework that explodes in the air, creating a pattern of any shape and color.

### BEDAZZLE

**4** You summon four prismatic bolts that sparkle brilliantly. You may direct each bolt toward any target you can see.

The bolts each hit for 2 HP. If all four hit a single creature, the creature is affected by your Mesmerize ability (p. 84).

### LOOSEN

**2** You twirl your finger as if you are unwinding a spool of yarn. Starting with a single creature nearby that you can see, you create a cascading wave of magic mischief that loosens anything fastened or tightened around nearby creatures. For example:

- Bags become unclasp and spill out their contents.
- Shoelaces become untied, belts unbuckled, and shirts unbuttoned.
- Pets become unleashed.

### CHAOS BALL

**3** You summon a cherry-sized elastic ball in your hand. When you throw the ball, it bounces off everything it touches, avoiding creatures. Each time the ball bounces, it accelerates slightly, traveling faster and faster until it escapes into the atmosphere after 1 minute.

The ball's brief reign of terror shatters pottery, glass, light furniture, and most other fragile things in your scene. What a shame.





### CONTROL

**8** You dominate the mind of a nearby creature for the next hour. The creature will do anything you verbally command them to do without exception or hesitation. When the spell ends, they remember everything that happened.

This spell is cursed. If you use Control to harm another creature, you permanently forfeit your character and they become an NPC boss. The Guide will now play your character as a villain in the story.

The Guide will inform you if your use of the spell will cause your character to become an NPC before you cast it; you must agree to forfeit your character, otherwise you may not cast Control to harm another creature.

### PEERLESS PILOT

**5** You conjure a fantastic hot air balloon from another dimension that can fit you and your party. You must be outdoors and standing in a clearing with room for the balloon to form.

The balloon is 30 meters tall and can look like anything you want. It's piloted by a small, illusory creature that can talk to you and your crew and take instructions. (The standard creature is a red panda wearing goggles, but you may choose any similarly sized creature you want.) The pilot remembers you and where you've been if you cast the spell again.

The balloon is powered by a flaming sphere above the carriage that adjusts its intensity based on your commands. The balloon can soar as high as the tallest mountain peaks and move at up to 30 kilometers an hour. The carriage has 40 hit points, and the balloon has 10 hit points.

You may dismiss the balloon at any time; it vanishes with its pilot and returns home.

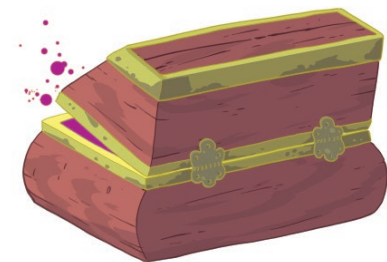
### PERFECT GIFT

**4** You glimpse the mind of a nearby creature, discovering what stirs their heart. Then, you conjure an emotionally priceless gift for them.

You choose how the gift makes the creature feel once it is received. Choose one:

- They come to terms with the loss of a loved one, finding peace.
- They decide to repair a broken relationship in their life.
- They become exuberantly happy for the next month.
- They become obsessed with the gift, refusing to part with it for any reason.
- They love you as an intimate friend and seek a closer relationship.

The Guide chooses the form of the gift to match the effect with the creature.







## INVASION

**5** You touch a sleeping NPC (the host) and enter its dream. You may take any willing party members who are nearby with you. Those invading the dream enter a trance. They cannot sense anything outside of the dream, even if they are harmed.

You choose how you and your companions appear in the dream. You may impersonate others while in the dream world. Once you enter, you create a new dream in the host's mind. The dream has two scenes.

**THE SUGGESTION.** In the first scene, you meet the host and speak with them. You choose the setting.

Here, you may try to convince the host to do something. For example, you might ask them to abandon a serious pursuit, to cut their family ties, or to give away their wealth.

**THE TRIAL.** In the second dream sequence, the host's greatest fear manifests as a monster that seeks to kill them. The Guide will choose a monster that is proportionate to the severity of your suggestion. If you are trying to dramatically alter the host's life, the Guide may choose a monster of terrifying power.

The rules for this fight are the same as outside of the dream, but you cannot die here. All players entering the dream have full health and 10 AP to use. You exit the dream immediately if you reach 0 HP.

If you defeat the monster, the target will later wake up believing the dream was a revelation. They will set out to do what you suggested.

If the monster kills the host in the dream, the spell ends. Everyone, including the host, wakes up.

You may use your abilities within the dream the same way you use them in the outside world, but the effects are fictional and cannot leave the dream world. Any AP that you spend inside of the dream is recovered when you exit.



## THE WIZARD

The Wizard utters a word of power, sending a wave of force that knocks back everything in its path. They imagine an object needed in a pinch, and conjure it from thin air. With a wave of their hand, they open a rift to unexplored dimensions, seeking answers beyond space and time.

You can use The Wizard's dynamic role to play any kind of magic user, from a studious sage seeking spellbooks to a megalomaniacal mage pursuing absolute power.

### QUICK START

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

## EVOCATION

MAGIC STRIKE — KINDLE — CLAP — TELEKINESIS — LAST LIGHT

### MAGIC STRIKE

#### ROLL THE DIE

**0** You must be holding a pointed object like a wand, staff, or sword to use this spell. You use it to shoot a shimmering missile of force in a straight line at a target you can see, dealing 2 damage.

**2** You overload the missile, increasing its damage to 4 and hitting the target automatically. You do not need to roll the die if you overload the spell.

### KINDLE

**0** You rub your hands together, causing a flammable object you can see nearby to ignite in flame. The spell can ignite textiles, wood, paper, and other combustible material.

This spell cannot be used directly on creatures, but it can be used to ignite flammable things they are wearing or carrying. Igniting something on a creature deals 1 damage to them.

### CLAP

**2** You clap your hands, creating a thunderous wave of force in the direction you are facing. The wave hits up to 3 nearby creatures for 2 HP. If affected creatures are the size of a horse or smaller, they are also knocked to the ground.

### TELEKINESIS

You move a nearby creature or object using only your mind.

**1** You may move an object or creature no larger than an elephant. If you move it gently, you can control it for up to 10 seconds. Or you may forcefully throw it up to 5 meters away and hit it for 2 HP.

**X** You may increase the power of this ability by spending additional AP. For each AP you spend, you may increase the distance you can throw the creature by 5 meters, and the damage they take by 2 HP. (For example, if you spend 5 AP, you can throw a target 25 meters and deal 10 damage.)

### LAST LIGHT

You must be holding a pointed object like a wand, staff, or sword to use this spell.

**3** You momentarily channel a blinding beam of focused light in a straight line at a target you can see, dealing 6 damage. The light ignites anything flammable that it touches, melts a hole in steel objects, and sears organic matter.

**5** You overload the beam. It instantly kills commoners and minions and deals 12 damage to bosses. If Last Light kills the target, it disintegrates into ash.

The beam created by Last Light can be deflected by mirrors.

## CONJURATION

FAMILIAR — PEGASUS CLOAK — FORCE FIELD — CONJURE

### FAMILIAR

**2** You summon a tiny spectral creature, like a bird, a lizard, a butterfly, or anything else of a comparable size. The familiar is the avatar of a random spirit creature from your world. It becomes your ally and will follow your instructions. The Guide chooses the creature's background and personality, and speaks for them. The familiar may choose to leave you if they are mistreated.

The familiar cannot move out of your sight. It can pick up and move objects no larger than a coin purse and no heavier than 10 pounds. It can't attack.

Your familiar has 4 HP. It is invulnerable to non-magical harm. If it is reduced to 0 HP, it vanishes, and your bond is broken. You may only have one familiar at a time.

### PEGASUS CLOAK

**3** You bestow any number of nearby creatures with illusory feather cloaks for the next hour. Affected creatures hover 1 meter above the ground and can

move by gliding in the direction they want to travel. They will also fall gently until they are hovering 1 meter above ground.

### FORCE FIELD

**3** You create a paper-thin wall of force capable of preventing non-magical creatures and objects from passing through. You may choose whether the field blocks passage on one or both sides. The field can be in any shape you want, but it must fit inside of a cube that's 10 meters on all sides. The force field has 20 hit points and dissolves at 0 HP.

You can make the field stationary or move it telepathically. (For example, you might create an invisible platform that glides beneath you as you walk.)

### CONJURE

**3** You imagine an object, causing it to appear somewhere nearby. You can summon any object that meets these guidelines:

- It can't be larger than an elephant.
- It can't have magical effects.

You must tell the Guide which object you want to summon. Then, the Guide thinks of a related object and gives you its name in secret. (For example, if you want to summon a lockpick, the Guide may tell you to draw a door.)

Set a timer. You have 1 minute to draw the secret object. When time is up, show it to your party. Your friends can discuss what they see, but they can only submit one guess. Don't give the party clues.

If they guess correctly, the item appears. If they guess closely but not exactly, the item appears, but it has a defect. If they're totally wrong, a random misshapen item appears.

## PLANESHIFTING

BLINK — GATE — PORTAL — DARK DOOR — TELEPORT

### BLINK

**1** You teleport to a location of your choice nearby. You vanish, leaving behind a gentle gust of wind and then instantaneously reappear nearby.

### GATE

**1** **BIND.** You bind yourself to the room you are currently in. It must belong to you or a member of the party. This is your Circle. You may only bind yourself to one at a time.

**3** **GATE.** Snap your fingers. Any willing party members nearby are instantly teleported to your Circle.

### PORTAL

**3** You conjure a portal of any shape and orientation that is no larger than a door. It appears at a location of your choice nearby. The portal looks like a window to whatever is on the other side, and its edges crackle and spark with energy. When you cast the spell again, the new portal automatically connects to the previous one. The portals remain open until you choose to close them. Anyone that can fit may pass through them.

### DARK DOOR

**2** You knock on a door, making it a temporary portal to a specific shadow plane. You must be aware of the shadow plane's existence to create a door to it. (For example, if you see a creature with a Cosmic Purse, you can open a door to the purse's shadow plane.) When you open the door, you can see inside the plane, and you and your allies may enter it. If the door is closed, the portal vanishes. (If the door closes behind you, you become trapped in the shadow plane and must escape with other means, like with Gate.)

### TELEPORT

#### ROLL THE DIE

Snap your fingers.

**5** You and any willing creatures nearby vanish instantly, leaving behind a small shockwave of air in your wake, and are teleported to any place you choose.

---

20: Everyone arrives safely. You recover the spell's full AP cost.

---

11-19: You all arrive safely. Good for you.

---

6-10: You all arrive. Choose one: you take 7 damage from turbulence, or a magic item you are carrying is destroyed.

---

2-5: The party arrives safely, but nobody else does. You don't know where they went. You lose an item you are carrying.

---

1: The spell fails. Party members are lacerated by an arcane explosion and are each hit for 5 HP. All other travelers are torn apart in a gruesome spectacle. (They die.)



## MAGECRAFT

NO — REFLECT — ENSROLL — SPELLSTEAL

### NO

#### ROLL THE DIE

**2** By uttering the word "no," you attempt to neutralize a spell that you see an NPC casting nearby. You must declare you are using this ability before the Guide describes the consequences of the spell.

20: The spell is violently canceled and its caster is hit for 1 HP.

11-19: The spell is stopped before it's cast.

6-10: The spell misses and hits another nearby creature or target.

2-5: The spell takes effect normally.

1: You accidentally amplify the spell. If it is a harmful spell, the damage is doubled.

### REFLECT

#### ROLL THE DIE

**3** You produce a counterspell, reflecting a spell that targets you. You must declare that you are reflecting the spell as soon as the Guide says that you are being targeted by a spell.

11-20: The caster is hit by their own spell, instead of you.

6-10: The spell reflects off of you but misses its caster.

1-5: The spell reflects off of you but hits a nearby party member instead.

### ENSCROLL

**2** You create a Spell Scroll (p. 145) that can be used to produce a spell that you know. You must add the AP cost of the spell you are inscribing to the cost of Enscroll. For example, if you create a magic scroll that can produce your Teleport spell, you must spend 7 AP.

You must spend a short time in a safe and quiet place to prepare the scroll. You decide what is written on it. The user of the scroll must read the words aloud to activate the spell it contains.

### SPELLSTEAL

**3** After you observe a creature nearby casting a spell, you may briefly enter their mind to glimpse its nature. You learn the spell and can produce it once.

Your theft gives you the minimum know-how to produce the spell, but you have not mastered it. The Guide may not fully reveal the effects or potential consequences of some stolen spells.

Once you cast or Enscroll the stolen spell, you forget the spell and cannot use it again.

## PROJECTION

SENSE MAGIC — AURA'S SILVERY BROADCAST — SCRY — SEE — FIND

### SENSE MAGIC

**0** You get a gentle tingling feeling in your bones whenever you are near a powerful source of magic. You're aware that magic is in the area, but not its location or nature.

**1** You discern the location of nearby magic and its general nature. For instance, the Guide may reveal that you sense a magic sword, a cursed door, or an illusion.

**2** You study the precise nature of nearby magic, learning its specific effects. If you use this ability to study a mysterious magic item, its name and effects are revealed.

### AURA'S SILVERY BROADCAST

**2** You broadcast a message up to 20 words in length. Each creature within 1 kilometer hears the message clearly in a voice that sounds pleasant to them. The sound seems to originate from every direction and background noises are muted for the duration.

### SCRY

**1** Once per game session, you may flash forward in time to glimpse your actions in the near future. For the next hour, you can avert failure by redoing a roll of the die. You must take the result of the new roll.

Or you may ask the Guide to reveal a situation you are likely to encounter based on the current trajectory of your choices. You may ask the Guide questions about what you sense from this glimpse of the future, but the answers may be vague, as if you are trying to find detail in a watercolor painting.

### SEE

**4** For the next hour, you can see through all magical deceptions. See reveals the world to you in several ways:

- You see anything that's invisible.
- You know if something is an illusion.
- You may see the true form of anything that has been altered by magic.

### FIND

**3** **FIND.** You close your eyes and attempt to locate any object you have held before, as long as it is in your current universe. You discover its exact location.

**3** **RECALL.** Immediately after you have used Find to locate an item, you may recall it for an additional 3 AP. The item instantly vanishes from its present location and appears in your hands.

## TRICKERY

SPEAK — PINCH — STRETCH — UNDO

### SPEAK

**1** For the next minute, you may speak silently into the mind of a nearby creature. Your lips move normally as if you were speaking aloud, but no sound comes out. Instead, the target of the spell hears your voice inside their head. The creature can tell that your voice is inside their mind.

### PINCH

**2** You imbue your fingers with supernatural strength. For the next minute, you can effortlessly pick up and move objects of any weight, as long as you can reasonably handle their size and shape. For instance, you might pinch the shirt of a bully and raise them up in the air or casually move a giant anvil.

### STRETCH

**2** Choose a nearby creature or object that is no smaller than an ant and no larger than a horse. You cause it to instantly enlarge or shrink. It can grow up to twice its size or shrink up to half of its size. The target's weight increases or decreases proportionally, but its hit points do not change. You cannot enlarge something beyond the confines of the space it's in.

**4** You may stretch an object no smaller than an ant and no larger than an elephant.

### UNDO

You speak a word of power, reversing the fate of a nearby object. The spell cannot be used to affect living things.

The thing you are undoing must be the discrete result of another creature's effort. For example, you might undo a creature's shoelaces, unthread a garment, cause a piece of furniture to fall apart, or revert a sculpture to a block of marble.

Choose how much effort to undo each time you use this spell:

- 1** Up to 1 minute of effort.
- 2** Up to 1 day of effort.
- 3** Up to 1 week of effort.
- 4** Any amount of effort.





### RIFT

**5** You summon a magnificent gateway that contains a portal to your current universe's nexus in The Rift. (The Rift is a special location in the omniverse, which you can read more about on p. 33) Each universe's gateway is unique; it might be a stone archway, an iron gate, a humble wooden door, or something else. The Guide imagines what this gateway looks like.

This is an extraordinarily difficult portal to maintain, and it only remains open for 1 minute. Once opened, any creatures or objects that can fit through the portal may pass through it.

While you may summon access to the gateway anywhere, the exit point remains in the same location in The Rift.

### TRANSCENDENCE

**5** You embark on an incredible quest for knowledge within living things. For the next minute, you enter a trance as your consciousness expands, touching all sentient beings within 1,000 kilometers of you.

The ordeal is staggering. You immediately sense time and personal identity at a scale beyond your normal understanding. You absorb the simultaneous experiences of others – possibly from billions of beings.

Your knowledge quest must be limited to a subject that you could reasonably come to understand by seeing through the eyes of others. For instance, you may set out to learn the true history of a species, identify who and where the most powerful being is, discover the location of a secret object, or become generally accustomed to the beliefs and practices of a culture. You cannot use the spell for things that one mind could not reasonably possess (for instance, by asking for “all the world’s knowledge”). The Guide will decide if your request is reasonable.

Beware. Entering the minds of others is risky.

You may experience unforeseen consequences...





### PLANECAST

You conjure a shadow plane. Its contents are completely illusory and cannot leave the plane. You can fill it with anything you can imagine, except sentient beings.

The things inside may look and feel real, but they are ultimately mirages. Creatures cannot be harmed by things you put in this plane.

- 2** You conjure a tiny plane no larger than a mansion or castle.
- 4** You conjure a plane no larger than the size of a village.
- 6** You conjure a plane with no size limit.
- 8** You conjure a plane with no size limit and no safeguards. Creatures can now be harmed by the things you put in the plane. (That includes you.)

### CREATE

**5** You tap raw magic, converting its energy into a single, non-magical, inanimate object that fits inside a cube no larger than 5 meters in any dimension. You create the object perfectly and it is real in every sense. You may create anything that fits in the space, including precious gems, flawless weapons, or exact replicas of other objects.

This spell requires perfection and is extremely taxing on your ability as a Wizard. Keep track of how many times you have cast the spell on your inventory sheet. The spell's cost increases by 1 AP each time you use it.







## THE GUIDE

# You are the lamp that lights the way

This section of the book is for the Guide. If you're not playing as the Guide, you're done! You can stop reading here.

Being the Guide is awesome. You have the power to help your friends create an exciting story and make them feel special.

Helping the players tell an exciting story about their characters is your primary responsibility. Everything we'll teach you in this section is meant to help you achieve that goal.

This is a rewarding and memorable role to play, and the skills you learn can even benefit you in the real world.





## THE BASICS

### LISTEN AND RESPOND

Quest is a conversation. Your role in it as the Guide is to describe scenes, listen to how players react, and then imagine what happens next.

When the party succeeds, you should cheer for them! You'll present the players with challenges because it makes the game interesting and fun, not because you want to defeat them. You are not the villain in the story, even if you play the villain's character.

Make sure everyone gets a chance to be heard, a chance to contribute to the story, and a chance to do great things. You'll speak often, but it's just as important for you to listen carefully.

Listen to understand the priorities and feelings of other players. The adventure is more fun for everyone when you collaborate with the players to make the world meaningful to their characters.

### FOCUS ON THE FANTASTIC

As the Guide, you have the ability to help the players immerse themselves in a world of imagination. Cultivate that immersion by translating the rules of the game into colorful fiction.

While you will learn advanced rules in this section, never talk about them with the players. Don't say, "You deal 4 damage to the monster"; say, "The monster cries out as you rip through its scaly armor."

Keep the nuts and bolts of the game private. Focus on telling the players what they see, smell, hear, and feel.

**The adventure  
is more fun for  
everyone when you  
collaborate with  
the players.**

## PLAYER SAFETY

Games of roleplaying and imagination can be difficult for some people, especially if they are asked to imagine or participate in a story that makes them uncomfortable.

Every player is responsible for helping to create a safe and welcoming experience. Every player can help facilitate a positive experience by using player safety tools.

If you're playing with people you've never met before, it's especially important to observe the group and make sure everyone feels comfortable.

## BOUNDARIES

Before you begin the game, you should ask the players in your group to let you know if there is any subject matter that is sensitive for them. You can use these categories to help create boundaries for your story's content.

**OUT OF BOUNDS.** If something is out of bounds, that means you should not use it in your story. For example, if a player says that graphic descriptions of torture are out of bounds, everyone in the group should agree not to use that subject matter in the game. Things that are out of bounds should not be discussed.

**OFF CAMERA.** There are some topics that might be okay to include in your story, but not in detail. In this case, you should reference these events indirectly or metaphorically, as if they are happening off screen in the background.

For example, if a player is uncomfortable with detailed descriptions of blood and gore, you might describe a group of commoners being massacred by a gang of marauders by the grim sounds of a stampede.

Some players won't realize that something is out of bounds until they hear it. If you notice that a player is uncomfortable, consider asking them if they are okay to keep playing before continuing.

## STOP SIGN

Players can use a **STOP SIGN** to signal when something makes them uncomfortable or when they need to pause the game.

Your group's stop sign can be anything you agree to use. It can be a verbal cue (like a safe word), a gesture, or a card.

If someone uses a stop sign, pause the game to find out why by talking to each other out of character. Listen to other players if they need to set a new boundary, and respect the boundaries of other players in your group.

If you want a tangible stop sign, you can use a piece of paper or a card from the Quest Core Deck (sold separately.)

## ADDITIONAL RESOURCES

For additional player safety tools, please check out the TTRPG safety toolkit, compiled by co-curators Kienna Shaw and Lauren Bryant-Monk.

## BUILD A WORLD

# Set the big scene

First, imagine where your story takes place.

This is your **WORLD PROFILE**. You can use it to create the basics of a fantasy world.

You don't need to imagine every detail of your fantasy world when you begin the game. You just need enough to give the players a sense of time and place. The examples we give are for a world with little technology and lots of magic, but you can use any setting you like. It helps to think of a favorite movie or book that you want to emulate.

Make sure you build a world that everyone's comfortable playing in.

## Quest

### WORLD PROFILE

- 1 Your story begins \_\_\_\_\_,  
a \_\_\_\_\_.
- 2 From the \_\_\_\_\_,  
to the \_\_\_\_\_,  
you'll find \_\_\_\_\_.
- 3 In this world, magic is \_\_\_\_\_,  
danger is \_\_\_\_\_, and daily life is \_\_\_\_\_.  
(It's a lot like \_\_\_\_\_.)
- 4 People here are hopeful that \_\_\_\_\_,  
but \_\_\_\_\_.
- 5 **ADVENTURE HOOK**  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



# 1

## Starting area

Your adventure will start small and grow over time. Choose where the story will begin. This is where the adventurers will face their first scene.

These are just suggestions. You're free to come up with your own answers and change the names of things you see here.

Use this prompt to think about the places that might be nearby when the adventurers begin the game. A frontier town might be a great place to explore caves and dungeons, while a capital city can be a playground for political intrigue.

Your story begins \_\_\_\_\_,

in the frontier town of Wendros  
outside the great encampment  
in the great capital of Eneria  
at the grand Fortress of Eos  
in the heart of The Harrow  
in the shadow of the wall  
on the island of Draenor  
in the coastal city of Brell  
in the borderlands

on the rolling hills of June Serin  
at the seat of the Seven Banners  
on the battlefield of Drakkon  
on the lonely moon of Visma  
at the gates of The Cauldron  
where the three rivers meet  
in the caves of Ksamkarja  
in the Gulf of Sorrow  
on the fields of hope

a \_\_\_\_\_.

rough-and-tumble region  
place of great knowledge  
yearlong carnival town  
cultural powerhouse  
bustling trade hub  
lawless frontier  
military nation  
besieged city

neutral zone between armies  
region occupied by invaders  
wild land plagued by beasts  
land of mystery and horror  
land devastated by magic  
tinderbox of civil conflict  
holy place of the gods  
rebel stronghold

## 2

## Region

Choose two points of interest: the space between them is your region. Your starting area is in the middle of this region.

You can choose anything you see here, create your own points of interest, or use some from the starting area suggestions.

Your region is mostly for colorful background, but the adventurers may want to travel to the places you mention. Think about what these points of interest mean and what the players might find there.

Finally, choose something big that this area is known for. You can use this later to say what's happening in the story.

From the \_\_\_\_\_,  
to the \_\_\_\_\_,

towering summit of Mount Luna

crumbling ruins of Calcarias

fallow fields of The Harrow

corrupted throne of Strago

sunken city of Olsasserine

catacombs of Gal-Torum

gleaming tower of Ielion

coliseum at Qram

shattered lands

infinite depths of the great sea

ice-capped peaks in the West

forgotten forest in the North

shifting sands in the South

million lakes in the East

Emerald metropolis

chasm of Clodiff

Temple of Ages

gates of hell

you'll find \_\_\_\_\_.

the survivors of the apocalypse

killers, thieves, and charlatans

traders from around the world

pioneers looking for a home

clans fighting for territory

roving bands of monsters

peace and prosperity

spectacular wealth and power

disciples on a sacred mission

peoples ruled by an iron fist

guilds vying for monopoly

a horde of the turned

a brewing revolution

humble nomads

## 3

## Basics

These basic facts will help you answer lots of follow-up questions about your world when they arise. You can use these to decide how the world works.

Remember that you don't need to fill in all of the details up-front. But when questions arise, you can answer them using these basics.

For example, if a player asks, "How do folks travel?", you can use what daily life is like to help you answer. If the world is comfortable and convenient, you might imagine wonderful systems of public transit. If life is difficult, most people might only be able to march between places.

In this world, magic is \_\_\_\_\_,

rare

common

outlawed

regulated

danger is \_\_\_\_\_,

everywhere

mundane

ghastly

a mystery

otherworldly

oppressive

rarely seen

magical

and daily life is \_\_\_\_\_.

comfortable and convenient

filled with peace and love

abundant with pleasures

raucous and competitive

brutish and difficult

a waking nightmare

a grueling affair

humble and quiet

always a risk

extravagant

(It's a lot like \_\_\_\_\_.)

(Here, you can choose a movie, book, play, or other fictional work that can help everyone imagine the world.)

## 4

## Hope and fear

You can create tension throughout your world by creating focal points of hope and fear.

Use these decisions to shape the actions of NPCs in the region. They don't have to apply to everyone, but they're a good starting point when thinking about what the NPCs are doing in the background and what might be on their minds.

People here are hopeful that \_\_\_\_\_,

the invaders will be defeated

darkness will be snuffed out

the revolution will succeed

the long drought will end

their families will return

the savior is coming

a new ruler will rise

the world fair will bring wonders

the gods will answer their prayer

the great harvest is upon them

there are riches in the depths

the world fair will bring joy

justice will be delivered

peace will be brokered

but \_\_\_\_\_.

the ruler is tightening their grip

the disappearances are rising

the highways are dangerous

storm clouds are gathering

war looms on the horizon

nightmares are spreading

strange things are afoot

thugs are in control

the climate is becoming deadlier

a strange star haunts the sky

zealots speak of grim omens

saboteurs may be among us

criminals are on the loose

a plague is spreading

madness is growing

magic is fading

# 5

## Adventure hook

The players need a reason to go on an adventure. Your adventure hook is the scenario in the first scene that draws them into action.

You can choose one of the prompts on the next page or create your own. Use the choices you made to build your world to help you create your own hook.

Think about what the implications of your adventure hook are. Where will the players seek clues next? Where might they go? Use the adventure hook as a prompt to create a small first adventure that you can build on.

When you've completed your world profile, we'll teach you how to run the game.

**THE DINNER PARTY.** A strange courier confronts the party unexpectedly. They bear a note with a strange seal, inviting the adventurers to a dinner party in a remote mansion. It promises the opportunity of a lifetime.

**THE LONELY GIANT.** While strolling down a local road, the party sees a flock of birds suddenly fly out from the canopy of a nearby forest, shortly followed by an earthquaking thud from that direction. As they investigate, they find an elderly giant who has fallen. The adventurers notice that the giant's hands and feet have been bound to some nearby trees.

**THE FOG.** As the party walks down the street, a young person bursts out of the door to their home, with bloodshot eyes. They run up to an adventurer, falling to their knees and gripping their clothing. "Run," they say, before collapsing to the ground dead. The party notices a strange purple fog begins to roll out from the door of the house.

**THE NAMELESS STAR.** The party overhears a group of townspeople talking. Rumors are that a star fell from the sky a week ago, and people who have gone looking for it have not yet returned.

**THE DATE.** The party's hotel concierge delivers an urgent letter addressed to them that just arrived. The letter has no sender, only a date and time printed on it: three days from now.

**THE STRANGERS.** While walking down a road in the center of town, the party sees familiar figures approach. They are suddenly facing themselves in the road, as if they had all been cloned.

**THE PORTRAIT.** As the party investigates the mansion of a local person who was murdered, they pass by a wall-sized portrait of a finely clothed woman standing in front of a famous keep. When they pass by the portrait again, the woman is missing. When they touch the portrait, the surface seems to ripple and give way, as if their hand can pass straight through.



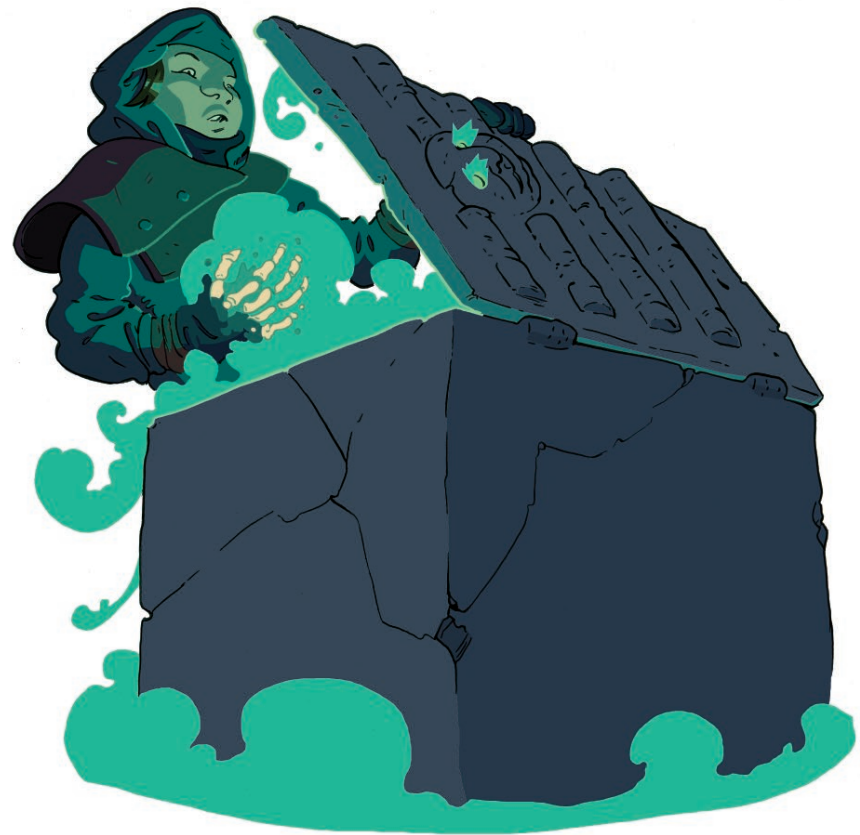
## 5

**THE CHILDREN.** As they enter a rarely visited frontier town, the party notices something strange: there are no adults anywhere, only children.

**THE AUTHOR.** A famous author whose identity is a mystery is about to release their latest novel. The events of every novel they have written have eventually come true. When the party buys the new novel, they realize it's about them. This author always kills their characters.

**THE BOUNTY.** The party arrives at a city they've never been to before, and they stop at a notice board. On the board, they see wanted posters with portraits of the adventurers. The party is wanted for crimes it didn't commit, dead or alive.

**THE DREAM.** The party wakes up from an unusually refreshing sleep. When it reconvenes, the adventurers all realize they had the exact same dream, and they can all recount it in vivid detail. The end of the dream involves the party walking through a dark portal in a unique-looking basement.



## RUN THE GAME

All stories in Quest can be created with the same basic recipe. Every Guide can make the game interesting and fun by using these ingredients.

First, use clues to set up the scene. They can be clues you provide or clues that players give you about what they want or what they're thinking about.

Then, put something in the party's way. They'll have to overcome a challenge to get what they want or where they're going.

Finally, create consequences for the players' actions. How they deal with challenges can result in rewards or setbacks. These consequences drive the story forward and create new situations.

## CLUES

Clues are story prompts – hints about where to take the story next. They appear everywhere, from the players' character profiles and abilities to the details you put in each scene. For example, if the party's Ranger picks lots of abilities that can be used in the forest, they're telling you they want part of the story to take place in nature.

Many adventures begin when the players say they want something. It can be small, like buying a sword from a merchant, or big, like preventing a war. Use what the players say they want to help you build the story, and give them clues that stimulate their desires. Maybe they want to buy that sword because you describe it gleaming in a storefront window as they walk by.

## CHALLENGES

When the players want something, you can put a challenge in their way to raise the stakes in the adventure and give them a chance to use their skills. You can introduce any kind of challenge.

Here are some examples:

- An enemy ambush.
- A room filled with deadly traps.
- An NPC who demands tribute.

- A puzzle blocks the way.

You should introduce challenges when they would make the story more interesting. If the players want to do something trivial, you can always just let them do it, and wait for the next opportunity to present a challenge.

## CONSEQUENCES

It's your job to imagine how the world responds to the players and to create consequences for their actions.

The players' actions should affect the world and the lives of the people they meet. In a good story, both the heroes and the villains have wants and needs, and they both experience change. Even inaction should have consequences. If the party ignores a threat for too long, have it affect the world in the background.

Consequences can take any form – from a hit to a player's wealth to a loss of hit points, a change in reputation, hurt feelings, or even death. Next, we'll give you examples of clues, challenges, and consequences you can use.

## SET SCENES

# Say what's obvious, then set the mood

## OFFER CLUES

Always start with the most obvious and urgent things that people would notice upon entering a scene. If the party is crossing a bridge with a giant hole in the middle, you should point it out!

Then, consider offering some small details that set a mood for the scene. You might describe linens fluttering gently in the middle of a breezy marketplace or the overwhelming smell of freshly baked bread. Your description is most powerful when you fill all of the players' senses. But even one or two details like this can make the players feel like they're there, so don't overdo it.

Adjust the amount of description you provide to match the importance of the scene. If the players are stopping

somewhere for just a moment, you can keep it very simple. Take more time to describe bigger scenes where you expect lots of conversation or action.

If you're creating an action scene, it's a good idea to think of some additional details that the players might find useful. For example, if you describe a crumbling pillar that looks weak at the base, a clever player might try to topple it to create a ruckus.

Use figurative language, similes, and metaphors to add texture to your description. Did the door in front of the party simply open, or did it creep open with a groan? Is the storm violent, or is it like the electric tongue of a vengeful god? Does she look fierce, or is she a lion standing above her pride?

## BE FLEXIBLE

When you design a scene, start by choosing its purpose. What can the players accomplish here? What obstacles might they face? Answering these questions will help you know what to put in the scene and how much detail to provide.

Then, imagine the layout of the place. Use the rules for [Distance](#) (p. 12) to help you create the scene. It's very helpful to make everything the players

might interact with either nearby or within range of their abilities. For example, if the players are infiltrating a castle's courtyard, it's easier to handle the scene if you make it so the castle guards are all located nearby. Put things that the players won't need to interact with in the background.

Once you've set the basics of the scene, be open to changing it. You can use the imagination of your players to help you fill in the details and possibilities of each scene. If a player asks if there's anything they can set on fire in that castle's courtyard, you might say there's a giant banner hanging on the wall. Use this trick often to make your players feel perceptive and powerful.

You should also use what you already know about the players to make scenes relevant to them. For example, if one of your players is a Doctor who can speak to the dead, you might put a skeleton in the corner of the room that they can interact with using their abilities.

## CLUES

### SAY THE OBVIOUS

Begin by giving players important details about their scene that their characters are sure to notice right away, like a chasm in the floor.

### WARN THEM

Offer one or more players a clue that signals a threat. It can be something imminent, like the smell of death, or looming, like a storm cloud rolling in from the horizon.

### MAKE IT PERSONAL

Put something in the scene that will inspire a player to act on their ideal or succumb to a flaw.

### YOU CAN DO IT

Tell a character something they think they can do. You might tell the strong Fighter that they think they can break through a door or the nimble Spy they think they can climb a ledge.

### TEMPT ABILITIES

Put something in the scene that suggests a player can interact with it using one of their special abilities.

### GIVE KNOWLEDGE

You may decide that a character knows something that their player doesn't. For example, if a player's character is about to break the law but the player doesn't know that, you can tell them their character knows they are about to break the law and see if it changes their decision to act. You can give players information about what their character knows to help fill in the context of a scene.

### REPEAT CLUES

You can subtly suggest a situation is similar to something the players have encountered before by giving one overlapping clue, like a familiar smell or a tattoo they'll recognize.

### RED KEY, RED DOOR

You can offer clues with obvious sensory associations. For example, you might make the key for a door or chest match in color or material.

### SIGNAL DISTRESS

Signal to the players that someone needs help, like with the sound of crying, a wreck on the road ahead, or a town burning in the distance.

### MAKE IT WEIRD

Put something in the scene that is bizarre or breaks the rules of the normal world to signal that there is magic or trickery nearby.

## CLUES



### DRAW A MAP

Draw the players a map, like a treasure map, that shows a point of interest and the promise of a reward. Leave out the pitfalls.

### SOW A RUMOR

You can have a character in the scene give the party a rumor about another NPC, a place, or anything else happening elsewhere in the story.

You can also have the party's adversaries sow false rumors to lead them astray or into danger.

### OVEREXPOSE

Giving a lot of detail about a place signals to the players that it's an important place where they are likely to find valuable information or where something dramatic is about to occur. Give more detail than usual for big scenes where you expect lots to happen.

### NOT QUITE RIGHT

Suggest that a character is hiding something or has a secret. Perhaps a commoner wears an item that looks too valuable for them to have, a guard's armor doesn't seem to fit correctly, or a character in the scene trembles with discomfort.

### TAKE A CUE

If a player asks a question or blurts something out that you had not considered about the scene, you can use the information as if you'd thought about it all along. The players don't know what you know about the world, so you can reward them for creative thinking by putting things in the scene that they imagine.



## ROLLING THE DIE

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, you get to decide when the die is rolled. You 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, just tell them they can't (or don't) succeed.

You should roll the die for NPCs when they make attacks against the players. And you must make your 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 you initiate 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.

You 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.

## 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 you need 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 you invent your own abilities and situations, design them around this rule. For example, if you create a spiky floor trap that a player walks over, you might ask the player to roll the die to see if they dodge it.

## NPC ROLLS

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

If your NPC rolls a tough choice, it's up to you to create a setback for them. You can keep them simple. By default, have the NPC deal half damage on a tough choice, unless you can give them a more interesting setback.

## CHALLENGES

### ATTACK!

If the players are threatening, cause grievous offense, or do something else to draw hostility, you can have your NPCs attack them.

### AMBUSH

Have a group of minions ambush the party if they're lost, not paying attention, or in a vulnerable spot. They can be connected to a group of adversaries pursuing the party, or a random encounter based on where the party is. For example, if the party is traveling down a remote highway, you might have some bandits try to rob them.

### REINFORCEMENTS

Just when the players think they've won a fight, you can have more enemies show up. Make them think about whether to stand or flee.

### SET A TRAP

Put an explosive on a door, place a stake pit in the floor, poison the food, or do something else that turns the environment against the players. Be sure to offer them a subtle clue to give them a chance to discover the trap. If they don't investigate or discover it, you can spring it on them.

### ESCAPE

Maybe the walls crumble as the temple collapses around the players, or the ground rumbles as a chasm opens. Perhaps the town guard mounts their horses to give chase.

Start a Trial (p. 116) to see if the players can escape a dangerous situation.

### CHARGE A TOLL

Demand a player's valuables if they try to pass through a hostile area, or if an NPC thinks they can take advantage of the party's situation.



## CONSEQUENCES

When creatures in the world act, it's up to you to imagine and describe the consequences.

To keep the action moving, feel free to rely on a small set of predictable consequences for common situations. For example, when players roll a tough choice on a weapon attack, you might routinely give them the same choice of dealing half damage or hurting themselves by accident.

You should introduce serious consequences and more dramatic choices when the players repeatedly make bad decisions or when raising the stakes makes the story more interesting.

These examples show how you might interpret the results of a die roll. Adjust the severity of the consequences based on the risk of the situation.

## LOWER RISK

A player tries to pick a lock to a safe while no witnesses are around.

### TRIUMPH (20)

They deftly release the lock to the safe, and the door swings open quietly. You secretly decide to add an additional reward to the stash.

### SUCCESS (11-19)

The player opens the safe with no problems, retrieves the contents, and closes the door without leaving a trace.

### TOUGH CHOICE (6-10)

They open the safe. You give them a choice: the lockpick breaks off in the keyhole and prevents the safe from being closed or the safe's silent alarm is triggered.

### FAILURE (2-5)

The player accidentally activates one of the lock's defensive mechanisms, and it becomes permanently stuck.

### CATASTROPHE (1)

The player unwittingly triggers the safe's silent alarm. The guards are on their way...

## HIGHER RISK

A player tries to leap over a chasm to escape a monster that's chasing them.

### TRIUMPH (20)

They leap flawlessly into the air with grace, clearing the chasm and landing on the other side into a somersault. The monster scowls at them and, realizing it's outmatched, turns away.

### SUCCESS (11-19)

They cross the chasm in one stride, landing on both feet on the other side.

### TOUGH CHOICE (6-10)

They cross the chasm. You give them a choice: their crossbow gets loose from its sling and falls into the darkness, or they have a rough landing and take 4 HP of damage.

### FAILURE (2-5)

They slip on the approach and fall before they can cross. The monster attacks them.

### CATASTROPHE (1)

The player stumbles into the chasm, tumbling all the way down. They take damage and fall unconscious.

## REWARDS

Give Adventure Points:

- Award 1-2 for great roleplaying, coming up with a clever plan, or solving a difficult puzzle.
- Award 4 or more for defeating or neutralizing a boss.
- Award 8 or more for resolving a major story arc.

Increase their reputation:

- The locals offer hospitality or protection.
- Positive rumors are spread about them.
- They gain audience with a powerful person.

Give them an out:

- A boss is impressed by them and retreats from a confrontation.
- They scare minions away.
- The weather clears up.
- They find a clue that helps them advance.

Give them treasure  
(p. 131):

- They get a favorable deal when trading with someone.
- They find an uncommon item after a

small fight or earn one for doing an NPC a favor.

- They receive a rare item after completing a series of challenges.
- They find a rare or legendary item.

## SETBACKS

They are hurt:

- An NPC attacks them.
- They fall unconscious.
- Their body is impaired.
- They become cursed or diseased.

Their reputation or standing is harmed:

- They offend someone.
- They break the law and become wanted by authorities.
- They are cast out of a community.
- A bounty is put on their heads.
- They lose an ally.

They lose items:

- An item is stolen or lost.
- An item breaks and must be repaired.
- A merchant demands a costly trade.

Their environment shifts:

- A storm makes the journey difficult.
- A disaster devastates the land.

■ A mishap creates an impasse.

■ A plague spreads.

Their enemies advance:

- A boss gains power.
- An ally loses territory or resources.
- Monsters spread across the land.

## TOUGH CHOICES

A good tough choice is between two setbacks that are equally undesirable.

You can use any of the setbacks on the previous page when offering your players a tough choice between two alternatives or create your own based on the context of the situation.

- Deal half damage or hurt yourself.
- Take damage or lose/break an item.
- Betray a friend or make an enemy.
- Retreat to save the nation but sacrifice the town.
- Save one commoner from dying but not the other.
- Pick up treasure and become cursed or leave it behind.

## MERCY

The threat of death and loss is what gives the game compelling stakes and makes the players' decisions meaningful. You should try to observe the rules as much as possible to prevent the game from feeling arbitrary. The players should feel like their choices matter and have real consequences.

But sometimes your players will face an impossible challenge that could hurt the story your group wants to tell. Maybe the monster you've introduced is too powerful, the players make lots of strategic mistakes, or everyone's having an unlucky day. In any case, you are not obligated to kill their characters.

If punishing the players would make the story less interesting or fun, it's okay to give the players a way out of their situation – especially if you made something too difficult by accident.

Let the party know that most dangerous encounters don't have to be fatal.

**It's okay to give the players a way out of their situation, especially if it makes the game more fun.**





## NON-PLAYER CHARACTERS

A big part of the fun is creating interesting NPCs that the players can interact with. You can create some of these characters in advance, while others you'll have to imagine on the fly.

You don't need to imagine a story for every character, but they should all have a name and a desire that motivates them. It helps to create a list of character names you can use for any occasion, like merchants and bartenders.

Make your characters believable. They should be active parts of your story, not idle props in the background. Use your characters often to speak directly to the player characters.

## MAKE CHARACTERS BELONG

Your world can be filled with creatures of your wildest imagination, from commoners to wild beasts, strange terrors, mythical beings, gods, and even time-traveling beings of light and energy.

All of your creatures should have a reason to be where they are in your world. Think about where they came from, why they're here, and how they

affect the environment around them. Make your characters living, breathing parts of your world. They should be active participants in each scene.

For example, if your players are wasting time in line at a shop, you might have the shopkeeper or a patron scold them for holding things up. Use your NPCs to add urgency and life to each scene.

Every character and creature in the game should have some kind of objective, even if it's small. A shopkeeper might just want to get the best trade for something. But if the characters push the character and investigate, you might consider a bigger role for them. Maybe the reason that shopkeeper is so firm about the price is because they have a sick child they need to care for.

## MAJOR CHARACTERS

You should give some deeper thought to the major characters in your story. Like the players, they should have their own ideal, flaw, and dream. If your story has major characters that accompany the party or show up often, you may also want to think about their particular mannerisms, way of speaking, and deeper personality traits that can establish them as unique people in the world.

You won't be able to do this with a lot of characters, but your players will appreciate getting to know a few important ones. It makes a big difference.

## ORGANIZATIONS

You can build organizations around your major characters that affect your fantasy world in the background. It's a good idea to have at least two organizations that are in conflict with each other. This conflict can help you build scenes and introduce challenges.

For example, if a villain of your story is a bandit leader who is wreaking havoc on trade in the region, consider creating a major character who opposes them. Perhaps the leader of the town guard issues a warrant for the bandit leader's arrest and offers the party a reward for their capture.

You can use organizations to buffer your major characters. Make the party have to get through legions of minions to reach the bandit leader!

## NPC TEMPLATES

You can use the basic templates on the next page to create any kind of creature you want.

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.

See the Quest Adventure Deck (sold separately) for creature cards that you can use in your game or for inspiration when creating your own creatures.



## NPC TEMPLATES



### COMMONERS

**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.

Farmers, merchants, artists, politicians, pets, and other average creatures are all examples of commoners. You should use these characters mostly for social interactions. They're not fighters, but they may defend themselves if necessary.

Most commoners are like extras in a movie: background characters who help to fill the world and give it life.



### MINIONS

**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.

Some minions, like bandits, travel in small groups with their own agendas, while others act in service of a boss.

Minions can be very powerful, but they are more susceptible to the players' special abilities than bosses.

Consider giving powerful minions one or two special features.



### BOSSSES

**10** HP — **4** ATTACK

Bosses are special characters of exceptional power and importance. They are major characters who should each have a goal they are working toward, whether it's to take over a town, guard their dungeon, or simply to prey on adventurers. They should operate in the background and affect the world even if they are not present in a scene. Because they're so powerful, bosses usually attract crowds of minions that do their bidding.

Bosses already innately have special protections against some of the players' more powerful abilities, but you can give them even more power by granting them a few special features.

## 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.

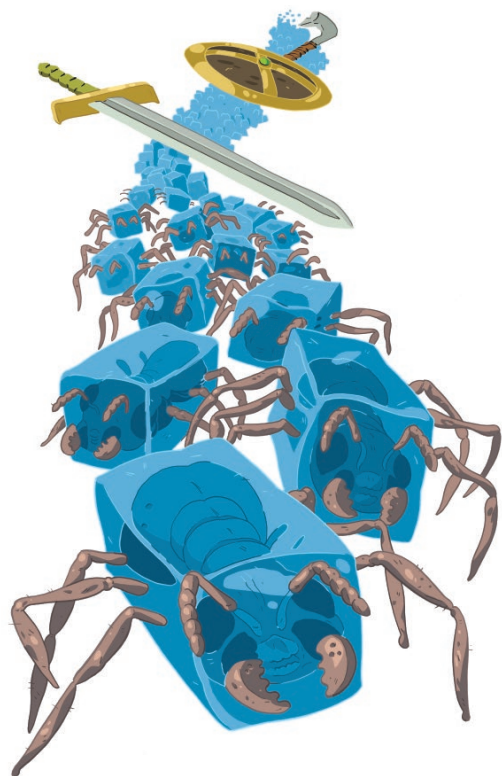
When first encountering a horrifying creature, players must roll the die. If they fail, they are frozen in fear and lose their first turn.

### 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.

## NPC FEATURES



### 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.

### PROTECTION

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

**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.

### SHAPESHIFTER

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

### 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.



## COMBAT

It's your job to keep track of turns and rounds in combat to make sure everyone gets an equal opportunity to act.

When the players fight their adversaries, you take turns for the NPCs. You must privately keep track of the NPC's hit points and equipment.

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

You decide the order of turns for both the players and the NPCs. Do what makes the most sense in the context of the story. For example, if the party's Fighter bursts through a door to find a gang of bandits, it might make sense for the Fighter to act first.

## 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. And during the Guide's round, each NPC takes a turn to do the same. Describe the consequences of each creature's action immediately after they do something.

Here's an example of what that might look like:

### ROUND 1: THE PARTY

The Fighter bursts through the door, discovering murderous bandits who have kidnapped a commoner. The Guide lets The Fighter act first.

- The Fighter draws their sword and attacks the nearest bandit, killing them.
- The Spy is next through the door and throws a dagger at a bandit, missing.
- The Doctor is last through the door and casts a spell on The Fighter.

### ROUND 2: THE BANDITS

- The bandit closest to The Fighter screams in horror and retreats.
- The last remaining bandit draws their crooked dagger and stabs The Fighter.

### ROUND 3: THE PARTY

Because The Fighter was just hurt by a bandit, The Guide decides they stumble backward a bit, giving the Spy an opportunity to go first and redeem themselves for their previous miss.

- The Spy scores a triumph on a basic attack, killing the last bandit and ending the fight.

## COMBAT DIFFICULTY

Every player and party are different, so there's no way to create a perfect encounter for them. Sometimes you'll give

them something too difficult or something too easy. You'll only learn what your players are capable of handling by playing the game. That said, you can use a basic formula for combat difficulty to present the party with appropriate challenges.

First, add up the current hit points of the entire party. For example, if the party has 4 players at full health, they have a total of 40 hit points.

Then, look at all of the NPCs in your encounter. Add together:

- Their hit points.
- The highest possible amount of damage they can deal in a single turn.
- The number of NPCs in the group.

This number is your **DIFFICULTY RATING**.

If the difficulty rating is roughly equal to or greater than the party's HP, it is a deadly fight that will push their limits. If the difficulty rating is between 50 to 80 percent of the party's HP, it is still deadly, but should be a fair fight.

Consider this group of minions to calculate an example difficulty rating:

- Four pack wolves (16 HP / 8 damage).
- One alpha wolf (6 HP / 4 damage).

These add up to a difficulty rating of 39 (22 HP + 12 Attack + 5 NPCs).

## THE FIRST PLAY SESSION

You should organize the first play session for your group. It's best to pick a date and time when everyone can comfortably meet for a few hours without any distractions.

The players don't need to memorize all the rules before you get started, and it's okay to learn some things on the fly. But as the game's referee, you should come prepared with a good understanding of how the game works.

## CREATE PLAYER CHARACTERS

Make sure everyone has a character profile, a character worksheet, and a 20-sided die.

The players should begin by completing their character profiles. Then, they should choose their special abilities and starting equipment.

It's okay to choose these things when you meet, but it can help if the players choose their role and abilities in advance. Knowing these choices can help you create challenges that take advantage of the characters' skills. For example, if the party has a Doctor who can speak to the dead, you might create a ghost who they can gather clues from.

We strongly recommend that each member of the party choose a different role. This can help balance the game and make everyone feel like they have a unique contribution to make. If you are using the Quest Core Deck, this also ensures that everyone gets a full set of cards for their role.

## THE FIRST SCENE

When everyone has their characters ready, you can begin the game. Here's a good way to get started.

**PLAYER INTRODUCTIONS.** When the players are finished filling out their profiles, have them introduce themselves to the table out of character by reading the sheet aloud.

**INTRODUCE THE WORLD.** Help your players get situated in your world by giving them some basics about how it works. Start high up by describing the setting and atmosphere. Feel free to mention a

popular movie or book as an easy way to explain what the setting is like.

**ESTABLISH THE PARTY.** When you begin, tell the party how their characters know each other, or let them decide. If the players' characters don't already know each other, have them make introductions.

**SET THE SCENE.** Then, zoom in to the particulars of where the players are located when they begin the game. Describe what they sense and what's happening around them.

**CALL TO ADVENTURE.** At this point, you need to give the players a reason to speak and act. This is when you introduce your first adventure hook. Maybe the players overhear someone talking about a secret treasure.

**BEGIN THE CONVERSATION.** When you've presented the party with a reason to act, it's time to let them decide what to do. Ask them: "What do you do?"

## MANAGING PLAY SESSIONS

### WRAPPING UP

Before everyone leaves, make sure the players' character worksheets are updated. Each player receives 5 AP as a reward for playing.

Feel free to award players some additional AP if you want. Here are some situations you should consider:

- A player said or did something really funny, dramatic, or surprising.
- Someone played their character's role in a convincing way.
- A player was helpful, patient, or did something else that made the game better.
- A player communicated really well.
- You think the party needs a boost to be able to enjoy the next session.

It can also be useful to spend some time at the end of your session looking back on what just happened.

You can reward each player an additional 1 AP for sharing their thoughts about the session you just played. They can give you their thoughts at the table or send them to you in private afterward.

It's nice to ask:

- What was your favorite moment?
- What happened that you want more of in the future?
- What happened that you want less of in the future?
- What do you want to do next?

### LONG-TERM PLAY

If you want to tell the story of an epic adventure, find a group of players who are willing to get together regularly. Each session you play can continue the party's story and allow the characters to grow and change over time.

Take extra time to build major characters and organizations that affect the world around them. These characters and organizations should be doing things in the background of your story. Think about how they affect the world when the players ignore them for too long.

In a long-term game, it helps to start small and build your plot over time. Make sure you balance the highs and lows of your play sessions by spreading out pivotal moments. Think of it like a good television show: it doesn't work if

the world is about to end every episode. Don't put too many twists in the story.

It's especially important to take notes when you are running a long-term game. You can surprise and delight the players when you bring back things from earlier in the adventure. For example, if the players help someone on the side of the road early on, you can have them appear in the story down the line as someone important who decides to repay the adventurers for their generosity. Or if the players wronged someone in passing, perhaps they've been stewing quietly in the background, waiting for revenge...

## ADVANCED RULES

### GROWTH

Every group and story are different. You can adjust the pace of your game to fit your needs.

If you are playing a single session and want to tell a dramatic story about powerful player characters, you can have them begin the game with more than 6 abilities.

- With 12 or more abilities, the players are highly competent and can handle lots of different challenges.
- With 20 or more abilities, the players are extremely powerful and can deal with many world-shaking threats.

On the other hand, if you are playing a long-term game and want the players to grow more slowly over time, you can reduce the rate of learning. If you want to spread a game out over more than 20 sessions, consider having them learn a new ability after every other session.

If you want to control the players' growth more directly, you can have them learn new abilities when they complete goals in the story.

### RATE OF PLAY

Adventure points are meant to limit the players from using their most powerful abilities all the time, but you may need to adjust how often they gain AP.

The base rate of AP gain (5 per session) is based on sessions that last about 3 hours each. If you run sessions that are longer than 3 hours, you may need to increase the rate of AP gain to let your players use their abilities throughout your session.

You are free to reward AP whenever you need to, whether it's to make sense of the story or just to help the players have more fun. For example:

- You "fast-forward" months or years ahead in the story. You give the players additional AP to reflect the passage of time.
- You didn't expect the session to last this long, and the players all ran out of AP. You give them more to help them have fun and advance the story.
- The players routinely need more AP, so you increase the amount they earn for winning fights.

### QUIRK

The easiest way to let players be creative with their roles is to grant them a quirk. This lets them learn a single ability belonging to a different role. Consider granting a quirk to a player who has a really interesting reason to use one.

For example, perhaps the party's Fighter imagines they are a former Ranger who abandoned their life in the outlands but still keeps some of their old oral traditions. You let them learn the Speak Myth ability. Or perhaps the party's Spy is a failed Magician from a former life. You let them learn the Magic Tricks ability.

You can grant a quirk at the beginning of the game or as a reward based on a character's unique behavior.



## ADVANCED RULES



### DUAL ROLES

To make things more interesting, you can consider letting one or more players combine two roles. Players with a dual role can learn any of the abilities from each role, including legendary abilities.

They must still learn abilities in order within each learning path, and begin the game with six abilities.

Players with dual roles can learn up to 25 abilities. After reaching 25 abilities, they can still learn a new ability by forgetting one they already know.

### NO ROLES

If you want to try an extreme form of custom play, consider placing no restrictions on mixing roles. With no roles, players are free to choose any combination of abilities from any of the roles. In the no roles format, you should still have players learn abilities in order within each learning path.

If you use this form of play, limit the total number of abilities each player can learn to 20. Stretching beyond this number can make the game overly complicated. This mode should only be used by experienced players and Guides.



## THE TREASURE CATALOG

# Add wonder and delight

You can reward the players with curious and magical items to grab their attention and keep them hooked on adventure.

Getting treasure is one of the best parts of the game for the players. When they delve a dungeon, defeat a villain, solve a mystery, or complete a quest, you should consider offering a tangible reward.

Treasure can do anything in your story. It can help the heroes, hinder them, make them see the world differently, or even spark the beginning of a long adventure.



## HOW TO USE 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 your story.

**UNCOMMON.** These items are more valuable and curious than the common goods seen by most people. Consider offering uncommon items as rewards for minor encounters, like defeating a band of minions, or as curiosities traded in the back room of a special store.

Feel free to offer one or more uncommon items each play session.

**RARE.** These are exceptional items of great value that are very difficult to find and often well-guarded. You should offer a rare item as a reward for a difficult series of challenges.

It's good to give a rare item to the party once every 2-3 play sessions.

**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.

Offer a legendary item when the players complete a major story arc, or about once every 7-10 play sessions.

**SUPREME.** These are items of such incredible power that the consequences of their use ripple through the omniverse. Only grant these items if you want their unique features to dramatically change your story.

### MANAGING TREASURE

Items are important.

The promise of treasure can draw the players into adventure. They will use treasure to trade for things they want, so feel free to liberally hand out uncommon items.

Give thought to the items you present to the players. Just like with your NPCs, make treasure belong where it appears. Think about why it shows up where it does, who wants it, and what happens when the players get it. Every item can have consequences for your story.

If you give the players an extremely powerful item, think about how it affects the world around the players.

Treat Legendary and Supreme items like magnets that attract covetous NPCs.

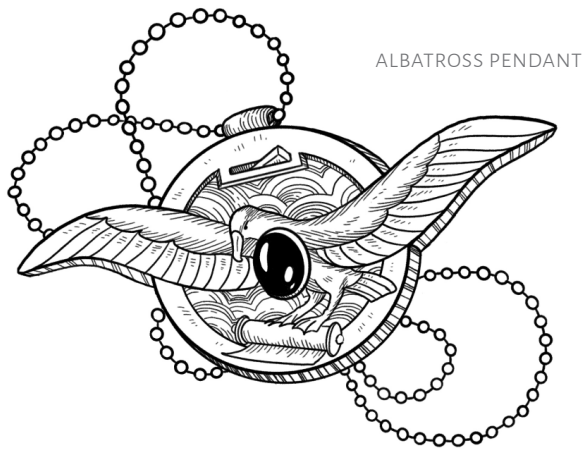
When you give the players potent items, you can keep their effects or powers secret at first. Consider describing some items they find without naming them. You can let the players investigate the item to find out what it does, or wait until they activate it by accident!

### IMPORTANT SYMBOLS

**2** This is how much damage an item deals when used to attack.

**1** Some items have an activation cost, just like abilities. This is how many adventure points the user must spend to activate the item's special powers.

## UNCOMMON



ALBATROSS PENDANT

### ALBATROSS PENDANT

This is a magic communication device that receives a dispatch once a day from the Albatross Press. The pendant emits a pulsating glow when it has a new dispatch. When the pendant's switch is activated, it emits an audible message with the top recent news headlines.

### ARCHIVE

The archive is a talking crystal ball that is programmed to recall information stored inside. When held by a creature, they can telepathically

transmit information to the ball. That information can then be retrieved by anybody who queries the ball. The archive imprints the creator's voice and thoughts, but it can only repeat what it is told when it is asked a question.

### ATLAS INCOGNITO

This is a book of 10 magic stamps produced by various underground organizations. When a stamp is removed from the book and placed on a map of a town or city, it reveals on the map the name and location of one of each of the following:

- An underground marketplace where stolen goods are traded.
- A popular safe house for criminals.
- A popular establishment where illegal services are offered.

### BLINK BLADE

**2** This is a magic sword with an incantation engraved in its fuller. (The Guide will tell you what the engraving says.) When someone speaks the incantation while the sword is nearby, it instantly teleports into their hand.

### BRELL'S BOAT IN A BOX

A small wooden box containing a paper model of a sloop.

**2** When you set the boat in water with enough clearance around it to fully expand, you can activate it to transform into a real, working sloop. You may have the boat return to its paper model form at any time by patting the boat on the side and giving it some words of encouragement.

### BRELL'S CHARISMATIC COUTURE

Brell's Charismatic Couture is a line of magical shapeshifting garments that automatically find a perfect fit for their wearer. With the tug of an interior ribbon, these garments can also instantly transform slightly to express variations on their design and appearance. Authentic versions bear a shimmering magical B symbol on their interior lining that is said to be impossible to counterfeit.

## UNCOMMON ITEMS

**BRELL'S LIMITLESS LEDGER**

A magical networked codex that duplicates entries from linked journals. When an entry is made on a page in one of the linked journals, it automatically appears in the others.

**BRELL'S MAGNIFICENT MORSELS**

A tin of 10 delightful little candies, each with a touch of magic. The flavor of each candy is a surprise. Be careful: some creatures find them literally irresistible.

**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.

**DIM GRIMOIRE****ROLL THE DIE**

This is a notebook belonging to a student of magic. It contains poorly written notes and unintelligible magical incantations.

**4** You read from the book.

**20:** Well, it turns out the author of this book was actually a genius. You learn a legendary ability of the Guide's choice from either The Magician or The Wizard. The book's power fades and cannot be used again.

**17-19:** You learn the location of a legendary magic item.

**14-16:** You accidentally turn yourself into a sheep for the next hour. You retain your current hit points but can't speak or use abilities.

**11-13:** The book releases a deafening shockwave, shattering all glass objects within 1 kilometer.

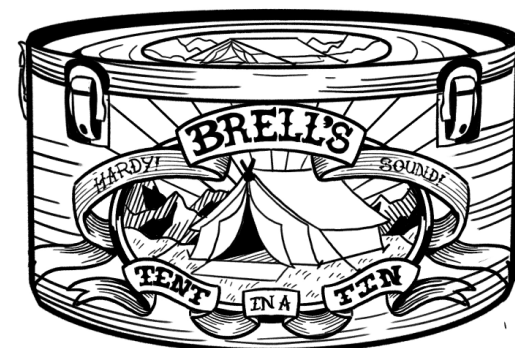
**8-10:** You hear the howling of demons in your mind. The book's real owner senses your location. They are coming for you...

**5-7:** You glimpse ultimate horror and are overcome with dread when the Dim Grimoire is nearby. You can't use your abilities when the book is near.

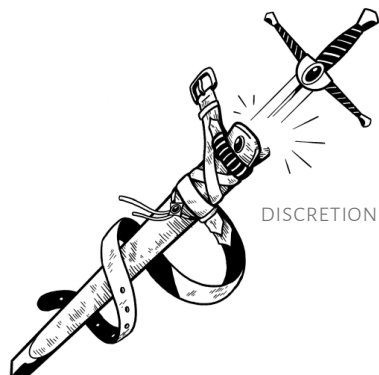
**2-4:** You accidentally absorb an NPC spirit that was imprisoned in the book. It cannot control you, but it can speak to you in your mind and witness everything you do. It can only be removed with Banish (p. 73).

**1:** The book explodes in brilliant prismatic fire and is destroyed, dealing 4 damage to every creature nearby.

BRELL'S TENT IN A TIN



## UNCOMMON ITEMS

**DISCRETION**

This is a common-looking leather scabbard that can hold bladed weapons. Whenever a weapon is seated inside of the scabbard, the weapon becomes invisible, making the scabbard appear empty. When the weapon is removed, it becomes visible.

**FIELD MONITOR**

Field Monitors are magic maps produced by a guild of cartographers. Each map is designed to provide information about a specific region of the world. You can ask the map questions about major towns, cities, and landmarks in the region it covers. Magic ink then appears on the map, showing information about your request. You can ask the map for any of the following:

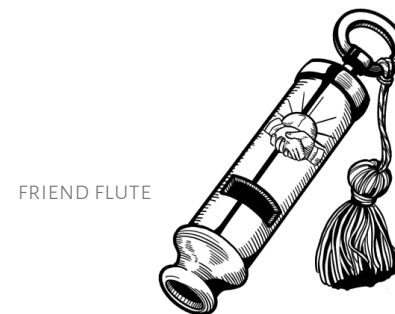
- The location and a brief description of a popular landmark or monument.
- The name and location of a highly rated lodging and dining establishment, and the specialty it's known for.
- An interesting piece of trivia about a town, city, or region.
- The location of any fine establishment where Field Monitor gear is sold.

**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.

**GLITTER BOMB**

This is a single-use pouch of magic



glitter that tingles the hands of anyone who touches it. When thrown, the pouch explodes on contact, sending a cloud of glitter in the air that touches everything nearby. The glitter dispels invisibility on any creature or object it touches, instantly revealing them. Anything revealed by the glitter bomb sparkles for the next day.

**GOAT SIMULATOR**

This is a magic stuffed toy goat with a bell collar.

**1** When you place the bell collar on the toy, a life-sized illusion of a goat appears somewhere random nearby. The goat looks, smells, and feels real to the touch. It has 4 HP and vanishes at 0 HP. The illusion immediately acts with the kind of chaotic mischief typical of genuine goats. Keep away from small children.



## UNCOMMON ITEMS

**HEALING POTION**

This is a small vial of clear, odorless magic liquid. Each vial contains one use, and drinking it restores 4 HP. It tastes foul. If you drink more than one potion in a single day, you become permanently resistant to its effects, and drinking healing potions in the future will only restore 2 HP.

**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.

**LIGHT TRAP**

The Light Trap is a magic glass orb that instantly captures and stores nearby light when it is squeezed. Each time the orb is squeezed, the new capture overwrites the old one. When placed on the ground, the orb creates an illusion that overlays the real world nearby. When standing inside this illusion, you can see the light field the orb captured, as if you are standing in a photograph.

**LYING LYRE**

This magic lyre guides its user's hands to produce a beautiful song, lying to its audiences about its owner's musical talent. It only knows one song.

**MAGIC POTION****ROLL THE DIE**

A vial filled with one dose of viscous liquid that has unpredictable effects.

20: You are instantly affected by Restore (p. 67).

15-19: Your hit points are fully restored.

14: You can use Whisper (p. 86) at will with no AP cost for 1 hour.

13: You are affected by Calcify (p. 68) for 1 day.

12: You grow gills on your neck and can breathe underwater for 1 day.

11: You are affected by Pegasus Cloak (p. 94) for 1 day.

10: You can use Blink (p. 95) at will for no AP cost for 1 hour.

9: You become invisible for 1 hour, and the invisibility does not fade if you attack.

8: All of your footsteps become completely silent for 1 day.

7: You speak your thoughts out loud uncontrollably for the next hour.

6: You forget languages for 1 day.

4-5: You are affected by Nox (p. 70) for 1 hour. The Guide chooses the effects.

2-3: You are hit for 6 hit points.

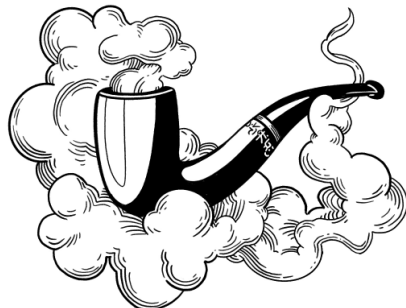
1: Your maximum HP is reduced by 2 until the Restore spell is cast on you.

**MISCHIEVOUS MARBLES**

This is a bag of marbles that feels slippery to the touch.

**1** When the bag is opened, the marbles spill out. They roll around, seeking out any creatures nearby who they might trip. The marbles are especially interested in people who are carrying things, like servers carrying a meal, or children holding ice cream cones.

NOT A PIPE



### NOT A PIPE

This is a pipe...

**2** When you use the pipe to smoke something (the pipe does not mind what you put in it), it begins to rapidly produce a thick magic fog centered on you, filling the air nearby within seconds. Creatures inside the fog cannot see beyond their reach. The fog disperses after 10 minutes or if the area is affected by strong winds.

### PERMANENT SOLUTION

This is a small glass dropper filled with a gray magic liquid. There is enough liquid inside to dispense 6 bead-sized drops. A single drop is enough to permanently bond two things together within 10 seconds. For example, by placing a drop of Permanent Solution inside a weapon's scabbard and then

## UNCOMMON ITEMS

putting the weapon back inside, you can make it impossible to remove the weapon from the scabbard.

There is no limit to the size of the things you can bond, but the solution does not make them stronger; if enough force is applied, the bonded objects may break around the point of contact where they are bonded. The bond can only be broken with the Undo spell (p. 98).

### PORTABLE POTENT POTABLE PROBE

The Portable Potent Potable Probe is a small box with a magic dish inside that can be used to detect poison. When liquid is placed in the dish, the box briefly conjures an illusory servant nearby. If there is no poison, the servant nods at you and vanishes. If poison is detected, the servant pretends to cough and die. The servant is not a

PERMANENT SOLUTION



trained actor, and its performance is a little much.

### QUIPLASHER

**3** This is a sentient magic whip that is always listening to what's said nearby. In its default position, it is locked in a stiff coil. If the whip hears a witty one-liner, it relaxes, and you can use it to make an attack on a nearby creature. Once the whip strikes a creature, it becomes rigid again.

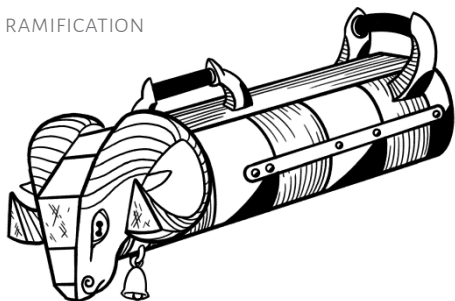
### RAMIFICATION

This is a small magic battering ram with two handles that can be used by a single person.

**3** When you activate the ram, you can use it to hit and break a wooden door of any size. The door shatters into tiny splinters.

## UNCOMMON ITEMS

RAMIFICATION

**REGISTRAR**

The Registrar is a magic book that automatically senses and records the most commonly used name of a creature that passes nearby and the time and date of their passage. (For example, if a creature known by a nickname passes by, it records the nickname.)

**REPEATER**

**4** This is a compact magic crossbow that straps to the user's forearm. The Repeater has an internal magazine of four magically guided bolts. When fired on a target in range, all four bolts are released rapidly, dealing 4 damage (1 per bolt). The bolts are guided magically to the target. You cannot use it again until it is reloaded.

**2** The Repeater reloads itself and can be used again.

PORTABLE POTENT POTABLE PROBE

**SILVERY HORN**

This enchanted, pocket-sized horn can send messages far and wide.

**2** You speak into the horn. It has the same effects of the Aura's Silvery Broadcast spell (p. 97).

**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.

## UNCOMMON ITEMS



THE CATCHER

**THE CATCHER**

This is a single heavy metal gauntlet that has an abrasive pad on the palm.

**1** While wearing the gauntlet, you can grab a bladed weapon that is about to strike you. Grabbing the blade prevents an enemy from hitting you, even if their attack was successful. You may take the weapon from them.

**THE HOWDY DOODAT**

This is a magic candle that makes a noisy fizzling sound when lit and sheds light nearby. When light from the candle touches an illusion, the surface of the illusion begins to sparkle. If the source of the illusion is nearby, like the caster of an illusion spell, they also begin to sparkle from the candle's light. The candle has enough wax to burn for 1 hour.

**THE LAGNIAPPE**

**3** A weapon with a little extra. The Guide chooses its form. (It might be a sword, a bow, a staff, or something else.)

**THE LEFT-HANDED SMOKE SHIFTER**

The words "left-handed smoke shifter" are etched on the surface of this otherwise plain metal rod. The rod is enchanted with a curse that affects anyone who is currently holding it. Any commoner or minion holding the rod is amenable to accepting impossible quests. For example, if you send them on an errand to retrieve an item that does not exist, they will begin to pursue it with relentless zeal. This effect ends if they stop holding the rod.

**THE SURE SHOT**

**2** The Sure Shot is a magic bow that aids the user with their aim by gently guiding their arms to align with a target in their mind's eye. As long as there are no enemies within reach while using the bow, you can upgrade a failure to a tough choice and a catastrophe to a failure.



THE HOWDY DOODAT

## UNCOMMON ITEMS

**TRICKY TICKET**

In its default form, this is a sheet of 6 silvery magic tickets that have no markings. When you tear a ticket from the sheet when a ticket collector is nearby, it senses what they want to see and transforms into a forgery of a real ticket. The forgery shows all of the relevant information required to make it seem authentic.



UNTAMED MAGIC BROOM

**UNTAMED MAGIC BROOM****ROLL THE DIE**

When you straddle this broom, you may ask it to let you fly.

20: The broom accepts you, becoming a Tamed Magic Broom. You can now safely activate it for 2 AP whenever you want, allowing you to fly with it for 1 hour.

11-19: The broom decides it is in the mood to fly and lets you ride and direct it for the next 10 minutes.

6-10: The broom thinks you want it to clean something. It begins floating around, sweeping up any loose bits into piles.

2-5: The broom decides it is in the mood to fly, but not with you. It shoots up into the air, ejecting you forcefully, and pursues its own agenda for the next hour before returning to you.

1: The broom tires of you and your games. It flies off into the distance. You don't know if it will return to you.

**THE TRUE WITNESS**

This is a set of magic glasses that are linked to each other. One pair is called The True Witness, and the other is called The Receiver. When a creature is wearing The True Witness, they broadcast what they are seeing to The Receiver. When a creature wears The Receiver, they see exactly what The True Witness is looking at in real time.

**WRAITHFIRE BOMB**

A dark crystal orb, the size of an orange, that contains a volatile magical charge. When thrown, it explodes in a small radius on contact, igniting anything within a few meters of the point of impact in searing, ethereal flame. Creatures touched by the flame take 4 damage and writhe in agony.



## RARE

### ABDELLAHI'S SCEPTER

**2** This magic scepter feels cold to the touch. When picked up, it curses its owner with a chill aura until the scepter is destroyed. The owner can cast the Freeze spell (p. 60) at will.

### ABYSSAL BRAND

**2** The Abyssal Brand is an edged weapon forged by a conniving demon. On a triumph, the target hears dark whispers from the demon, causing it to take 4 additional damage. Once picked up, the weapon curses its owner. At any time, the demon who forged the weapon can whisper thoughts into the cursed owner's mind.

### ACCURSED BAND

This is a translucent magic bracelet that can detect spirits. When a spirit creature is nearby, a glowing blue rune appears on the bracelet. A similar rune appears for each spirit creature nearby. The band lets the wearer use the Commune With the Dead spell (p. 69) at will for no AP cost.

## BIG BELT OF STRONG STRENGTH

This is an unusually large belt. When you wear it, you feel unusually strong.

**1** You channel the belt's magic power, granting you the ability to lift things as heavy as elephants for the next 10 seconds.

## BONEBREAKER

**2** This giant hammer has been imbued with magic force that accelerates the weapon as it is swung toward a creature, sending reverberating shockwaves through its body. On a triumph, the weapon completely shatters the creature's bones, if it has any.

## CHAOS PEARLS

A bag of luminescent magic pearls. (When you first find the bag, roll the die. The result is the number of pearls inside.) When you throw one of the pearls nearby, it explodes with invisible magic force, releasing a shockwave that knocks down all creatures nearby, damages weak objects, and sends small things flying about the scene.

## DAWNBRINGER

**2** This greathammer is imbued with radiant light by an archmage who worshipped their world's north star.

**2** You raise the hammer in the sky and utter the phrase: "Day unto dark, dark unto day: I call for the light from on high." When activated, the hammer emits the blinding light of a star. Any creature that can see the light of the hammer and has their eyes open is blinded for the next minute.

## DEATH ADDER

This is a small, golden, magic tally counter that can count as high as 7 digits. Whenever a person dies nearby, the counter automatically increases by 1.

**1** The Death Adder reveals the cause of death for its most recent tally.

## RARE ITEMS



DAWNBRINGER

**DEFIANCE**

**2** This silvered short blade grants the wielder immunity against magic that affects the mind. But this protection has a cost. Defiance curses its owner with overconfidence, rendering them unable to rationally evaluate danger. While cursed, you are unable to perceive whether situations pose real danger to you.

**DRACONIS**

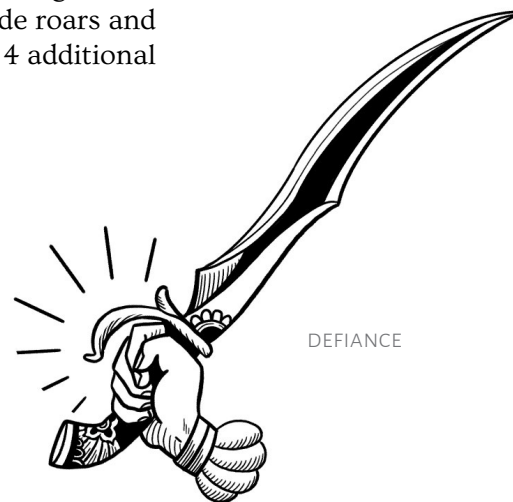
**2** Draconis is a longsword said to have been forged in the flame of a dragon's breath. When the sword is unsheathed, it begins to glow red-hot, as if it just emerged from a forge. On a triumph, the sword's blade roars and explodes in flame, dealing 4 additional damage.

**DRESS OF MANY POCKETS**

This magic dress deceptively appears to have no pockets. In fact, it has many.

When wearing the dress, you may press an item against it that you wish to stash. A seam silently opens, creating a portal to a pocket-sized shadow plane. When the item you wish to pocket is deposited, the seam closes. The seam reopens any time you wish to retrieve the item. You may store up to 10 items in the dress, and these items do not count against your inventory limit.

If the dress is ripped apart or destroyed, any items stored inside immediately fall out.



DEFIANCE

## RARE ITEMS

**GIDEON'S SHROUD**

A knee-length flowing black cloak that appears to glisten under moonlight. The shroud makes the wearer undetectable by clairvoyance magic. Any being attempting to spy on the wearer of the shroud feels confused and gains misleading information.

**LICHBLADE**

**2** The weapon of a banished lich, this withering sword feels chill to the touch and casts a malevolent aura felt by all creatures nearby. The sword's user recovers 1 HP each time it deals damage to a creature, as the sword devours the life force of its victim. The sword's original owner can sense its presence from afar and wants it back.

**MASTERWORK**

**3** This is a weapon of incredible quality that still bears its maker's mark. There are only a handful of copies like it.

**NEEDFUL GIFT BOX**

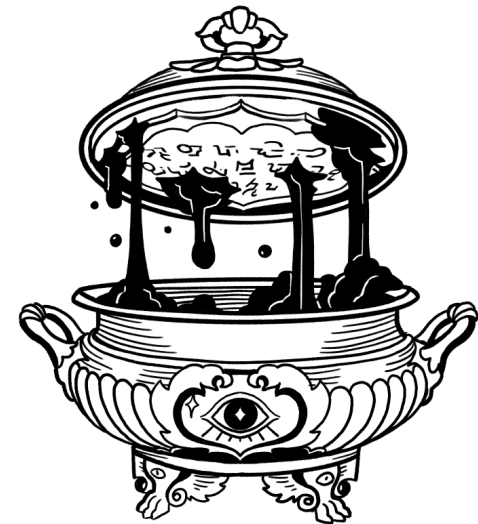
This is a small wooden box with nothing inside. When the owner of the box is negotiating a trade, the box can sense an object of value that the other party desires. A convincing illusion of the object then appears inside the box that feels real to the touch. The illusion permanently disappears if it spends 1 minute outside of the box.

**PERSPICACIOUS POT**

This is a large magic pot made of fine silver. When the lid is closed, a portal to an unknown shadow plane opens inside, and the pot's contents are temporarily devoured. One minute later, the contents are spit back into the pot, returning slimier than when they entered. When the contents return after being devoured, a recipe for how to create the item, including its ingredients or parts, appears etched on the side of the pot.



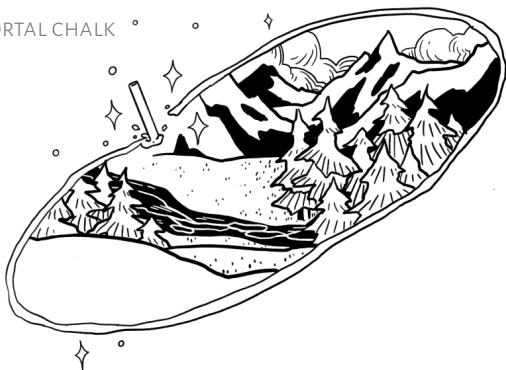
GIDEON'S SHROUD



PERSPICACIOUS POT

## RARE ITEMS

PORTAL CHALK

**PORTAL CHALK**

This is a brilliant stick of chalk that flickers as if a candle is inside of it. You can use the chalk to draw a closed shape. As soon as you close the drawing, the area within the shape becomes a portal that teleports anything that passes through it.

You must draw a second portal for the first one to become active. When you have two portals, they become a gateway to one another. The chalk crumbles to dust as soon as the two portals become active.

**PROFESSOR PRIM'S MIND EXPLODER**

This is a bitter magic tablet that dissolves in a glass of water. When you consume the drink, you forget an ability you already know, and learn a new one of your choice.

**SCINTILLATING WAND**

This colorful wooden wand makes you feel giddy with mischievous thoughts when you hold it in your hand. You can use the wand to cast the Scintillate spell (p. 89) at will.

**SCRYING SPHERE**

This is a magic crystal ball that's the size of an apple. Scrying spheres are traditionally stored in velvet pouches and concealed by silken cloths. The sphere makes a noticeable and ongoing ringing sound that echoes nearby when it is uncovered.

**1** When you hold the sphere and gaze into it, you can use the Scry spell (p. 97). You may only activate the sphere once per game session.

**SCION**

Scion is a magic pincushion. When a pin coated with a creature's blood is pressed into the pincushion, Scion audibly whispers the family names of the creature's closest blood relatives.

SERPENTINE STAFF



## RARE ITEMS

**SERPENTINE STAFF**

**2** The Serpentine Staff is a magic snakewood staff made by ancient druids. A golden ouroboros symbol is etched into the base.

**1** You whisper a magic word to the staff, causing it to transform into a viper. The viper is a magical illusion that you control. You share a telepathic bond with the viper and can command it to move, act, and attack. It has 4 hit points and its attacks deal 1 damage. You may have the viper transform back into its staff form at any time. If the viper is killed, it automatically transforms back into the staff.

**SPELL SCROLL**

These are scrolls bearing the signature or mark of a spellcaster that are enchanted with their knowledge of a single spell. Any person holding a spell scroll can read the words on it to activate the spell. Not all spell scrolls are clearly marked with their effects. The Sense Magic ability (p. 97) can be used to identify the spell contained in a scroll.

**SPIRIT TRAP**

This is a magic crystal orb that attracts spirit creatures nearby. Any spirit creature that comes within reach of the trap is automatically captured by it and imprisoned inside. (It cannot attract or capture bosses.) Each trap can only hold one spirit creature at a time. When a spirit is trapped inside, a hazy portrait of its corporeal form can be seen by gazing into the orb. Spirits can only be released from the orb by shattering it.

**THE BOUNCER**

This is a magic buckler with a strap that feels like it always fits perfectly. If a foe within reach attacks you with a weapon and rolls a failure, you may have their attack bounce off of your buckler. They hit themselves with their attack instead, damaging them for 2 HP.

**THE COMPENSATOR**

**2** In its normal state, this is a humble-looking broadsword with heavy signs of wear. Whenever the sword makes contact with another weapon, the blade instantly morphs to become twice as large as the weapon it touched.

**THE EAGER EDGE**

**3** This is a sentient magic sword that loves to be used. Every time a fight begins, nearby creatures can hear the sword excitedly say, "Here we go again!" Your first attack with the sword in a fight is automatically successful. But if you back down from a fight or avoid one altogether, the sword will loosen itself from your body, fall to the ground, and attempt to slide toward someone else nearby.

**THE MIRACLE SPONGE**

This is an otherwise normal sponge, except for the fact that it is also a magic portal to a shadow plane. The shadow plane connected to the sponge acts as a reservoir, allowing the sponge to rapidly absorb enough liquid to fill a swimming pool or small pond. Squeezing the sponge releases the stored liquid at the rate a normal sponge would.



## LEGENDARY



A MAGICIAN'S KEY

### A MAGICIAN'S KEY

This is an obsidian skeleton key with a simple tooth that can fit inside a door's lock. Whenever you hold the key, you catch a fleeting feeling, as if someone is visiting your mind.

**5** You turn the key in a door's lock, creating a Shadow Haven (p. 87) of the dwelling the door leads to. You control it.

### ANCIENT RANGER'S POUCH

This is a pouch whose leather hide is so old that it is nearly fossilized. The pouch

is filled with seeds. (Roll the die when you first receive the pouch. The result is how many seeds are inside.) When you plant one of the seeds, it grows into a full-sized sentient tree creature within one week. The tree knows who you are and considers you a friend for life.

### BANE

**2** Bane is a magical dagger once wielded by a jealous lover. Once it is picked up, the dagger attunes itself to its owner. When the dagger is unsheathed, it may try to charm a nearby creature that can see it, except for members of the party. The Guide will ask you to roll the die when Bane tries to charm a creature.

On a success, the creature is charmed: they covet the dagger, and it becomes their greatest worldly desire. Any creature affected in this way will regard the dagger's owner as their mortal enemy, and for the next week, they will relentlessly pursue their destruction at any personal cost. All damage dealt by the weapon has a corrupting effect that permanently decreases the target's hit point maximum by the amount of damage dealt.

### BLOOD PACT

**4** The Blood Pact is a sentient blade that curses whoever picks it up. The blade demands that those cursed by

it kill a creature at least once per day. While holding the blade, the wielder feels intense pleasure from drawing blood with it.

If those cursed by the blade do not kill a creature by the end of each day, the blade steals 1 HP from their hit point maximum. (This effect cannot bring a player below 1 max HP.) The maximum HP is returned when the cursed creature quenches the blade's thirst.

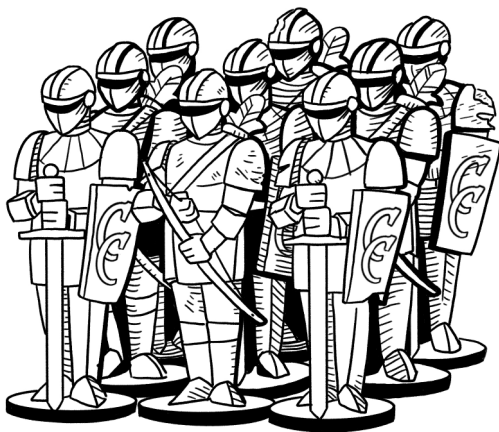
The curse can only be lifted by destroying the sword, and the sword can only be destroyed by killing the spirit creature who is linked to it – wherever they are.

### CLOAK OF A HUNDRED BILLION STARS

This is a shimmering blue cloak that drifts in and out of material form as it is stroked by an ethereal cosmic breeze. Any creature that looks at the cloak is momentarily transfixed and feels humbled by the incomprehensible expanse of the omniverse. When worn by an Invoker, the wearer can use the Invoke ability (p. 42) at will for no AP cost.

## LEGENDARY ITEMS

CONWAY'S COMRADES

**CONWAY'S COMRADES**

This is a set of 9 magic toy figurines in a beautifully carved wooden box. A golden plaque inside the box reads: "Fine Company In Case Of Catastrophe."

**4** When the figurines are placed on the floor in a battle formation, you can speak a magic command to activate them. They instantly transform into a group of life-sized soldiers armed with swords and bows. (The group is treated as a single powerful creature with 10 HP and 4 Attack.)

The soldiers are not conscious and do nothing except for what they are told. You may command the soldiers to perform actions in unison on your turn. If the soldiers are reduced to 0 HP, they revert to their form as toy figurines.

**COSMIC PURSE**

This is a magic bag with a golden tie whose silky fabric looks like the glimmering surface of the night sky. The bag's dinner plate-sized opening is a portal to its own private shadow plane where an unlimited number of items may be stored and sorted in secret. When you reach into the bag,

your hand will grasp any stored item that you are currently imagining. Items stored in the bag do not count against your inventory limit. If the bag is ripped or destroyed, all of its contents are tossed out of the opening as its shadow plane closes.

**CREIGHTON'S FASCINATORS**

This pair of tall black boots is adorned with wondrous stitching and a permanent shine. They fill the wearer with a robust feeling of confidence and make them feel as if they're walking on clouds.

While wearing these boots, you cast an aura of leadership. Commoners nearby will listen to you speak if you try to grab their attention. If they are not hostile toward you, they will join a cause you earnestly espouse, like backing a new leader or supporting a civic proposal. The wearer of these boots will often find themselves invited to exclusive places.

**5** While wearing the boots, you can recruit a dutiful companion according to the rules of the Attendant ability (p. 38). You may only have one recruit at a time.

CREIGHTON'S FASCINATORS



## LEGENDARY ITEMS

**ECHO**

Echo was a ring belonging to a legendary assassin who hunted magic users across planes of existence. Whenever a harmful spell successfully takes effect on its wearer, the ring automatically duplicates the spell, immediately casting it on the spell's source.

**FABLE**

**3** This is a weapon that has been found again and again by heroes throughout time. It presents itself differently in appearance and form to match the style of each hero who finds it. When you pick it up, it binds itself to you until your death. If you and the weapon ever part, you can have it blink back into your hands simply by wishing it to return.

Fable is indestructible. It cannot be dinged, damaged, or undone in any way.

Until your death, all of your deeds are observed by the weapon and recorded by a central ledger of heroic deeds, somewhere in the omniverse.

**GUILLE**

Guile is a cameo brooch crafted by a powerful magician. After the wearer of Guile encounters a creature and has a conversation with them, the embossed visage on the brooch transforms into the face of the creature the wearer was speaking to. The item stores the likeness of each creature the wearer speaks to.

**1** On command, Guile projects an illusion, giving the wearer the appearance of a creature it has stored.

**GUNGROX'S COIN**

This is a smooth platinum coin from an unknown dimension whose embossed

symbols have nearly been worn into oblivion. Whoever picks the coin up becomes attuned to it and begins to feel its presence on their person, developing an urge to constantly turn it over in their pocket with their hands. Once per game session, you may flip a coin at the table. If the coin lands on heads, nothing happens. If it lands on tails, you may harness the coin's interdimensional power and randomize your role. If you randomize your role, take your cards and put them back in a Quest Core Deck. Then, shuffle the deck, and draw cards equal to the number you put in. You may use these abilities for the remainder of the game session.

**HARMONY**

This is a weathered wooden lute whose rosette is a magical singularity that resonates across the vastness of the omniverse. A short music sheet is etched into the neck.

**5** You play the lute's song, opening a two-way portal nearby that leads to a random place in the omniverse where great music is currently being performed. The portal remains open until you use the lute to play the song again.

## LEGENDARY ITEMS

**HARPER'S HAVEN**

This is a small stone figurine of a Naturalist holding a blooming flower. Once per game session, when Harper's Haven is placed on the ground, moss begins to spread out from the figurine. The moss covers all surfaces until the area nearby looks like a forest oasis. Creatures inside of this area hear the calming ambient sounds of the forest and they receive the benefit of a full rest while regrouping here.

**10** You activate the figurine, awakening its ancient magic. This has the effect of the World Wish spell (p. 65). The figurine is consumed by the spell instead of the user.

**JUNE'S BLANKET**

This is an old patchwork blanket that feels impossibly soft to the touch. It belonged to a legendary healer who spent her life bringing love and comfort to others.

**1** You whisper "be with them" to the blanket when draping it on another creature. If the creature is sad or suffering, they feel the weight of their troubles lift. They do not forget anything, but they are left with a feeling of peace, calm, and confidence for the next week.

**4** If you instead whisper "be with them, for they are forgiven," they feel the weight of their troubles lift and are also affected by the Forgive spell (p. 45).

**LORELAI'S WAND**

This wand once belonged to one of the omniverse's most powerful wizards, before they were lost on a journey to The Beyond.

You may choose to bind yourself to the wand's energy by holding it and verbally inviting its power. Upon making the bond, you feel the wand's power coarse through every part of your body – a painful but exciting sensation. The wand is now yours: it cannot bind to others until you die.

When you are holding the wand, your activated abilities now cost 1 AP less to activate, but cannot cost less than 1 AP. Additionally, the wand overloads your spells, causing any harmful spells to deal 50 percent more damage, rounding up. However, you may now only know up to 10 abilities. If you know more than 10, when binding yourself to the wand, you must immediately choose abilities to forget until you are left with 10 or fewer. If you have 10 abilities and choose to learn a new one, you must forget another ability.

## LEGENDARY ITEMS

## LOREN'S LUMINOUS STARGLASS

This is a finely polished brass telescope forged in the fires of creation. When you look into the eyepiece, it shows a pristine view of space in the direction you are pointing it. (The telescope ignores anything that would obscure the view, like objects, atmospheres, or daylight.)

**3** When you turn a switch on the side of the telescope, it shows you the nearest planet where life is present.

**9** By turning the switch forward an extra notch, the telescope opens a two-way portal nearby that leads to the most recent planet it has identified. The portal remains open until you turn the switch to its original position.

## MULTIVOIOUS MAP

A sentient map of the stars that loves to pontificate about possibility.

**1** You ask the map for help. It will suggest the most promising courses of action for the party. (This is effectively like asking the Guide for useful hints about where to go next.)

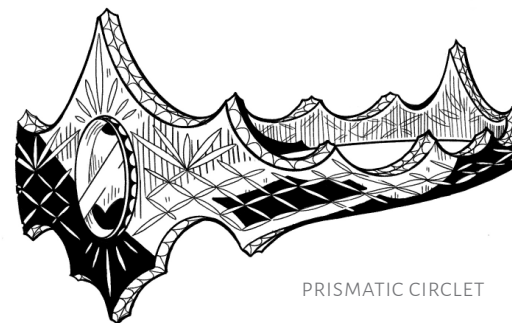
## NIGHTMARE

**3** Nightmare is a two-handed greatsword that appears to be impossibly black. On a triumph, the sword gives its target a waking nightmare for the next minute, rendering it completely unable to act. This effect is dispelled if the victim of the nightmare takes damage. If the wielder scores a catastrophe on an attack with the sword, they receive the nightmare instead.

## PRISMATIC CIRCLET

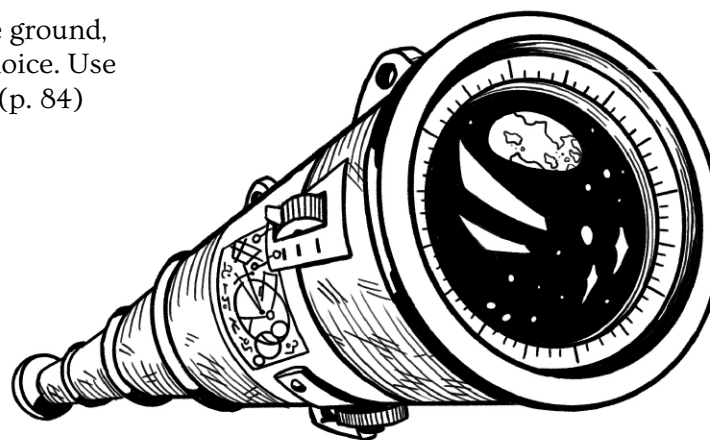
This crystal crown sparkles with prismatic colors. When the crown is placed on the ground, it can be activated to project a major illusion.

**3** You set the circlet on the ground, creating an illusion of your choice. Use the rules for the Mirage spell (p. 84) when creating this illusion.



PRISMATIC CIRCLET

LOREN'S LUMINOUS STARGLASS





## LEGENDARY ITEMS

**RESPLENDENT PLATE**

This indomitable breastplate made of an unknown metal draws the attention of most who see it. If you wear this in populated areas, commoners may crowd you, attempting to touch the plate. The wearer of this armor becomes resistant to physical attacks and only takes half damage from them. When the armor is hit by weapons, they inexplicably fail to leave a scratch or dent. The plate is reactive to shadow planes. It appears to wither when in a shadow plane and loses its resistive effect until it leaves.

**REBELLION**

This is an ancient bronze shield with an etching that depicts commoners rising up against their rulers in a great battle.

**4** You close your eyes and squeeze the shield's handle, activating its ancient power. The shield releases a reverberating sound like a giant bell being rung. If any nearby commoners hear Rebellion's call, they stop what they are doing and feel the fires of independence ignite in their hearts. Then, they take action against whatever or whoever is keeping them down.

Each person's protest is their own; the consequences of using Rebellion are often unpredictable.

**SHADOW**

**3** Shadow is a magic shortblade forged by a malevolent god. Whenever the blade kills a creature, that creature's soul is transported to a hellish shadow plane where it is tormented for eternity. Each time a creature is killed by the blade, its wielder experiences a glimpse of the slain creature's torment, dealing them 1 damage.

**THE COSMIC CRUISER**

The Cosmic Cruiser is a magic starship that can travel through space with a crew of up to 10 creatures. The vessel can also travel between planes, The Rift, and other parallel universes (p. 33). The party can pool their adventure points to activate the ship's travel features.

In its default form, the Cruiser is a galleon in a crystal sphere. When it enters a new region of the omniverse, it can detect the nature and style of that region's technology, and change its form to fit in among it. For example,

THE COSMIC CRUISER



if the vessel arrives in a universe with mechanical starships, it can take the appearance of one. Regardless of its form, the Cruiser always has personal quarters for each crew member, a bridge where the ship can be controlled, a galley, an armory, and a common area. It can support its own livable atmosphere and conjure food and drink for its crew.

**3** Teleport to The Rift.

**9** Teleport to any known location, or a random location.

## LEGENDARY ITEMS

## THE TOLL

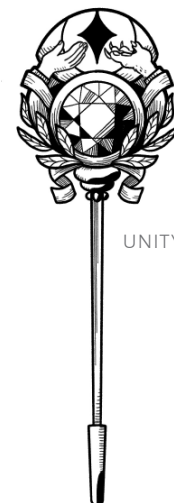
This is an iridescent coin with a hole in the middle that always feels warm to the touch. Holding this coin on your person makes everything you have seem slightly heavier.

If you die while possessing The Toll, you wake up in a lush field under an unknown star, surrounded by natural paradise. You carry nothing from your prior life, except for the coin, which appears in your hand. When you wake, an astral guardian approaches you and asks for The Toll. If you give it to them, you return to your mortal body completely restored – giving you a second chance on life. If you keep the coin instead, the guardian leaves, never to return. You remain alive in this paradise – forever alone.

## UNITY

Unity is a magic pin once worn by a great diplomat. While nearby the pin, creatures become able to comprehend the languages of any and all other creatures also nearby the pin and can communicate with them.

THE TOLL



## VOL

**3** This magic spear, once belonging to a demigod, is attuned to nature and begins vibrating when a lightning storm will form within the next day.

If you roll a 20 while throwing the spear, it becomes a bolt of lightning that streaks between up to 3 nearby targets of your choice, dealing them each 6 HP of damage. If you roll a 1, you are shocked by the spear and hit for 2 HP.



## SUPREME

### CONSERVATOR'S RING

This is an unimaginably powerful magic ring created and worn by members of an interdimensional bureau of gods. The ring cannot be destroyed.

**9** You and any nearby creatures of your choice teleport to any desired destination in another universe, leaving behind a tear in the universe. The tear rapidly releases that universe into The Beyond, destroying it completely. The universe's corresponding anchor in The Rift is also destroyed in a terrifying conflagration of prismatic fires.

A record of your deed is stored in the ring, and your location is transmitted to any other beings who are wearing one of the ring's siblings.

### COSMIC FORGE

#### ROLL THE DIE

The Cosmic Forge is an obsidian ring that phases in and out of ethereal form like waves lapping the shores of an ocean. When worn, it becomes permanently attached to the bearer and can only be released if they are destroyed.

The bearer may snap their fingers to conjure any object into existence nearby, except for a copy of the Cosmic Forge.

**20:** You conjure the object. It is perfect in every way.

**11-19:** You conjure the object, but the ring overheats, hitting you for 6 HP.

**6-10:** You conjure the object, but it is cursed with a random effect of the Guide's choice.

**2-5:** You conjure the object, but it appears in a random location somewhere else in the omniverse.

**1:** You crumble to dust and are destroyed. The ring falls to the ground, waiting.



COSMIC FORGE

## SUPREME ITEMS

**DUBBIN'S DIRE DIE**

This is a 20-sided die that occasionally appears to tremble as if there's an earthquake in the distance.

**4** When activated, the die bends the fate of creatures nearby it. The next 10 rolls made nearby the die use the following spread of outcomes:

- 1-9: Catastrophe
- 10: Tough Choice
- 11-20: Triumph

If the owner of Dubbin's Dire Die rolls a 1 while the die is activated, the die explodes with rending magic force, dealing 4 damage to all creatures within 1,000 kilometers.

**IT WHISPERS TO YOU**

This ring's humble presentation enshrouds its devious character.

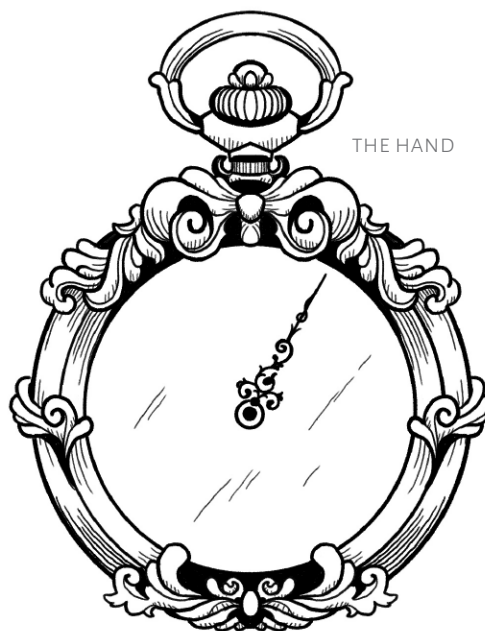
You look at the ring.  
It whispers to you.

Forged by a forgotten god, the ring grants the wearer the ability to cast the Control spell (p. 90) on a nearby creature. The spell automatically takes effect against

the target. It cannot be resisted or countered, and its duration is permanent.

The ring was not meant for you to wear. Each time you use the ring's ability, it steals your fate, permanently reducing your hit point maximum by 3. If you use the ring more than 3 times, you die.

You look at the ring.  
It whispers to you.

**THE HAND**

This is a pocketwatch with a large crown, a single hand, and a face with no markings. The crown has two stops.

**3** When pulled out to the first stop, the crown can be rotated to turn the watch's hand. Turning the hand clockwise shows the bearer their current surroundings in the future, while turning it counterclockwise shows visions of the past.

**9** When the crown is pulled to the second stop, it can be used to travel through time. The movement is imprecise: you don't know exactly how far you will arrive in the future or past. When you stop rotating the crown, it depresses to its default position, and you arrive at your destination.

## SUPREME ITEMS

## WISH HEART

A magic locket created by a god, the Wish Heart can turn thought into reality. When you open the locket, you see the visage of a paradox – a person who is strange and yet most familiar to you.

To make a wish, you must open the locket and speak to the visage. State your wish clearly at the table.

If you would gain nothing from your intended wish but good feelings, the person in the locket smiles at you.

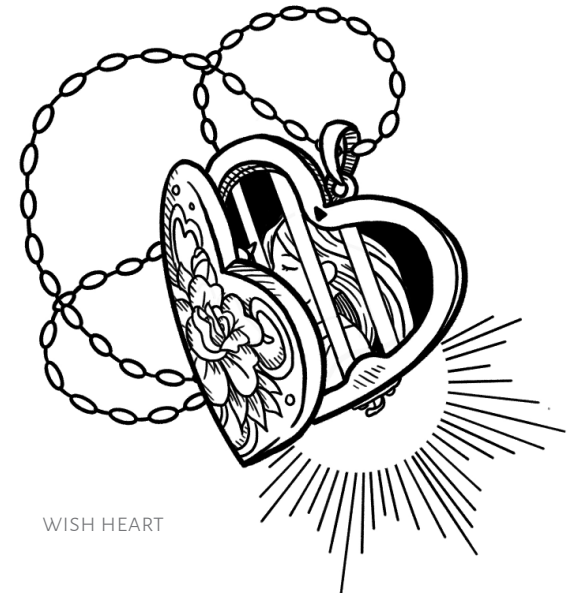
If you would gain something material from your intended wish, the person in the locket raises an eyebrow.

If you intend to harm someone with your wish, the person in the locket scowls at you.

Moments after the visage reacts to you, the locket briefly scintillates and rattles. Then, it vanishes before your eyes.

Your wish comes true in a manner of the Guide's choosing. The wish is highly unpredictable. For example, if you wish for someone to be relieved of pain, they may die – releasing them from their mortal troubles. If you wish for your party to safely escape an apocalypse, you might be teleported to a safe but unknown parallel universe. Being specific about what you want to come true can help, but it's not guaranteed that you will get exactly what you had hoped for.

However, there is one type of wish the locket hopes to hear. If you ask to be reunited with a loved one, it will reunite you in an exact manner of your choosing without any unpredictable consequences. For example, if you say you wish for your lost sibling to return, you may have them appear in front of you – real in every way, and here to stay.



WISH HEART

END OF GAME BOOK

---

WWW.ADVENTURE.GAME