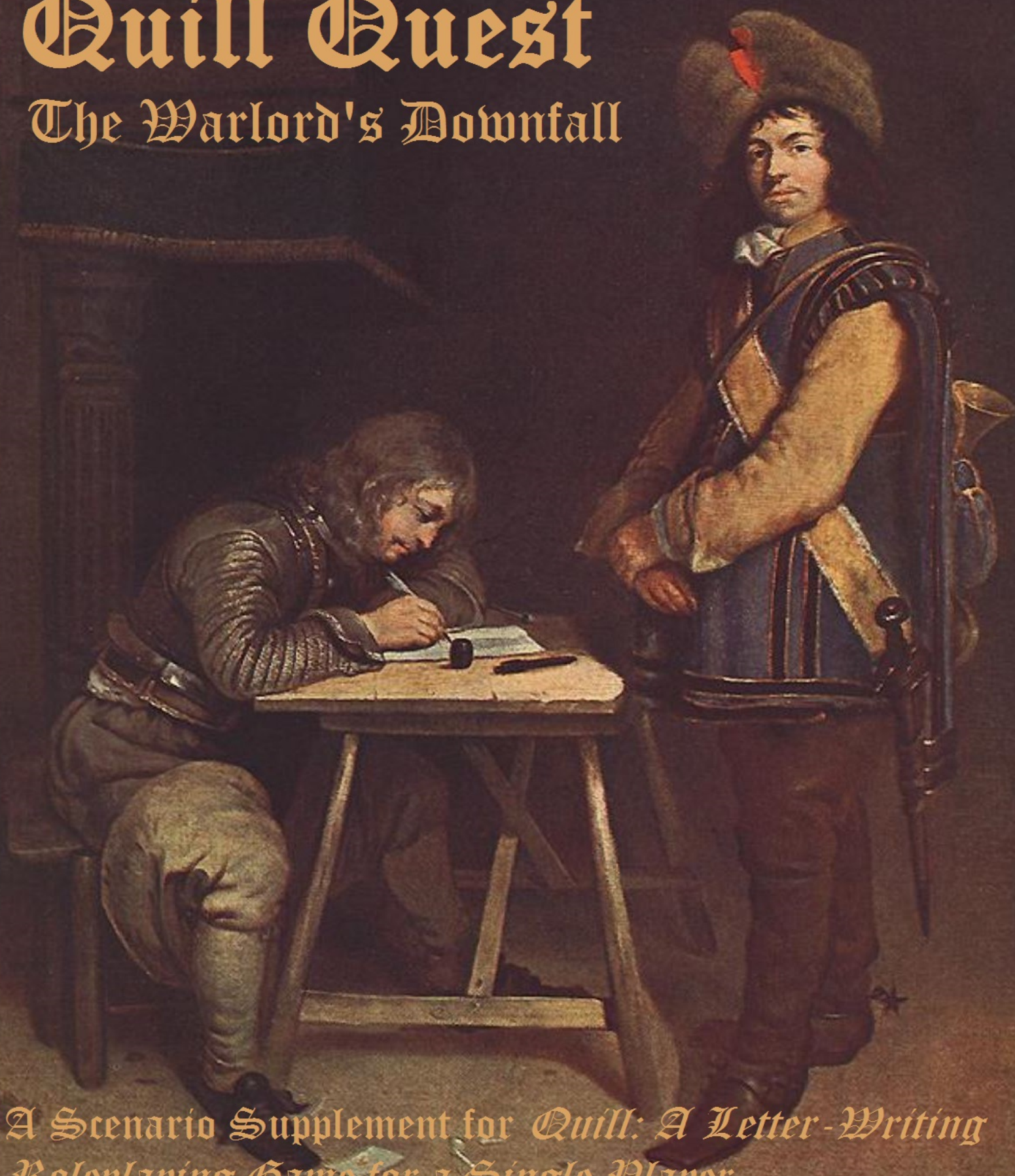


# Quill Quest

## The Warlord's Downfall



*A Scenario Supplement for Quill: A Letter-Writing  
Roleplaying Game for a Single Player*

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A Scenario Supplement for  
*Quill: A Letter-Writing Roleplaying Game*  
for a Single Player

Written by Tim Snider



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*Your homelands are in turmoil.*

*Ten long years ago, Gorkill the Ruthless and his armies invaded The Empire of Edhen. The kingdom was unprepared for such swift brutality, and the crown was overthrown within days. Princess Elyn, the remaining heir to the throne, barely escaped the carnage thanks to the quick thinking of Sir Erik the Bold, the palace's last-surviving champion.*

*For 5 years, Sir Erik has been formulating a plan to take back the kingdom, and it's finally time for action. For his gambit to work, he requires the services of four persons with very specialized talents: a warrior stout of heart, a rogue deft in slight-of-hand, an expert underworld explorer, and a sorcerer of immense arcane powers. You are Sir Erik's scribe, gifted with a flair for language; Sir Erik has passed the responsibility for recruiting his team onto you.*

*Your research has revealed four individuals who would be perfect for Sir Erik's quest. You now need to convince each of them to join your master's crusade to reclaim the lands of Edhen from the grips of Gorkill. And so you now sit down to write four very important dispatches to four very powerful adventurers...*



*Quill Quest: The Warlord's Downfall* is a scenario supplement for use with *Quill: A Letter-Writing Roleplaying Game for a Single Player*. To use this supplement, the *Quill* rulebook is necessary and is available at [Drive Through RPG](#).

In *Quill Quest: The Warlord's Downfall*, you'll be responsible for writing four letters in an attempt to recruit four adventurers to Sir Erik's cause: Britha the Warrior, Kamron the Rogue, Roinan the Dwarf, and Bartholomew the Wizard. You will need to write your letters to these four characters in the order they appear in this book – do not skip around! Your success (or failure) in each scenario may affect how well you do on future letters.

Before starting your *Quill Quest* adventure, you'll need to create a character using the *Quill* system. (Refer to the *Quill* rulebook for instructions on creating a character.) Each letter-writing scenario is presented in a manner similar to the ones in the *Quill* rulebook, although your goal with each letter is the same – to convince that person to join Sir Erik's crusade to overthrow Gorkill the Ruthless.

Each scenario in *Quill Quest* is very similar to those found in the original *Quill* game, with some differences (explained later in this section). The scenario begins with the letter recipient's **Name** (of course) and their **Profile**, which are three or four lines that describe the character, their background, what talents they possess, and why Sir Erik wishes to recruit them. You'll want to refer back to the Profile as you write your letter so you can personalize it for the receiver. This is then followed by this character's **Rules of Correspondence**, which are special rules and considerations that may have an effect on the dice you're allowed to use during play. These change with each scenario, so be sure to follow the correct rules for each scenario. Each scenario also has a special **Ink Pot** of



words to use as you write your letter. In each pairing, the first word is the Inferior Word, and the second word is the Superior Word. (Refer to the *Quill* rulebook for more information on Inferior/Superior Words.) Writing your letter and scoring is performed in the same manner as described in the *Quill* rulebook.

However, in *Quill Quest*, a new feature is added to each scenario: **Motivators and Deterrents**. Each character you write to is looking for very specific words, terms, or information that may *motivate* them to join your quest. Conversely, there are certain words, terms, and information that may *deter* them from joining your quest. It is up to you to determine what each character's specific Motivators and Deterrents are as you write each letter.

**NOTE:** These are to be read **AFTER** you've written your letter to a recipient! To keep you from accidentally cheating, these sections have been placed in a mirror-image format. You'll need to hold a mirror up to the text to read these reversed sections **AFTER** you've written your letter to determine how well you've done!

After your letter is written and points are scored and tallied, you'll need to refer to that scenario's **Consequences** where you'll learn the final result of your attempt to recruit that adventurer. Will they join your quest? Have your words motivated them to offer additional benefits to the team? Or have your words insulted and enraged them so much that they are driven to sabotage any future letters you've written? Each letter's point value may also bestow **Quest Points** toward your final *Quill Quest* outcome. You'll want to keep a running total of your Quest Points as you play *Quill Quest*, as your final Quest Results score reveals the final outcome in Sir Erik's confrontation with Gorkill!



*"Have you begun?"*

*Startled by the voice, you glance up from your reading to see Sir Erik standing at your tent door, a stern scowl on his face. You hurriedly close the tome and toss it aside. You grasp your quill, rapidly dipping it into the inkwell, as you adjust the parchment on the desk before you.*

*"Apologies, my liege. I was just starting the first letter," you reply.*

*Sir Erik's brow softens. "That's fine. I'm just anxious to get started. With each hour, Gorkill's forces gather at his stronghold. Once he amasses enough power, he'll sweep the lands and all other realms in his path will fall – just as Edhen fell." His eyes meet yours.*

*"We're all that stands between him and absolute victory. Understand that our kingdom's fate – the world's, in fact – rest within that pen you now hold." With that ultimatum hanging in the air, Sir Erik turns and leaves. The importance of this mission and your place in it defined, you place your quill onto the page and begin to write...*

# Britha the Warrior

## Profile

Britha is a powerful enforcer whose tactical prowess is matched only by her savagery on the battlefield. She is well-trained with a variety of weapons, preferring to use her cutlass “Blackfang” in combat. Britha is rumored to be a niece of Gorkill himself, but anyone who asks her of the family connection is cut down where they stand.

## Rules of Correspondence

- Britha respects others who have experienced combat. Knights gain an extra Heart die in this scenario.
- Britha isn’t impressed by fancy calligraphy. If you possess the Illumination skill, you may not use it in this scenario.

## Ink Pot

Sword / Cutlass

Make Good / Redeem

Brawl / Confrontation

Fame / Renown

Lands / Kingdom

Strength / Power

Fighter / Warrior

Stories / Legends

Protector / Champion

My Master / My Liege

## Motivators and Deterrents

- Britha feels a familial obligation to stop Gorkill’s reign of terror. If you’ve used the words “Make Good” or “Redeem” from the Ink Pot in your letter, add another point to your score.
- However, Britha is enraged by the very name of her uncle, so lose a point for each time you mention Gorkill by name in your letter.

## Consequences

Less Than 5 Points: Britha is enraged at your insolence. Not only will she not join Sir Erik in his quest, but she sends her own dispatch to her uncle, warning him of your plans. Subtract 1 Quest Point from your final Quest Results score.

5 to 7 Points: Although she understands your plight, Britha is unmoved by your letter. You neither gain nor lose any Quest Points for this scenario.

8 to 10 Points: Britha is moved by your plea. She sends a message that she’ll join Sir Erik on his quest in 1 month. Add a Quest Point to your final Quest Results score.

11+ Points: Your letter motivates Britha into immediate action. She grabs Blackfang and races to join you and Sir Erik. Add 2 Quest Points to your final Quest Results score. She also contacts Kamron the Rogue on your behalf and asks him to join your crusade. You can reroll one Language test for that scenario when you write your letter to him.

# Kamron the Rogue

## Profile

Kamron is a “master acquirer” whose fleet-of-foot and sleight-of-hand skills are said to border on the supernatural. He prides himself on his ability to move unseen via disguise and subterfuge rather than using brute force and violence. Kamron is reaching the end of his career, and he wishes to pass along his years of experience before he retires.

## Rules of Correspondence

- A worldly man, Kamron appreciates those who are passionate about their causes. Courtiers gain an extra Heart die in this scenario.
- Kamron sees those of noble birth as nothing more than buffoons and easy targets. Aristocrats lose the use of one Penmanship die for this scenario.

## Ink Pot

Kill / Assassinate

Hide / Conceal

Guild / Syndicate

Tools / Lockpicks

Skill / Proficiency

Disguise / Masquerade

Rumors / Whispers

Knack / Artistry

Dagger / Dirk

Thief / Cutpurse

## Motivators and Deterrents

- Kamron thinks that only he has the necessary knowledge and skill to lead the next generation of bilfers. If you've used the words "Guild" or "Syndicate" from the Ink Pot in your letter, add another point to your score.
- Kamron believes only thugs and fools resort to violence. Lose a point if you used the words "Kill" or "Assassinate" from the Ink Pot in your letter.

## Consequences

Less Than 5 Points: Kamron sees desperation (and an easy mark) in your letter. A week later, members of Kamron's Guild steal everything of value from your camp, leaving Sir Erik woefully underfunded. Subtract 1 Quest Point from your final Quest Results score.

5 to 7 Points: Kamron sends a polite letter wishing Sir Erik well but stating he wants no part of this suicidal scheme. You neither gain nor lose any Quest Points for this scenario.

8 to 10 Points: Kamron is interested in the challenge your quest presents, replying he's ready for "one last adventure." Add a Quest Point to your final Quest Results score.

11+ Points: Kamron joins your crusade and brings the Guild's most talented docent to assist with Gorkill's downfall. Add 2 Quest Points to your final Quest Results score. He also gives you a small bag of precious gems to enclose with your letter to Roinan the Dwarf. You can reroll one Penmanship test for that scenario when you write to him.

# Roinan the Dwarf

## Profile

Roinan is a rough-and-tumble brawler from the realm of Khireruhm—a land that Gorkill previously conquered. Roinan’s knowledge of the cavern system under Edhen would permit stealthy invasion of the kingdom, catching Gorkill off-guard. Although he’s proud of his dwarven heritage, Roinan despises those who speak to him in a patronizing manner.

## Rules of Correspondence

- Roinan appreciates creative verbosity and those who can speak and write elegantly. Both Poets and Scholars may reroll one Language Test in this scenario.
- However, Roinan dislikes it when someone blathers on needlessly. Lose the use of one Heart die in this scenario.

## Ink Pot

Retake / Usurp

Underground / Underdark

Cave tunnels / Cavernous network

Jewels / Gemstones

Great axe / Battleaxe

Hairy / Bearded

Courageous / Stouthearted

Rage / Frenzy

Stout / Barrel-chested

Sneak in / Infiltrate

## Motivators and Deterrents

- Roinan wishes to regain control of Khireruhm and return it to the dwarves. If you've used the words "Retake," or "Usurp," in your letter, add another point to your score.
- Roinan believes that certain words are offensive to his dwarven culture, and he feels the terms "Hairy," "Bearded," "Stout," or "Barrel-chested," are grave insults. Lose a point if you used any of these words from the Ink Pot in your letter.

## Consequences

Less Than 5 Points: In his reply, Roinan refuses to join your quest, but he “helpfully” encloses a map, explaining that it marks a hidden way into Edhen. Following it, the party becomes lost for weeks. Subtract 1 Quest Point from your final Quest Results score.

5 to 7 Points: Roinan has far better things to do than join a hopeless fight against a powerful adversary. You neither gain nor lose any Quest Points for this scenario.

8 to 10 Points: Roinan replies that he’d be honored to contribute to the downfall of the man who conquered his own realm. Add a Quest Point to your final Quest Results score.

11+ Points: Roinan spreads word amongst the dwarves that Gorkill’s destruction is imminent, upping their morale across the lands. Add 2 Quest Points to your final Quest Results score. Roinan also suggests an alternate route by which to send your letter to Bartholomew the Wizard. Gain an additional Heart die when you write your letter to him.

# Bartholomew the Wizard

## Profile

Bartholomew is a powerful sorcerer able to wield arcane energies that warp the very nature of time and space. However, he has been a recluse for years who rarely, if ever, meddles in worldly affairs, seeing himself above such trivialities. Former apprentices have said Bartholomew's driving ideology is "Chaos must always be balanced by justice."

## Rules of Correspondence

- Bartholomew respects those who have a philosophical nature, seeing them as kindred spirits. Monks gain an extra Heart die in this scenario.
- Bartholomew's reputation is both legendary and awe-inspiring. Intimidated by the tales surrounding this archmage, you may not use any of your Skills for this scenario.

## Ink Pot

Wizard / Magus  
Secrets / Mysteries  
Students / Apprentices  
Spellbook / Arcane Codex  
Magic / Sorcery  
Hermit / Eremit  
Balance / Symmetry  
Fear / Misgivings  
Order / Justice  
Spell / Invocation

## Motivators and Deterrents

- Bartholomew needs to be reminded that Gorkill's actions have invalidated his own personal ideology. If you've used the words "Order," or "Justice," from the Ink Pot in your letter, add another point to your score.
- Bartholomew will be outraged if you suggest he's too frightened to join you. Lose a point if you used the words "Fear," or "Misgivings," from the Ink Pot in your letter.

## Consequences

Less Than 5 Points: Your letter has the opposite effect on Bartholomew, convincing him that "Chaos will always win over justice." He offers his services to Gorkill, becoming his second-in-command. Subtract 1 Quest Point from your final Quest Results score.

5 to 7 Points: You never receive a reply from Bartholomew. (He truly is above such trivialities, it seems.) You neither gain nor lose any Quest Points for this scenario.

8 to 10 Points: Bartholomew's reply politely declines your offer to join the quest, but he encloses several magical scrolls for Sir Erik to use in the upcoming showdown with Gorkill. Add a Quest Point to your final Quest Results score.

11+ Points: There is a thunderclap, and Bartholomew now stands by your side! Add 2 Quest Points to your final Quest Results score. He mutters an esoteric chant, and time reverses. You may now replay any previous scenario to improve your score, if you wish!



# Quest Results

Add up the number of Quest Points you've accumulated from each scenario and compare your final total with the results listed here for the final outcome of Sir Erik's quest for justice:

Less Than 4 Quest Points: In spite of your best efforts, Gorkill was prepared for your feeble attempts and launches a preemptive counterattack. The allies you mustered to your side are quickly dispatched or captured, and Sir Erik and Princess Elyn are both taken prisoner. You fear they will be made examples to the populace, and the citizens' spirits will forever be crushed once they witness the horrors that befall them. And just as Edhen fell, so too do the neighboring kingdoms. Gorkill's hordes sweep over the lands, controlling all. As for your fate, Gorkill has special plans for you and your writing skill. You are forced to bear witness to Gorkill's splendor, recording all he says and does. Your writings will one day become the basis for a book titled *Gorkill the Ruthless: The Glory of His Magnificent Majesty*.

4 to 6 Quest Points: With your meager forces assembled, Sir Erik launches his attack upon Gorkill and his minions. Gorkill is far stronger and better prepared than expected, and he is able to thwart most of your frontal assault. But Sir Erik's plan for a secondary rear attack is successful, and side barely manages to break through Gorkill's lines of defense. Gorkill's fortress stronghold eventually falls and is retaken. Casualties are high on both sides, with many Edhen subjects wounded or killed. Most of your gathered party members are badly wounded, and none will adventure again. Disturbingly, Gorkill is nowhere to be found amongst the rubble, having escaped before the invading forces overran the fortress. Although the Kingdom of Edhen has been liberated, you know that Gorkill is somewhere out there, biding his time until he can rebuild his forces to retake the Kingdom in a bloody, lengthy coup. Princess Elyn asks you to recount Sir Erik's efforts to thwart Gorkill, so you put quill to parchment and begin the manuscript that will one day become a book titled *The Retaking of Edhen: The High Cost of War*.

7 to 8 Quest Points: Sir Erik is pleased by the powerful allies you've recruited, and they set off to confront Gorkill in his fortress stronghold. From high on his battlement walls, Gorkill's hubris contributes to his downfall, as he laughs at the paltry band of adventurers gathered to oppose him. His laughter catches in his throat as Sir Erik's team makes short work of Gorkill's most powerful enforcers, and they storm the fortress's portcullis. Gorkill descends to confront these nuisances personally, meeting the party in the fortress ward. A violent battle is joined, but Gorkill is no match for the dominating band of heroes you've assembled. Gorkill fights to the death, and Sir Erik himself strikes the killing blow, shouting "For Edhen!" as he does. Gorkill's forces scatter when their leader falls, and Edhen is free from tyranny once more! The champions you've recruited remain close friends for years to come, and you are renowned throughout the kingdom as the author of the historical treatise titled *The Quill Is Mightier Than the Sword: A Tale of Victory*.