

LORENZO SILVA, HJALMAR HACH & FEDERICO CORBETTA CACI

ONE MORE QUEST

SOON ON
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QUICKSTART
GUIDE



One More Quest™ created by
Lorenzo Silva, Hjalmar Hach & Federico Corbetta Caci

Lead Designers:

Lorenzo Silva & Hjalmar Hach

Developer:

Michael Duxbury

Narrative Lead:

Federico Corbetta Caci

Writers:

Michael Duxbury, Gabriele Ferrari,
Giuseppe Lapadula & Federico Corbetta Caci

Main & Cover Artist:

Giulia Ghigini

Graphic Designers:

Noa Vassalli & Antonio Delbono

Logo Designer:

Fabio Frencl Jr

Line Editor:

William Niebling

Sensitivity Consultant:

Helen Gould

House of the Wizard Bros:

written by Michael Duxbury, art by Edu Vals

Project Manager:

Federico Corbetta Caci

Brand and Marketing:

Alessandro Prà & Matteo Carioni

Additional Consultant:

Flavio Mortarino

Based on the original *Dungeon Fighter™* game
by Lorenzo Silva, Lorenzo Tucci Sorrentino
& Aureliano Buonfino

EARLY ACCESS NOTES



Welcome to the early access version of **One More Quest**, the new roleplaying game set in the world of *Dungeon Fighter™*, coming to Kickstarter in Fall 2021!

The game in this Quickstart is still undergoing development, as we endeavor to produce the best possible version of the setting and rules. Any errors or inconsistencies that crept into this Quickstart will be corrected by the final release. Subscribe to our newsletter to stay updated on all future developments: horribleguild.com/newsletter/



Part of our development is canvassing feedback from early playtesters, to make sure you're as enthusiastic about **One More Quest** as we are. We wholeheartedly encourage you to try out the game with your home gaming group, and let us know how you get on! Any praise or constructive criticism you share helps us raise the finished **One More Quest** to an even more polished standard. Join our community on Discord to share your feedback and meet fellow players! <https://discord.gg/XRAZnVyTgf>

One More Quest is a physical, performative, spectacle-based game, and we truly feel the best way for an audience to appreciate its sense of humor is to watch others enjoying a session. We are eager to collaborate on recorded games by providing personnel to run the session, prototype components, custom adventures, or technical knowledge. Please also help us to promote the game on social media, using the **#OneMoreQuest** hashtag, so we can reach a wider audience of potential players!

Thank you for your interest in **One More Quest**—we hope to hear more from you soon, and that you're excited to hear more from us when the Kickstarter campaign arrives.

Contact us at:
press@horribleguild.com

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INTRODUCTION



he world of *One More Quest* is not one of heroic adventures.

Dungeon fighting is an everyday job for all the toothless thugs and uneducated phonies who roam the desolate lands of Middlewhere, clumsily trying to make a living, pay their debts... or simply gain enough coins to haunt the local tavern.

Their enemies are not so daunting, either. Dungeon overlords may be petty slum lords ripping off their monster tenants with rent-fixing schemes or a board of shareholder sorcerers, alternating between reality-blasting rituals and the dungeon's office politics.

Their minions? Clueless Manotaurs born of man and cow, remote-controlled Skeletons as reliable as an old office printer, Black Knights caught in the midst of teenage rebellion...

A hilarious roleplaying game where you don't roll dice... you throw them.

Hit the Target with your die... or die laughing as you try.

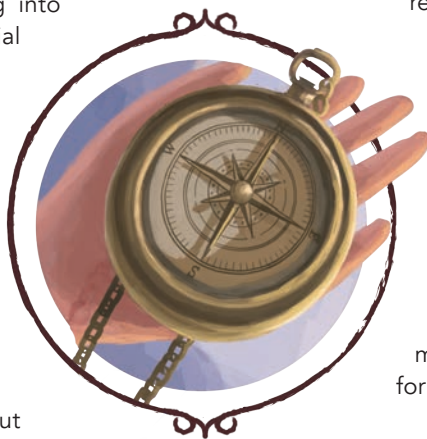


WELCOME TO ONE MORE QUEST!

One More Quest is a dexterity-based, comedy roleplaying game about dungeon-crawling adventures set in the world of *Dungeon Fighter™*. Players assume the role of dungeon fighters, questing into imposing lairs inhabited by territorial creatures, hoping to loot the place for riches or fulfil the objectives of their employers (or blackmailers). One of the group takes on the role of **Supreme Dungeon Mastermind**, or SDM for short, speaking for the world around the dungeon fighters and the non-player characters (NPCs) who inhabit it.

If you're new to tabletop roleplaying games, welcome to the party! You're about to experience a form of storytelling that blends the spoken dialogue of improvisational theatre, tactical planning of wargaming, character development of video game RPGs, and long-form storytelling of a novel series or genre television. The best way to learn how to roleplay is for an existing group of gamers to

teach you, but if you don't have a gaming group in your area, you can search for 'RPG Actual Play' online and find innumerable examples. Once you've picked up the basics, you can try running a game for your friends or reaching out to other gamers online!



If you already play roleplaying games, especially fantasy stories with dragons and/or dungeons in them, you will find much of *One More Quest's* setting and gameplay familiar, but with a comedic twist. Instead of just rolling dice, players will be tossing them towards the Target, attempting ever more extravagant and goofy trick-shots for the amusement of their friends.

The world of *One More Quest* is not one of heroic adventurers saving the world. Instead, these dungeon fighters are a motley band of screw-ups and desperate vagrants, forced into the lifestyle by misfortune or bizarre ambition. Chances are it'll fit perfectly into the mold of silly, light-hearted fun you're already used to enjoying.

THE LIFE OF A DUNGEON FIGHTER

Just like your day job, working as a dungeon fighter requires the achievement of a task in return for payment. The task is almost always the **“clean up” of a dungeon**, and the payment is very often in money, as well as the chance to keep all the loot (or at least part of it). Quests can be of any kind: the classic fetch quest, retrieving a magical artifact, defeating a Bullrog, discovering “Who framed the manotaur?”, or the much reviled escort quest. Anything goes, as long as there is payment.

Dungeon fighters are organized into small parties, each with their own self-proclaimed uber-cool name (like *The Flaming Frognados* or *The Sharpened Beefcakes*). They wander from village to village in search of the easiest quest—or the hardest if they started with *margaritas* early in the morning.

Unsurprisingly, dungeon fighters spend a lot of time in dungeons. These are places **infested with monsters and controlled by an evil overlord**, who takes up residence to start off their own ungodly business, be it raiding villages, producing illegal potions, or kidnapping obnoxious archdukes.

But dungeons are also branching and complex structures, in which not all inhabitants are dangerous mobs and evil monsters. Many are simple laborers trying to make ends meet. Dungeons need a cook, a hall attendant, a janitor, a payroll manager, maybe even a sommelier, if the overlord is *that* fancy. But the underpaid goblin handyman who agrees to work for a world-devouring cosmic horror is well aware of the occupational hazards and his own ambiguous moral situation, so feel free to charge in head first. **It’s your job, after all.**



THE WORLD OF MIDDLEWHERE



One *More Quest* is set in Middlewhere, a multicultural fantasy continent on which humanoid and non-humanoid creatures live together (not always with good results). On the croissant-like mainland, you

may find more than 20 countries, biomes, and cultures: from the quintessential fantasy Kingdom of Lynt to the baffling Lizardfolk domain; from the sophisticated Orcish monarchy to the grimmest and vilest of all kingdoms,



The Dark Darkdom of Darkness. Leave the shimmering (but deadly) beaches of Costa Dorada and have a hell of a trip to the demonic volcano of Mount Despair! Or find some "peace of mind" in the stoner woods of

Weedsconsin, after having abandoned yourself to a world of double-layered brocades in Highbrow, the posh Grand Duchy of Shiny Princes. Feel free to travel Middlewhere as you like. Just, please: try not to get killed.





RULES

The things you need to know before entering a dungeon screaming your unthreatening war cry and casually flourishing your sword.



HOW TO THROW (THE ESSENTIAL RULE)



The default method of resolving actions in *One More Quest* is to throw a die towards the Target, aiming as close to the center as possible. The higher the range band the die lands in, the better the chances of the character succeeding at their action.

Every throw has its own special restrictions, derived from the skill being attempted, the talents or equipment employed, and ultimately the SDM's best judgment. However, certain throw restrictions always apply, unless explicitly stated otherwise:

- ◆ The thrower must throw a **single six-sided die** with one side distinct from the others. This face is referred to as the **Icon**. If you have a copy of the *Dungeon Fighter™* board game, the white dice from that set are perfect for this purpose. If using a normal, numbered d6, the face with the 6 counts as the Icon.
- ◆ The die must **bounce at least once before it hits the Target**.
- ◆ The die must be **thrown or rolled**, not dropped, placed, or ejected from a dice tower. It must also **land flat** on the Target, so clear your junk off the Target before you throw!
- ◆ Unless otherwise restricted, the thrower may use either hand, throw whilst sitting or standing, move to wherever they like around the table, and ask other players to do the same.



Icons can be good or bad! When rolled on dice which miss the Target or fail to comply with all throw restrictions, they trigger Disastrous Failures. However, when rolled on dice which hit the Target, they double the value of the range band the die landed in.

BASIC TESTS



During a game of *One More Quest*, players describe the actions of their characters, whilst the SDM provides details about the world and non-player characters around them. When characters attempt an action with an uncertain outcome, they typically make a **basic test** to resolve the action.

Basic tests consist of the following steps.

- 0. Declare Actions.** The player or SDM declares their character's action. If the outcome is uncertain, proceed with the steps below. Otherwise, the SDM just declares the action's outcome or invites the player to do so. It is good practice at this stage to ensure both Success and Failure have the possibility to produce interesting fiction.
- 1. Choose Skill.** The SDM decides which **skill** corresponds to the character's action.
- 2. Choose Difficulty.** The SDM reveals the **difficulty** of the task, rated between 1 and 10.
- 3. Choose Throw Restrictions.** The SDM reveals what **throw restrictions apply to the test**.
- 4. Throw the Die.** The player or SDM throws the die, aiming to land as close to the center of the Target as possible.
- 5. Choose to Push (optional).** The player or SDM may choose to spend a **Push** to throw an extra die, hoping to increase their total.
- 6. Determine Outcome.** The player or SDM determines if the action was a **Success, Failure, Epic Success, or Disastrous Failure**. This often involves calculating the test **result** by summing all the dice thrown, characteristic modifiers, skill proficiencies, equipment bonuses, and talent modifiers.
- 7. Narrate Consequences.** The SDM narrates the consequences of the action or invites the player to do so, respecting the outcome of the test (Success, Failure, Epic Success, or Disastrous Failure).

A full breakdown from step one onwards, along with an example, can be found below.

THE SETTING

Amit's character Tina Thunder, egged on by the party's bard Wilrond, is trying to bully her way into the dungeon's nightclub. The goblin bouncer is under instructions not to let anyone in if they're not on the list, and if Tina can't get the bouncer to back down, things could turn drastic. Because the situation is uncertain, the SDM determines this action should be resolved with a basic test.

1. CHOOSE SKILL

When a character attempts an action, the SDM selects one of the eighteen **skills** listed below as most relevant to the circumstances. These skills are divided between six characteristics, which determine the **characteristic** modifier that will be applied later in the test:

- ◆ **Lift, Resist, and Smash** (corresponding to **STRENGTH**).
- ◆ **Athletics, Reflexes, and Sneak** (corresponding to **AGILITY**).
- ◆ **Aim, Craft, and Sleight of Hand** (corresponding to **DEXTERITY**).
- ◆ **Arcana, Nature, and Trivia** (corresponding to **INTELLIGENCE**).
- ◆ **Empathy, Perceive, and Spirit** (corresponding to **AWARENESS**).
- ◆ **Charm, Intimidate, and Perform** (corresponding to **CHARISMA**).

A full description of each skill can be found in the Skill List (pages 18 to 22), which will help SDMs decide which skill is most appropriate for each test.

Because Tina is mouthing off and threatening the bouncer (she's been drinking), the SDM thinks the most relevant skill is Intimidate. An alternative conversational approach might have suggested Charm, or even Perform. The Intimidate skill corresponds to CHARISMA, meaning she'll gain a bonus from that characteristic later in the test.



2. CHOOSE DIFFICULTY

The SDM chooses a number between 1 and 10 as the **difficulty** of the test, and announces it to the table. The higher the difficulty, the less likely the character will be to accomplish the action successfully.

By default, **difficulty 3 is a good choice for a moderately challenging action**. Difficulty 6 and above is much riskier, but even though the highest number on the Target is 5, it is still possible to score 6+ by rolling an Icon, applying modifiers, or Pushing for an extra die (these bonuses are all detailed in the steps below). Difficulty 10 is the kind of heroic action your average dungeon fighter has no business attempting. Either they achieve an Epic Success and end up showered in glory, or Fail miserably to no one's surprise.

If a dungeon fighter is targeting an NPC, they may find the NPC's profile contains a **suggested difficulty** for resisting some types of actions. The SDM is never obliged to use these suggestions, if they think the difficulty should be higher!

Since the bouncer is only a low-level flunkey, the SDM figures Tina's test shouldn't be too hard. She decides to go with 3, the standard difficulty if no additional complications are impacting a test.

3. CHOOSE THROW RESTRICTIONS

The SDM decides what restrictions will apply to the upcoming throw, in line with the following guidelines:

- ◆ It is recommended that the SDM use the tested skill's **suggested throw restriction** (see Skill List, page 17), unless they think a different throw restriction would apply better.
- ◆ If the thrower is using a talent, weapon, or other piece of equipment **with its own throw restriction**, or is interacting with a monster or condition that calls for such an effect, those restrictions **replace the suggested throw restrictions for that skill**.
- ◆ If the SDM considers another throw restriction to be more appropriate for the situation, their judgment **replaces all other throw restrictions**. They may **substitute** the throw restrictions of a skill, talent, monster, or other effect, or even **combine** multiple throw restrictions (for example, the throw restrictions of a skill *and* a monster) so they both apply during the test. The **Throw Restriction List**

(page 23) provides guidance for SDMs on how to set these restrictions.

- ◆ Unless explicitly stated otherwise, the restrictions listed under How to Throw (page 12) are always in effect.

When stacking multiple throw restrictions, the SDM must always ensure that the test is physically possible to attempt! If not, adjust the throw restrictions so that both Success and Failure are achievable outcomes.

The SDM consults the Throw Restrictions List and sees that the suggested restriction for the Intimidation skill is the Slap Shot [SLAP], which sounds right for this situation. However, because Tina's words are slurred from her inebriation, the SDM applies an additional restriction: the Off-Hand Shot [OFFH]. Amit is right-handed, so the SDM clarifies this means that Amit must strike the die with the palm of his left hand as part of the throw.

4. THROW THE DIE

The player or SDM throws the die towards the Target, abiding by the restrictions outlined in the previous step.

If the die misses the Target or fails to abide by **any** of the throw restrictions, check if it rolled an Icon. If it did, the test is a **Disastrous Failure**. Skip to **7. NARRATE CONSEQUENCES** below to narrate the consequences.

Otherwise, leave the die where it landed until the test result is calculated in **6. DETERMINE OUTCOME**.

Amit gets ready to make his throw! He places the die on his right hand, then slaps it forward with his left hand. Unfortunately, he's been drinking too. The die strikes the table, but then rolls right across the Target, onto the other side of the table. It's a miss, but the die didn't roll an Icon, so it's not a Disastrous Failure.

5. CHOOSE TO PUSH (OPTIONAL)

The player or SDM may choose to spend a **Push** to try to increase their result. This involves throwing one additional die, using all the throw restrictions outlined in **3. CHOOSE THROW RESTRICTIONS**. You may only Push once per test, unless explicitly stated otherwise.

Each player has a limited number of Pushes they can use per playing session, and only rarely gain the ability to reuse them. The Sample Characters on page 32 each list their maximum number of Pushes per session. SDMs have 2 Pushes per dungeon fighter each session, which they can spend on any NPC's actions.

Amit knows he'll never live it down if Tina Fails to Intimidate a mere goblin, so he decides to Push. He hasn't spent any so far this session, so he marks that Tina's just spent her first Push. He then makes another throw with the Slap Shot [SLAP] and Off-Hand Shot [OFFH] restrictions. This time, the die lands between the 1 and 2 range bands. Not a great result, but because an Icon is showing, it'll count for more in the next step!

6. DETERMINE OUTCOME

Check the dice which missed the Target or failed to follow all the throw restrictions. If any of those display an Icon, the result is a **Disastrous Failure** (eep!).

If no dice display an Icon, but all thrown dice missed the Target or failed to follow the throw restrictions, the test is an automatic **Failure**.

Otherwise, the player or SDM calculates the result of their throw and compares it to the difficulty. The result is calculated by adding up all of the following:

- ◆ The **values of the range bands** each thrown die landed in, **doubled if that die is displaying an Icon**.
- ◆ The **characteristic rating** that corresponds to the tested skill.
- ◆ The **skill proficiency** the character has in the tested skill, if any.
- ◆ Any **weapon and equipment bonuses**, as specified in the item's description.
- ◆ **Talent modifiers and other special effects**, including spells and monster traits.

If a die is sitting between two result bands, choose whichever band the **largest** portion of the die is in, or take the lower value band if it's too close to call. Dice which miss the Target or fail to comply with the throw restrictions add nothing to the result.

If the result is **lower** than the difficulty set in **2. CHOOSE DIFFICULTY**, the test is a **Failure**.

If the result is **equal to or higher than** the difficulty, the test is a **Success**.

If the result is 10 or higher, the player has gone one better and scored an **Epic Success** (woo!).

For tests you undertake regularly, such as attack tests, we recommend summing up all your relevant characteristic, skill, weapon, and talent modifiers into a "total bonus" on your character sheet, so you don't have to recalculate it in full each time.

In general, modifiers in **One More Quest** only apply positive bonuses. If circumstances would make a specific test more complicated, those effects are incorporated into the test's difficulty or throw restrictions (see **2. CHOOSE DIFFICULTY** and **3. CHOOSE THROW RESTRICTIONS**)

Amit's first die missed the Target, but didn't roll an Icon, so the test is not a Disastrous Failure. Amit's Push die hit the Target and complied with the throw restrictions, so he begins to calculate Tina's result.

After a brief, good-natured squabble, Amit agrees with the SDM that the Push die is closer to the 1 band than the 2 band, which provides a value of 1. However, the Push die displays an Icon, which doubles the value of that die to 2. Next, Amit adds Tina's characteristic rating: for an Intimidate test, the relevant characteristic is Charisma, but unfortunately Tina's Charisma is 0. Luckily Tina has +1 skill Proficiency in Intimidate, and she is also wearing a Badass Cape, which provides an additional +1 modifier. Lastly, because Wilrond the bard used his Inspiration talent a short time ago to motivate Tina with some dope ass lute beats, she's gaining an additional +2 from his talent's effects. Adding it all together, she has 2+0+1+1+2, 6 in total.

Tina's final result is 6, greater than the test difficulty of 3, so the outcome of her test is a Success. However, she is still short of the 10 she would have needed to achieve an Epic Success.

7. NARRATE CONSEQUENCES

After the outcome is determined, the SDM narrates the consequences of the character's action, or invites the player to do so themselves.

A Success means that the character achieved what they were trying to accomplish. An Epic Success is even better: The character either completed their objectives extremely well (faster, smarter, easier, or sexier), or accomplished something additionally useful, beyond the scope of what they had originally intended.

A Failure means that the character did not achieve what they wanted, and may be in a worse position for it. It is good practice for SDMs to allow players to "**fail forward**": Instead of shutting down the story with a flat "nothing happens," use this opportunity to introduce new complications which will be interesting to deal with. The character may expose themselves to an enemy, lose vital resources, make an error based on dodgy information, or lose the respect of an NPC—whatever seems reasonable (or funny) under the circumstances. A Disastrous Failure is even worse, and should set the character up for misfortune or humiliation, which they'll probably need an ally to help them out of.

Since Tina scored a Success, the SDM rules that the goblin bouncer is sufficiently cowed to let Tina and her friends inside. He still rats the party out to his superior once Tina is out of sight, but at least she's avoided ridicule, embarrassment, or any other consequences of Failure. If Tina had achieved an Epic Success, the goblin might have been too scared to snitch on her at all.

OPPOSED TESTS

In most instances when two characters are in opposition to one another, the action can be resolved with a single test "facing" the active dungeon fighter. For example, if an NPC guard is trying to spot a hidden dungeon fighter, the dungeon fighter would test using Sneak (AGILITY) to remain unseen. If the dungeon fighter was trying to spot a hidden NPC, the dungeon fighter would test using Perceive (AWARENESS). The profile of an NPC may provide a suggested difficulty for these instances.

However, **when two dungeon fighters are in conflict with one another, or when a powerful NPC contests a dungeon fighter, SDMs can instead call for an opposed test**. Each character undertakes a basic test, as above, but skips **2. CHOOSE DIFFICULTY**. Instead, whichever character avoids an automatic Failure and scores the highest result is Successful, and all their opponents Fail. If both characters score an automatic Failure or score the same result, everyone Fails to achieve their goals, and events spiral into chaos from there.

SKILL LIST



Beach of the 18 skills in *One More Quest* is listed below, along with advice for when that skill is suitable, what the consequences of a Successful test should be, and suggestions for the consequences of Failure.

The skills are divided between six characteristics:

◆ **STRENGTH** - *Being big and tough and strong and hard and not very complicated.*

The three Strength Skills are **Lift** (shoulder great burdens and achieve raw feats of might), **Resist** (fend off poisons, environmental hazards, and other debilitating effects), and **Smash** (attack or demolish with a melee weapon or your bare hands).

◆ **AGILITY** - *How quickly and safely you can get from A-to-B without being thwacked by a poleaxe.*

The three Agility Skills are **Athletics** (run, climb, swim, spin cycle), **Reflexes** (dodge hazards, keep your footing, react to danger), and **Sneak** (creep around like a weasel).

◆ **DEXTERITY** - *Your hand-eye coordination and care with delicate tools.*

The three Dexterity Skills are **Aim** (attack from range), **Craft** (make stuff), and **Sleight of Hand** (pick pockets and disable security systems).

◆ **INTELLIGENCE** - *The breadth of your knowledge and the ability to recall it when required.*

The three Intelligence Skills are **Arcana** (magical knowledge and skill), **Nature** (understanding plants, animals, and physical anatomy), and **Trivia** (history, geography, languages, celebrity gossip).

◆ **AWARENESS** - *Sensitivity to the elements, the afterlife, the natural world, and your surroundings.*

The three Awareness Skills are **Empathy** (perceive social cues and intuit what goes unsaid), **Perceive** (spot when something is out of place), and **Spirit** (commune with dead ancestors and connect to the elements).

◆ **CHARISMA** - *Talking or schmoozing or hip-thrusting your way in and out of trouble.*

The three Charisma Skills are **Charm** (get people to like you and provide favors), **Intimidate** (bully people into giving you what you want), and **Perform** (put on a show or disguise).

When testing a skill, characters gain a positive modifier equal to their characteristic rating plus an additional modifier for their skill **Proficiency** (if they have one). The totals of these characteristic rating and skill Proficiencies are included on the character sheets for the sample characters from page 58 onwards.

For each skill below, a suggested throw restriction is described, which the SDM can use when applying throw restrictions to tests of that skill. These suggestions may be disregarded in favor of more circumstantial throw restrictions or combined with them at the SDM's discretion. See page 23 for the full list of throw restrictions.



LIFT (STRENGTH)

Do you even lift bro? Lift is the skill for shouldering weight and overcoming physical barriers. You use it to shove aside heavy obstacles obstructing your path and carry captives or wounded dungeon fighters over one arm. Bend bars, lift gates, etc. It's the non-violent, feat-of-strength skill.

Successful Lift tests, er, lift things, allowing you to get where you need to be with anything you're carrying. Failed Lift tests drop something. Possibly onto your foot. Possibly breaking the thing. Or your foot.

Suggested Throw
Restriction: Elbow Shot
[ELBW]

The die must start on the player's elbow or must touch it during the throw.



RESIST (STRENGTH)

If nests of monsters were safe places to work, they wouldn't be called "dungeons." Resist is the skill for enduring and overcoming environmental hazards such as poisons, magical radiation, and uncontained fire, all of which feature in dungeons with depressing regularity. Without Resist, you might not even reach the dungeon. You can't scale a pyramid without enduring desert heat, conquer an ice castle without crossing arctic tundra, or loot a jungle temple without fending off tropical diseases.

It is recommended that SDMs reward Successful Resist tests with additional advantages. Not only is the hazard overcome, but the character navigates to a beneficial position, catches an enemy unawares, or rescues an ally from the threat. The consequences of a Failed Resist test depend on the hazard. Health loss is most common, but a character may be forced to abandon gear, lose their position, or suffer embarrassing symptoms (which may impose throw restrictions).

Suggested Throw Restriction:
X-Shot [XSHT]

The player holds the die between their two wrists, creating an 'X' with their arms, before releasing the die to throw.



SMASH (STRENGTH)

Smash is the melee attack skill. It's used for hurting people up close and obliterating physical obstacles. Swords, axes, hammers, and unarmed punches and kicks all qualify. Even melee weapons that don't sound especially smashy, like spears and rapiers, use the Smash skill.

Successful Smash tests inflict damage as described in the rules for attack tests (page 27). They may also allow you to bulldoze your way through inanimate objects. Failing a Smash test might Smash the wrong thing, like an ally, your weapon, or the priceless magical artifact you're protecting.

Suggested Throw
Restriction: Punch-The-Table
Shot [PNCH]

The player places the die in a closed fist, then drops their fist on the table to throw, opening their fist as they do so.



ATHLETICS (AGILITY)

Athletics is used to move around as quickly as possible. The exact technique you're using to move doesn't matter. Running a marathon? Riding a horse? Climbing up a tower in the rain? Swimming across a surging river? Operating an experimental flying device by flapping your arms and legs? In all cases, test Athletics.

One More Quest doesn't count hexes or track exact speeds, but an Athletics test is usually sufficient to work out if you covered the necessary distance in a short enough time. If you Succeed, congratulations: you won the race, steered your steed, climbed the tower, crossed the river, or somehow remained airborne. If you Fail, you're too slow, trip over yourself, or end up somewhere you didn't want to be.

Suggested Throw Restriction:
Jump Shot [JUMP]

The player jumps into the air, throwing the die before touching the ground.



REFLEXES (AGILITY)

If Athletics is the skill for moving a big distance, Reflexes is the skill for small moves that count for a lot. You use it to arrest or prevent a fall, dodge falling hazards, and react faster than an enemy.

Like Resist, Reflexes is mostly a passive skill, but it should ideally confer a positive benefit on a success. A fleeting chance for a reactive action is common, as is a brief opportunity to learn critical information about your surroundings. Failed Reflexes expose you to the full impact of whatever you didn't evade, including the true enemy of any roleplaying party: Falling Damage.

Suggested Throw Restriction: Double-Bounce Shot [DBNC]

The die must bounce at least twice outside the Target before touching it.



SNEAK (AGILITY)

People who don't want to be seen or heard use the Sneak skill. It's used by dungeon fighters to conceal themselves amongst their surroundings or to hide items on their person. The best Sneakers can creep past patrols of guards, loot a dungeon from the inside, and creep back out again before anyone notices them.

Successful Sneak tests ensure you get to wherever you want to be and remain undetected. Failed Sneak tests mean you're spotted acting shifty and suspicious, inviting some difficult questions at sword-point.

Suggested Throw Restriction: Eye-Level Shot [EYLE]

The player sits down on the floor and, regardless of their height, they must throw while keeping their eyes at the level of the table.



AIM (DEXTERITY)

Aim is the ranged attack skill. Bows and crossbows are most common, but thrown weapons like knives and hastily grabbed frying pans count too. It's a popular skill, because it means you get to kill someone without them getting close enough to kill you. Of course, swords don't run out of ammo.

Successful Aim tests inflict damage as described in the rules for attack tests (page 27). Failed tests may hit the wrong target, use up the last arrow in your quiver, or draw the attention of a distant enemy.

Suggested Throw Restriction: Hole Shot [HOLE]

The player makes a circle with the index finger and thumb of one hand and throws the die through the hole.



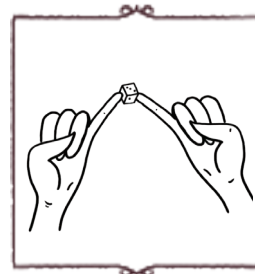
CRAFT (DEXTERITY)

Civilian tradespeople work their craft to make tools and gadgets, delighting children with ingenious toys and improving people's lives with sophisticated engineering. Dungeon fighters, on the other hand, mostly use this skill to make things explode. It's also used to repair machines and operate complex mechanisms.

Successful Craft tests allow you to create, repair, or modify whatever you were working on. (Think big! If you want to build something the SDM thinks is funny, they'll probably let you try.) Failed Craft tests usually create the device you wanted, but with an unnoticed dangerous flaw. Perhaps the timer on the explosive is inaccurate, the fumes from the brewing potion cloud your mind, or the clockwork automaton can't distinguish friend from foe.

Suggested Throw Restriction: Little-Finger Shot [LITL]

The player holds the die with their two little fingers before releasing the die to throw.



SLEIGHT OF HAND (DEXTERITY)

The Sleight of Hand Skill is used to pick locks, palm cards, steal from people's pockets, and disable traps. It's often paired with the Sneak skill—Sneak gets past living (or undead) guards, while Sleight of Hand deactivates their inanimate security systems. A dungeon fighter might use Reflexes to carefully step over a tripwire explosive, but only the Sleight of Hand skill can safely disarm it.

When you Succeed with Sleight of Hand, your fine motor skills serve you as intended. Usually that means you deactivate whatever protections were between you and someone else's property (finders keepers!). When you Fail with Sleight of Hand, you're caught cheating or you mishandle the situation, triggering security systems

Suggested Throw Restriction: Backwards Shot [BACK]

The player stands with their back to the table when they throw (they can twist from their waist and/or neck to look at the Target).



ARCANA (INTELLIGENCE)

Arcana is your knowledge and mastery of magical forces. Wizards trained in academic institutions call upon this education to cast spells, whilst non-Wizards can still use it to identify and assess magical phenomena. One of the most common questions to ask with Arcana is "If I try to stab this mystical weirdness, will I be a hero, or will I look like an idiot?"

A successful use of Arcana may cast a spell, activate a magical artifact, or explain how a magical effect works. Given magic is weird and wonderful by its very nature, understanding alone can be a powerful boon. A Failed Arcana test may result in a miscast spell, misused artifact, or dangerously incomplete knowledge. Whatever happens next is likely to be Bad News.

Suggested Throw Restriction: Two-Fingers Shot [2FGR]

The player holds the die between two fingers of the same hand then releases it to throw.



NATURE (INTELLIGENCE)

Understanding the behaviors, capabilities, and physiology of a wild animal provides vital information about how to kill it (or avoid being killed by it). Characters use Nature to orient themselves in strange monster habitats, distinguish two similar creatures from each other, and call out a weak spot. It's also used to diagnose medical conditions, brew herbal remedies, and prepare natural poisons.

Succeeding on a Nature test allows a character to productively interact with a plant or animal, or get a clue from the SDM about how to do so. If studying a sentient creature, Empathy is the more appropriate skill. Failing a Nature test gives the wrong information or incurs the wrath of the natural world, via poison damage or loss of direction.

Suggested Throw Restriction: Slide Shot [SLDE]

The player places the die in the palm of their hand and tilts their hand so the die rolls out to throw.



TRIVIA (INTELLIGENCE)

Trivia is a general 'knowledge' skill, covering the character's understanding of history and geography, cultural events, recent occurrences, and foreign languages. Basically anything except magic, biology, and spirituality. If you're deep in a dungeon, and don't have a clue what's going on, one character may attempt a Trivia test to put you back on track.

If you Succeed on a Trivia test, you learn something useful and relevant to your current circumstances (if the SDM hasn't planned anything, they may invite you to make something up). If you Fail, you recall something inaccurate or incomplete, which will very soon get you into serious trouble.

Suggested Throw Restriction: Head Shot [HEAD]

The die must start on the player's forehead or must touch it during the throw.



EMPATHY (AWARENESS)

Social awareness is a more important dungeon fighting skill than your average hired mook realizes. With Empathy, you can intuitively understand what a monster's true goal is, and find a way to provide it without conflict. You can also pick up on non-verbal cues to foresee when negotiations will fail, anticipate a supposed ally's betrayal, or realize someone isn't telling you the full story.

When you Succeed with Empathy, the SDM fills in the blanks by explaining what has gone unsaid. This provides an opportunity to pre-empt with your own action or adjust your approach. When you Fail with Empathy, you get the wrong impression and put your foot in it. This might cause offence, start an unnecessary fight, or leave you at the mercy of an enemy you foolishly trusted.

Suggested Throw Restriction: Blind Shot [BLND]

The player must throw the die with their eyes closed.



PERCEIVE (AWARENESS)

Perceive is used to notice stuff. Mostly it measures your eyesight and the attention you pay to small details, but it also incorporates hearing plus senses of smell, taste, and touch if you want to get weird with it. Dungeon fighters use this skill to spot traps, secret rooms, and hidden enemies. Usually only one character may test Perceive to spot a specific feature.

Successful Perceive Tests may uncover small but significant optional details, but it is not necessary for anything big or obvious needed to proceed with an adventure. SDMs, please don't make dungeon fighters test Perceive every time they enter a room. Just tell them what they need to know and prompt them to test when the skill would be actively useful. Players should also resist the impulse to over-use the Perceive skill. If players insist on perceiving danger where there is none, the SDM may invent new dangers to indulge them, especially if they Fail.

Suggested Throw Restriction: One-Eye Shot [ONEY]

The player holds the die in front of a closed eye, before releasing it to make the throw.



SPIRIT (AWARENESS)

Mystical properties of the natural world, including the souls of unliving creatures and the four fundamental elements, are interacted with by using the Spirit skill. Spellcasters whose powers are intuitive rather than learned use Spirit to manifest effects. Other characters can use Spirit as a sixth sense, forewarning them of esoteric danger or the presence of g-g-g-ghosts!

When you Succeed on a Spirit test, you apply the effects of a magical talent or gain supernatural insight—usually something vague and trippy about “auras,” but essentially accurate. Failing a Spirit test means you completely misread the situation, anger a spirit, or set yourself up to be jerked around by the paranormal.

Suggested Throw Restriction: Pray Shot [PRAY]

The player must hold the die between the two palms of their hands, as if praying, then release it to throw.





CHARM (CHARISMA)

22 **C**harm is the “good cop.” It’s the skill for being, or pretending to be, a nice, approachable, trustworthy, inspiring figure. Dungeon fighters use this skill to appear harmless, to negotiate ceasefires or slanted deals, or appeal to an enemy’s baser nature. With Charm, you get what you need because people want to give it to you.

A Successful Charm test convinces an enemy to trust you, do you a favor, or give you something. The reasonableness of the request determines the difficulty—if the request is sufficiently unreasonable or your target has no incentive to listen to you, you may not be able to test at all. If the test Fails, your attempt to appear charming instead comes off as sycophantic, insincere, desperate, or pathetic. This may cause further offence and escalate the situation for the worse.

Suggested Throw Restriction: Thumb-Flick Shot [THMB]

The player rests the die on top of their thumb as though flipping a coin, then flips the die towards the Target.



INTIMIDATE (CHARISMA)

Intimidate is the “bad cop.” It’s used to threaten and scare people into giving you what you want. It’s not a skill for nice people. Then again, convincing people to give you things is nicer than stabbing them and taking it, so it’s all relative.

Successful Intimidate tests can be used to convince informants to squeal, weaker enemies to give up, and stronger enemies to target you specifically as the biggest threat. Failed Intimidate tests may infuriate neutral NPCs, starting a fight that could otherwise have been avoided. Or they might just laugh at you.

Suggested Throw Restriction: Slap Shot [SLAP]

The player must hit the die with the palm of their hand during the throw.



PERFORM (CHARISMA)

Showmanship is everything! Characters intending to provoke an emotional reaction, especially from a large crowd, can achieve more with the Perform skill than Charm or Intimidate. It covers musical recitals, rousing speeches, and everyone’s favorite: the language of dance. As well as providing distractions, the skill also covers pretending to be someone else and other feats of social misdirection.

Successful Perform tests are admirable demonstrations of your art, inspiring an ally to take up arms or moving a jaded sentry to tears. Failed Perform tests bring out the hecklers. You may be driven off the stage, mercilessly mocked, or even provoke an attack.

Suggested Throw Restriction: Twirl Shot [TWRL]

The player must spin on their feet, turning around 360° so that they end up facing the Target and immediately releasing the die..



THROW RESTRICTIONS LIST



Every test in **One More Quest** requires the SDM to set additional restrictions that apply to the throw. Throughout this Quickstart, suggestions have been provided to indicate what restrictions are commonly appropriate for specific skills, monsters, talents, or other effects. Ultimately though, the SDM is empowered to apply whatever restrictions they think are appropriate to the circumstances. Adapting throws to fit the fictional circumstances of the test is part of the game's charm!

In some unusual circumstances, SDMs may choose to stack more than one of these throw restrictions, adjust how they are resolved, or even invent their own restrictions. The most important rule when choosing throw restrictions is to make sure a test is still physically possible for the player! Of course, **One More Quest** is about overcoming ridiculous challenges, so don't be scared to bend the rules a little bit to create a fun new throw.

Some restrictions are not compatible with playing online (such as the Hot-Potato Shot [POTA]), or are not hygienic to implement while playing during a pandemic (such as the Blow Shot [BLOW]). SDMs should use their best judgment when deciding what restrictions to implement, choosing an alternate restriction from the list if the default choice is not applicable to the circumstances.

Each shot below is listed with a Code identifying it for quick reference, a Description of how to throw, a Theme suggesting the sort of instances where it might be appropriate (including suggested skills in bold), and a specific Example where it is especially justified. More guidance on how SDMs should implement the throws on this list can be found in the **One More Quest Rulebook**.



	CODE	THROW	DESCRIPTION	THEME	EXAMPLE
	[2FGR]	TWO-FINGERS SHOT	The player holds the die between two fingers of the same hand, then releases it to throw.	Arcana , handling volatile items	Mixing an explosive alchemical concoction
	[BACK]	BACKWARDS SHOT	The player stands with their back to the table when they throw (they can twist from their waist and/or neck to look at the Target).	Sleight of Hand , deception, subterfuge	Quietly readying a weapon during delicate negotiations
	[BANK]	BANK SHOT	The player places a book or box on the table in the position of their choice. The die must touch the book before touching the Target.	Confusion, being lost, disoriented	Attacking after being hit on the head by a boulder
	[BLND]	BLIND SHOT	The player must throw the die with their eyes closed.	Empathy , blindness, intuition	Attack in pitch-black conditions
	[BLOW]	BLOW SHOT	The player must blow the die toward the Target.	Lies, secrets, whispering	Earning an overlord's trust by ratting out one of their guards
	[CUPS]	CUP SHOT	The player must cup their hand, place the die inside it, and toss or tilt the cup to throw.	Food, potions, poison	Realizing the drink you're about to imbibe has been spiked
	[CRTS]	CURTSEY SHOT	The player must bow at the waist as they throw.	Diplomacy, kindness, flattery	Impressing an overlord with your toadying
	[DBLE]	DOUBLE-BOUNCE SHOT	The die must bounce at least twice outside the Target before touching it.	Reflexes , speed	Catching a fragile magic item after it falls off a table
	[EARS]	EAR SHOT	The player holds the die behind their ear, before releasing it to make the throw.	Listening	Locating a shouting ally buried in rubble
	[ELBW]	ELBOW SHOT	The die must start on the player's elbow or must touch it during the throw.	Lift , physical might	Winning a bodybuilding contest
	[ELEV]	ELBOW-LEVER SHOT	The player places the die inside the crook of their elbow, then releases it to throw.	Overcome suffering	Refusing to reveal information when tortured
	[EYLE]	EYE-LEVEL SHOT	The player sits down on the floor and, regardless of their height, must keep their eyes at table level when throwing the die.	Sneak , hiding	Preventing a guard from finding a hidden weapon when they search you
	[FARS]	FAR SHOT	The player takes one step away from the table, and must throw from that position.	Long-range attacks, doing things at a distance	Shouting instructions to an ally across a room
	[FLCK]	FLICK SHOT	The player must flick the die towards the Target.	Mechanisms, traps, crossbows, cannon	Attacking with a stolen siege weapon
	[FREN]	FRIENDLY SHOT	The player takes one hand of the player to their right and holds that hand by the wrist. They must use this other player's hand as if it was their own to perform the throw.	Cooperation with contact	Slipping a stolen key to an ally without the guard realizing
	[GATE]	GATE SHOT	The player makes a "gate" by placing two fingers on the table, and throws the die through the gate.	Interact with small things	Bullying a goblin into giving you directions
	[HEAD]	HEAD SHOT	The die must start on the player's forehead or must touch it during the throw.	Trivia , intelligence, knowledge	Attacking with a new-fangled blackpowder weapon
	[HIPS]	HIP SHOT	The die must start on the player's hip or must touch it during the throw	Love, sex appeal	Seducing an Overlord so you can access their trophy room

	CODE	THROW	DESCRIPTION	THEME	EXAMPLE
	[HOLE]	HOLE SHOT	The player makes a circle with the index finger and thumb of one hand, and throws the die through the hole.	Aim, precision	Stitching shut a reopened old war wound
	[JUMP]	JUMP SHOT	The player jumps into the air, and throws the die before touching the ground.	Athletics, crossing a tripwire, jumping	Crossing a raging river by jumping from rock to rock
	[KNEE]	KNEE SHOT	The die must start on the player's knee or must touch it during the throw	Brawl, violence	Winding a guard to dissuade the others from picking a fight
	[LITL]	LITTLE-FINGER SHOT	The player holds the die with their two little fingers, before releasing it to throw.	Craft, repair, defuse	Restraining a bow before making an attack
	[NOSE]	NOSE SHOT	The die must start on the player's nose or must touch it during the throw.	Smell	Realise the alchemist's acid vats are dissolving a body
	[OFFH]	OFF-HAND SHOT	The player must use their off-hand (the hand they do not write with).	Difficulty, unfamiliarity, learning	Translating a long-dead occult language
	[ONEY]	ONE-EYE SHOT	The player holds the die in front of a closed eye, before releasing it to make the throw.	Perceive, look, search, spy	Finding where the overlord stashed their best treasure
	[PNCH]	PUNCH-THE-TABLE SHOT	The player places the die in a closed fist, then drops their fist onto the table to throw, opening their fist as they do so.	Smash, fury	Bulldozing through a barricade with a sledgehammer
	[POTA]	HOT-POTATO SHOT	The player to the left of the testing player throws the die at them. The testing player must catch it and immediately throw it towards the Target.	Cooperation without contact	Completing an occult ritual an ally got halfway through before being interrupted
	[PRAY]	PRAY SHOT	The player must hold the die between the two palms of their hands, as if praying, then release it to throw.	Spirit, prayer, concentration	Recalling a magical password in the middle of a chaotic battle
	[SLAP]	SLAP SHOT	The player must hit the die with the palm of their hand during the throw.	Intimidate, rudeness	Winning a belching contest
	[SLDE]	SLIDE SHOT	The player places the die in the palm of their hand, then tilts their hand so the die rolls along their fingers to throw.	Nature, medicine, carefulness, healing	Reassuring a patient undergoing surgery
	[SPIN]	DICE-SPIN SHOT	The die must spin like a top before touching the Target.	Luck, chance	Going all-in for a high stakes card game
	[THMB]	THUMB-FLICK SHOT	The player rests the die on top of their thumb as though flipping a coin, then flips the die towards the Target..	Charm, coolness	Hooking a mark for your pyramid scheme
	[TWRL]	TWIRL SHOT	The player must spin on their feet, turning around 360° so that they end up facing the Target and immediately releasing the die.	Perform, grace, elegance, dance, creativity	Painting a portrait that flatters an Overlord's ego
	[ULEG]	UNDER-THE-LEG SHOT	The player must release the die from under one of their legs as they throw.	Balance, coordination	Crossing a narrow plank that bridges a chasm
	[UTBL]	UNDER-THE-TABLE SHOT	The die must leave the player's hand below the table level.	Interact with big things	Pushing back against a rolling stone trap
	[WRST]	WRIST-ON-THE-TABLE SHOT	The wrist of the hand that throws the die must be touching the table	Constraint, limit, impediment	Attacking while your hands are tied up
	[XSHT]	X-SHOT	The player holds the die between their two wrists, creating an 'X' with their arms, before releasing the die to throw.	Resist, parry, dispel	Braving the cold to cross an arctic tundra

COMBAT



Your average monster would prefer dungeon fighters did not ransack their lair and steal all their stolen goods, and are happy to employ brutal violence to get their point across. Eventually, combat is an unavoidable part of a dungeon fighter's life, however much they might prefer to avoid it.

TURN ORDER

Every second counts in a battle, so once swords are drawn, the action is a bit less freeform and a bit more regulated. **Combat is broken into rounds, during which each dungeon fighter and NPC takes one turn**, before the next round begins.

Whichever character is the first to escalate to violence takes the first turn in the first round. (We call this the "Han shot first" rule.) In the quite likely scenario that both sides reach for their weapons at the same time, the players choose a dungeon fighter to go first.

After a character has taken their turn, the opposing side chooses one of their own characters to have a go (i.e., an NPC acts after a dungeon fighter and a dungeon fighter acts after an NPC). **No character can take more than one turn in a round.** After all characters on one side have acted, the opposing side resolves all their remaining characters' actions in whatever order they choose.

From the second round onwards, the players choose a dungeon fighter to go first and alternate between NPCs and dungeon fighters from there. You don't need to resolve turns in the same order as in previous rounds. You might find it useful to keep a list of all the characters in the fight and tick them off as they take turns, or provide counters to each player they can flip once their turn is over.

If a character has been surprised, ambushed, or otherwise caught unawares when combat starts, they lose their turn in the first round recovering their wits. Generous SDMs may allow dungeon fighters to make Perceive (Awareness) tests just before an ambush to avoid this penalty (or make Sneak (Agility) tests to perform their own ambushes).

ACTION TIME

During a character's turn, they can attempt **one action: anything complicated enough to require a test.** They may attack another character, cast a spell, break something, run away, or do something else entirely. Players are encouraged to think creatively, but ultimately SDMs decide what is and isn't reasonable to attempt in a turn.

As part of their turn, **dungeon fighters and NPCs may also perform any number of small, trivial actions simple enough to undertake without a test.** This may include charging into melee range, retreating into bow range, swapping weapons, or drinking a potion. If a character needs to move a significant distance in a turn—to join a combat a few rooms away or chase after a fleeing enemy—that's probably an Athletics (Agility) test, using up the character's action for the turn. But let's be real: most rooms in a dungeon are not that large, and short dashes before or after actions are not a big deal. This isn't the kind of game where you'll count squares to work out exact distances.



SURPLUS TESTS

Most actions in *One More Quest* are resolved as basic tests (page 13), simply determining if an action Succeeds or Fails, spectacularly or otherwise. For actions which require a bit more granularity, with a sliding scale of results, it is more appropriate to use a surplus test. The most common form of **surplus test** is an **attack test**, though other surplus tests occasionally appear outside of combat.

Surplus tests are resolved in the same way as basic tests, with the following exceptions:

- ◆ **Surplus tests do not have difficulties.** Skip **2. CHOOSE DIFFICULTY** of the basic test process when resolving a surplus test.
- ◆ Because surplus tests do not have difficulties, **surplus tests Succeed if at least one die hits the target and follows all the throw restrictions.** The exception is if any dice which miss the Target or fail to abide by the throw restrictions land with an Icon showing: this triggers a **Disastrous Failure**, as normal.
- ◆ Each action requiring a surplus test describes how to resolve its consequences. This is determined by the result of the test, with higher results offering proportionately greater effects (for example, higher results on attack tests inflict more damage).
- ◆ **Surplus tests never achieve Epic Successes.**



ATTACK TESTS

Attack tests are a type of surplus test used to inflict harm on an enemy. Usually, melee attacks are made with the Smash (STRENGTH) skill and ranged attacks are made with the Aim (DEXTERITY) skill.

The result of an attack test determines the level of injury inflicted on the target. This is a three-step process:

- ◆ The result of the attack test determines the amount of **damage** inflicted.
- ◆ The damage is reduced by the target's **defense**, to a minimum of 0.
- ◆ Any remaining damage is then subtracted from the creature's **health**. If a creature is reduced to 0 health, they are **defeated**. See page 28 for further details.

WEAPONRY

To quote the motto of Middlewhere's most profitable blacksmithing megacorporation, "a warrior is only as strong as their blade." **Weaponry provides a positive modifier to a warrior's attack tests when using the corresponding skill.** +2 is standard for dedicated wargear. Expensive, high-tech, or magical weapons may provide an even better bonus.

By default, **you can only gain the bonus modifier from one weapon each time you make an attack.** Most weapons have their own throw restriction, which may replace or combine with the suggested skill restriction. As always, the restrictions for any given test are determined by the SDM as they see fit.

The weaponry of each dungeon fighter and monster are included in the sample profiles at the end of this Quickstart. For comparison, the effects of Middlewhere's most common weaponry are listed below. An expanded weaponry selection can be found in the *One More Quest Rulebook*.

- ◆ **Daggers, knives, other small blades:** +1 to Smash attacks, or Aim attacks if thrown, when using the Backwards Shot [BACK] restriction.
- ◆ **Maces, clubs, warhammers:** +2 to Smash attacks when using the Punch-The-Table Shot [PNCH] restriction.
- ◆ **Spears and polearms:** +2 to Smash attacks when using the Double-Bounce Shot [DBNC] restriction.
- ◆ **Broadswords and other slashing weaponry:** +2 to Smash attacks when using the Under The Leg Shot [ULEG] restriction.
- ◆ **Battleaxes:** +2 to Smash attacks when using the Elbow-Lever Shot [ELEV] restriction.
- ◆ **Great weapons (two-handed swords, axes, other melee weapons):** +3 to Smash attacks when using the X-Shot [XSHT] restriction.
- ◆ **Bow and arrow:** +2 to Aim attacks when using the Hole Shot [HOLE] restriction.



HEALTH AND RESTING

When an NPC drops to 0 health, they are **defeated**. They are killed, knocked out, seeing stars, incapacitated, or tied up, as the attacker prefers.

If a dungeon fighter drops to 0 health, they are unable to act until another dungeon fighter comes along to help them back onto their feet. This usually requires the use of a healing talent or item. If all else fails, a defeated dungeon fighter who rests for 10 minutes whilst receiving attention from another dungeon fighter stands back up with 1 health restored.

If the entire party is reduced to 0 health, well, looks like you screwed up. You can end your **One More Quest** adventure here, with a brief description of how the dungeon's monsters tastefully display your party's corpses. Or, you can cut to black and pick up the action a few weeks later, after the dungeon fighters have had a chance to drag themselves out of the dungeon, heal up a bit, and pluck up the courage for another go.

Full rules for recovering health and Pushes, along with ways to suffer damage from environmental hazards, advanced weaponry, and other combat complications, can be found in the **One More Quest Rulebook**.





ACCESSIBILITY ADJUSTMENTS

The dexterity-based mechanics in *One More Quest* are intended to be fun and goofy, to welcome casual gamers who might be put off by more serious or complicated rules. They are certainly **not intended to exclude gamers** whose disabilities or accessibility requirements might make specific throws painful, embarrassing, or impossible. The designers of this game wholeheartedly encourage SDMs to adjust the ruleset as required to **produce a safe and comfortable experience** for all gamers at their table.

The first step should always be for SDMs and players to communicate with each other and jointly agree on a solution that does not disadvantage disabled players, but preserves an enjoyable level of challenge. For some players, substituting a specific throw requirement with a different one may be sufficient, which is something easily determined by SDMs on-the-fly. Other players may be better served by disregarding the rules for throws entirely, instead using conventional dice or a random number generator app.

It is beyond the scope of this *Quickstart* to provide alternative rule suggestions that will cater to every player's accessibility needs, but more details can be found in the *One More Quest Rulebook*.







HEROES

A band of screw-ups and desperate vagrants, forced into the lifestyle by misfortune or bizarre ambition. Maybe “heroes” is a bit far-fetched.

*Also, stat blocks!
You know you want them.*

SAMPLE CHARACTERS



he dungeon fighters included over the next few pages can be used while playing **House of the Wizard Bros** or any other adventure of the SDM's invention.

Each character consists of the following elements:

- ◆ A **name and short biography**, which provides a little color for the character and suggestions for how to roleplay them.
- ◆ A **Culture**, the collective influence of a dungeon fighter's ancestry and the society they hail from. For multi-racial characters, it is the heritage they identify as having the strongest impact on their dungeon fighter career. Cultures provide special abilities reflecting the personality traits the character inherited from the people who raised them.
- ◆ A **Class**, a dungeon fighter's professional combat specialty, which is used to market their skills to adventuring parties. Classes provide special abilities from the character's martial and magical training. Classes also have a corresponding **Level**, which determines how far the character has progressed through mastering their profession. All sample characters in this Quickstart are Level 1, but rules for advancing to higher levels can be found in the **One More Quest Rulebook**.
- ◆ An **Archetype**, describing the core of the character's identity when they're not "on the job." Archetypes provide special abilities based on the character's personality and outlook.
- ◆ A **Drive**, revealing what the character seeks to achieve with their life, either through dungeon fighting or in parallel with it. Drives provide special abilities based on the character's passions and fears.
- ◆ **Ratings for each Characteristic**, which are applied as a bonus to all tests of their three corresponding skills. Each ring of the character's slice, marked from the outside-inward, provides a +1 bonus to tests of that characteristic. A character with the three outer rings of Strength filled in therefore has a +3 rating in that characteristic.
- ◆ **Skill Proficiencies**, which provide an additional bonus to each test of that skill. The character sheet also contains a section summing the total of each skill Proficiency and the corresponding characteristic rating.
- ◆ The character's starting/maximum **Pushes**. The ring of numbers around the outside can be used to track the character's current number of Pushes, as they are spent and regained over the course of the adventure.
- ◆ The character's starting/maximum **health**. The space above the heart can be used to track the character's current health score, as it reduces and is regained over the course of the adventure.
- ◆ The character's **defense**, which is subtracted from any damage they suffer. This is derived from the dungeon fighter's armor.
- ◆ **Weapons** the character uses, along with their bonuses and throw restrictions. The total of the creature's attack characteristic, attack skill Proficiency and weapon bonus is included for convenience.
- ◆ **Talents, abilities, and exceptions to the normal rules that dungeon fighters can employ**. The effects of each talent are also included. Talents may be provided by a character's Culture or Class, or learned over time as the character gains experience. Many have their own dedicated throws, and either provide details of those restrictions in the entry or direct you to the corresponding section of the Throw List.
- ◆ Space to record additional **equipment** and their mechanical effects, along with any gold coins the character is carrying as disposable income.

The character sheets already filled in can be found in the Appendix (see page 60) at the end of the book, along with all the other printable materials!

*Complete lists of Cultures, Classes, Archetypes, Drives, talents, and equipment which players can choose from when generating or advancing their own dungeon fighter can be found in the **One More Quest Rulebook**.*

WILROND

In your youthful days in Ary Reverie, your father had you enrolled in the snobbish elven "Military Academy of Elegant Murder," envisioning your career as a stealthy assassin, executing your enemies in their sleep.

But this was never your cup of tea, as you were always more interested in *another* way to get into other people's bedrooms: seducing your lovers with the smooth sound of your voice.

After your decision to drop out of school, you turned to dungeon fighting, to finally fulfill the dream of your life: find some friends, start the greatest folk band of all time, and find tons of "love" with it.



Culture: Ary Reverie High Elf (+1 AWA, 15 health, 4 Pushes, Bohemian Lifestyle)

Class: Bard (+1 AG, +1 CHA, +1 Push, Empathy Proficiency, Perform Proficiency, Inspiration, lute, longsword, light armor, dagger)

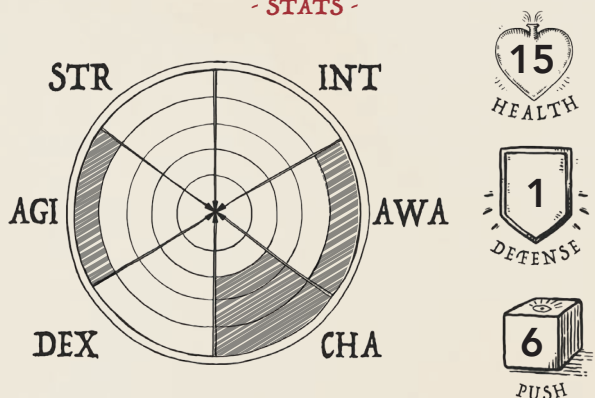
Archetype **Lover Not a Fighter**
You prefer to resolve encounters without violence if you can help it.

You were never aroused by the sight of blood as much as you are by the sight of silk sheets. When you hear about "lying bodies," your first thought is never of deadly battles. Some may say that you didn't choose the right job, but, hey, who are they to say? (+2 CHA, Sneak Proficiency, Charm Proficiency)

Drive **Friends Will Be Friends**
The camaraderie between those who risk death together raises your spirits like nothing else.

Who said dungeon fighting is a job? For you, it's all about meeting new people. And, obviously, nothing makes a connection like raiding temples of doom. (Sharing is Caring, +1 Push)

- STATS -



Skill Proficiencies: Charm, Empathy, Perform, Sneak

- WEAPONS & EQUIPMENT -

Spear: +2 to Smash attacks when using the Double-Bounce Shot [DBNC] restriction.

Longsword: +2 to Smash attacks when using the Under The Leg Shot [ULEG] restriction.

Dagger: +1 to Smash attacks, or Aim attacks if thrown, when using the Backwards Shot [BACK] restriction.

Lute: +1 to Perform tests when using the Slide Shot [SLDE] restriction.

Light Armor: +1 defense (bonus included above)
 5 gold coins

- TALENTS -

Bohemian Lifestyle: +2 on any tests to resist psychological effects like fear, anger, or mind control, and physical resistance to poisons.

Inspiration: Three times per day, you may take a **difficulty 4 Perform (Charisma) test** as an action to give all your allies +2 on their actions until your next turn (if used outside combat, the effect lasts for the next two minutes).

Sharing is Caring: You may spend Pushes freely to increase an allied dungeon fighter's Pushes by an equal amount.

MARGARHILDA

Life on the border between your dwarven homeland, Forgegraad, and the goblin kingdom was never easy, with those greenish hordes endlessly trying to inch into your territory.

You were never interested in partaking in skirmishes, but the day a goblin hit you in the head with a stone axe, you lost consciousness and had an almost lysergic vision of Foukkur, the Uncuddled—the ancient dog hero of Loyalty—barking at you, motivating you to never give up a fight, and asking for treats. When you woke up, you resolved to dedicate your life to the cult of Foukkur, and became a powerful Spiritist, evoking the spirits of the dead to help you in battle and heal your injured comrades.

Now, you've decided to take your powers outside of your hometown and make the world a better place by cleaning dungeons and freeing villages from the overlords' menace. Your friends said it's a poor excuse to test the world's greatest taverns, but you didn't mind them and ordered another pint of beer on the fly.



Culture: Forgegraad Dwarf (+1 STR, 25 health, 2 Pushes, Hard as Rock)
Class: Spiritist (+1 AWA, +1 CHA, +1 Push, Empathy Proficiency, Spirit Proficiency, Lay On Hands, mace, dagger, light armor, holy text)

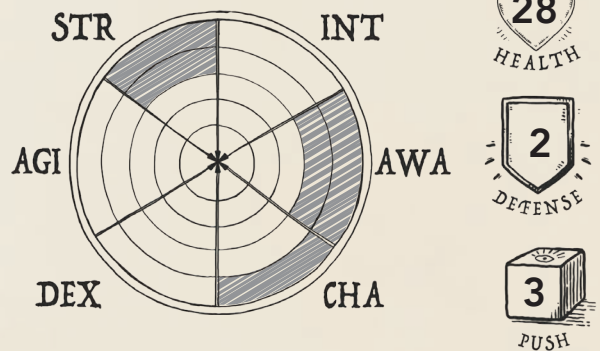
Archetype **Underdog**
You search for the most hopeless fights and causes, somehow triumphing despite the odds.

When others give in to peer pressure, you plant your feet and refuse to budge, fighting for what you believe as a matter of principle. The more foes you face, the stronger you get, which is why you always have a smile on your face when you discover an army of imps or goblins. Sad thing is, they don't seem that happy to see you. (+1 STR, +1 AWA, Mob Breaker)

Drive **Pub Crawler**
You travel from tavern to tavern to savor the finest ales in Middlewhere, looting dungeons on the side.

Do you like beer! And wine! Not to mention the most exclusive blends of fermented herbs from the south: you know them all. One day you'll become the first cider-sommelier in the whole country. Don't be so snotty: it's probably the most common drive for everyone in Middlewhere. (Resist Proficiency, Trivia Proficiency, +3 health)

- STATS -



Skill Proficiencies: Empathy, Resist, Spirit, Trivia

- WEAPONS & EQUIPMENT -

Greataxe: +3 to Smash attacks when using the X-Shot [XSHT] restriction.

Mace: +2 to Smash attacks when using the Punch-The-Table Shot [PNCH] restriction.

Dagger: +1 to Smash attacks, or Aim attacks if thrown, when using the Backwards Shot [BACK] restriction.

Light Armor: +1 defense (bonus included above)

Holy Text

5 gold coins

- TALENTS -

Hard as Rock: You gain +1 defense, which stacks with armor (bonus included above).

Lay On Hands: Three times per day, as an action, you may make a surplus test (page 27) using Spirit to heal yourself or an ally within arm's reach. The target recovers health equal to your result.

Mob Breaker: When you are outnumbered by enemies in melee combat, you gain +1 to Smash attacks and +1 defense.



MARVIN

When your parents filed your request for admission to Starvard University, you were ready to become the number one student in your class. *I'll be the youngest to learn telekinesis*, you thought, preparing yourself for the upcoming years of hard brain-work and the rank of straight-A-student.

But your first day as a freshman changed everything: you never expected the Protectorate of Magic to be the amazing party machine you discovered. What a blast! Beer-pong tournaments quickly replaced hours tucked into the books, and learning clairvoyance was only useful when the guards were about to raid a frat house.

Sure, you're not one of the "cool dudes" who's the life of the party, yet. You're mostly the wallflower guy who gets wasted with the other nerds in the corner of the room. But you'll be one of them, soon. You just have to keep partying until someone notices you.

Culture: Protectorate Human (+1 INT, 20 health, 3 Pushes, Magic Is Mundane)

Class: Wizard (+1 DEX, +1 INT, +1 Push, Arcana Proficiency, Trivia Proficiency, Magic Missile, dagger, magic wand, tome of magic)

Archetype **Nerd**

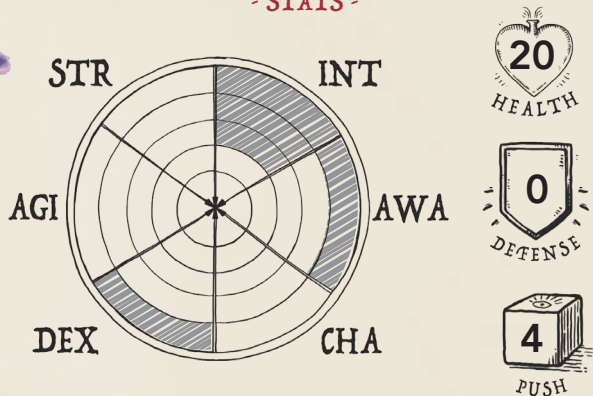
You were well-tutored in a variety of topics, and are discerning enough to put that expertise to good use. Since you were a child, your family had you attend the most important classes and lectures. Now, when fellas call you "nerd," you smash them right in the face with a volume of the Encyclopedia, thus proving that "knowledge is power." (+1 INT, +1 AWA, Throw The Book At Them)

Drive..... **Get Cool**

You trail around after more popular people, hoping to become as liked as they are.

Why is everyone cooler than you? You have no answer. But they say "learn from the best," so you're sticking with the niftiest fighters of all, hoping to become like them. That didn't happen yesterday, but you have a feeling it will be today. Or tomorrow. Or the day after tomorrow. (Sneak Proficiency, Empathy Proficiency, Perceive Proficiency)

- STATS -



Skill Proficiencies: Arcana, Empathy, Perceive, Sneak, Trivia

- WEAPONS & EQUIPMENT -

Magic Wand: +2 to Arcana attacks when using Little-Finger Shot [LITL] as an additional restriction.

Dagger: +1 to Smash attacks, or Aim attacks if thrown, when using the Backwards Shot [BACK] restriction.

Tome of Magic: +2 to Arcana tests regarding magical knowledge.

10 gold coins

- TALENTS -

Magic Is Mundane: +2 on tests to resist the effects of magical powers.

Magic Missile: Three times a day, you can make an attack test with Arcana (Intelligence), using the Double-Bounce Shot [DBNC] restriction and adding a +2 modifier. Damage inflicted by this attack is not reduced by the target's defense. If you defeat a target with Magic Missile, you regain one of the talent's daily uses.

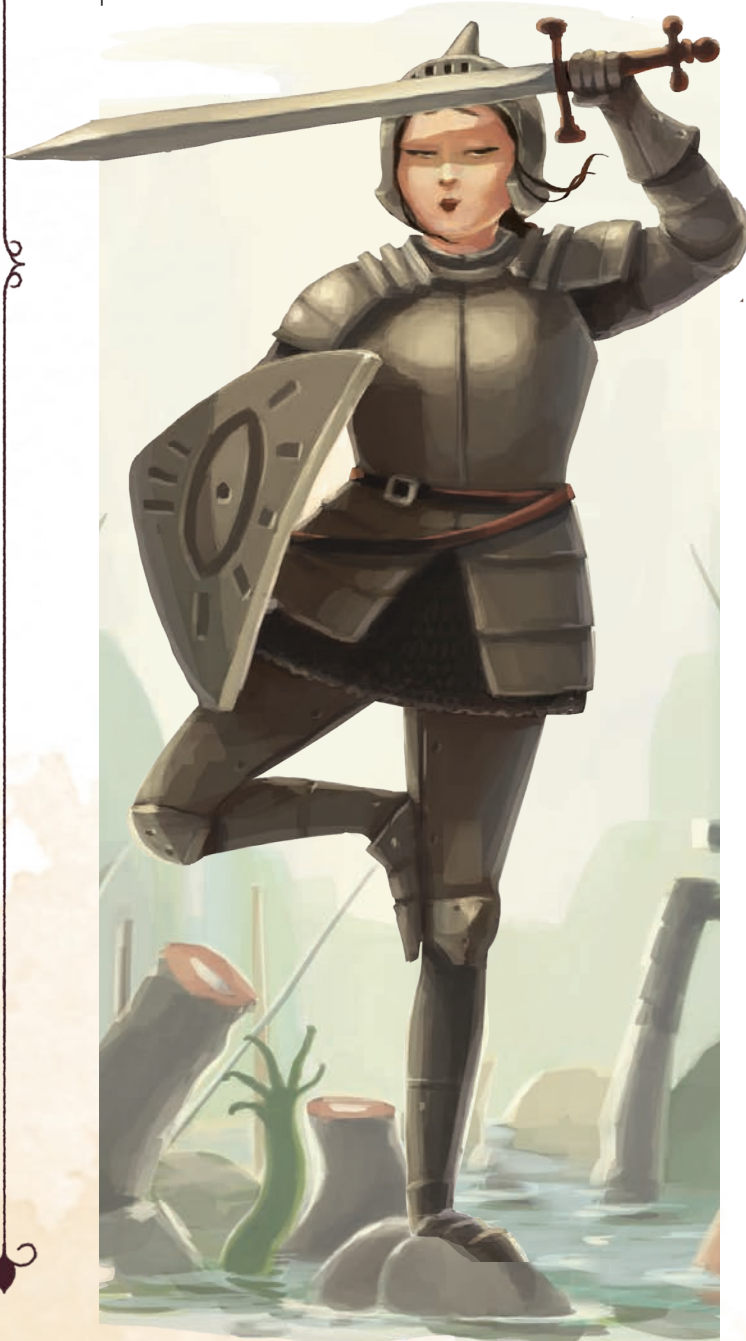
Throw the Book at Them: Take a Trivia test as an action to recall the weak spots of the monsters your allies are fighting. Difficulty is usually 4, but may increase for more obscure creatures. For the rest of the combat, when any dungeon fighter attacks a monster of that type, if the die hits the Target with an Icon showing, the value of the range band is tripled instead of doubled.

GRACE CLEANCUT

During your training years in the Kingdom of Lynt, you forced yourself to improve your sword skills day after day, to become the strongest of all warriors. Unfortunately, all the swords you've broken during practice did not come for free. Now, you're as broke as grandpa's old clock, and you owe money to basically everyone you've met in the last 10 years.

But you're sure this will be over soon. You can feel it. Lots of shady guys in the region say there's this nearby dungeon which is crazy filled with loot: why wouldn't you trust them?

You just need to complete this last mission—this one, final dungeon—before you can retire. Or go back to sword practice.



Culture: Lynt Human (+1 CHA, 20 health, 3 Pushes, Glory Hog)
Class: Warrior (+1 STR, +1 AG, +5 health, Smash Proficiency, Intimidate Proficiency, Taunt, longsword, shield, heavy armor)

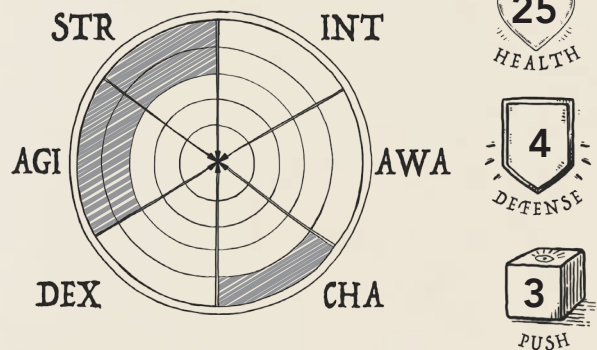
Archetype **Weapon Lover**
Your weapon is your only true friend, train exhaustively until you know its every last quirk and secret.

What is a man's best friend? A man-slaying sword. Your weapon is an extension of your body: you live with it, you eat with it, you sleep with it. Just be careful not to take a shower with it. (+1 STR, +1 AG, Signature Weapon)

Drive **One Last Score**
You have eyes on the prize that will finance your early retirement.

You spent your whole life fighting, now it's almost time to quit and go for that sailing holiday in Costa Dorada you always dreamed about. You're one dungeon from retirement, and you swear this is the last time you'll be foolish enough to risk your life tangling with monsters in subterranean doom fortresses. Of course, you swore that last time, too. (Perceive Proficiency, Sleight of Hand Proficiency, Sneak Proficiency)

- STATS -



Skill Proficiencies: Intimidate, Perceive, Sleight of Hand, Smash, Sneak

- WEAPONS & EQUIPMENT -

Longsword: +4 to Smash attacks when using the Under The Leg Shot [ULEG] restriction.

Heavy Armor: +3 defense (bonus included above); applies Wrist-On-The-Table Shot [WRST] as an additional restriction on all Athletics, Reflexes, and Sneak tests.

Shield: +1 defense, which stacks with armor (bonus included above).

10 gold coins

- TALENTS -

Glory Hog: +1 on attack tests when you are the first to act in a round.

Taunt: When an enemy makes an attack test without inflicting any damage against an ally in line of sight, you can choose to Taunt them. The next attack that enemy makes must target you.

Signature Weapon: +2 on attack tests made with a specific weapon (bonus included in Longsword, above). If your weapon is lost or destroyed, you can apply this bonus to a new weapon, after a week-long period of mourning.



PRINCE TODD

As the first son of Prince Bert, you were raised in the royal palace of Frogwarts, prepared for a life of comfort, wealth, and the meatiest mosquitos of all ponds. They taught you manners, conversation, and how to ride snakes like a real gentlefrog.

But then you asked yourself: Where's the risk? Where's the adventure? A prince should be living the most memorable of all lives, and not just be laying around on lotus leaves! You fled the palace and started living as an outcast adventurer. You may be a green, undateable, horrendous, frog-man, but bravery has no human body.

You'll be part of history someday — may it be for being the first amphibian to write a book.

Culture: Frogwarts Batrachian (+1 AG, 20 health, 3 Pushes, Frog Leap)

Class: Rogue (+1 AG, +1 DEX, +1 Push, Sleight of Hand Proficiency, Sneak Proficiency, Backstab, two daggers, light armor, lockpicks, pack of cards)

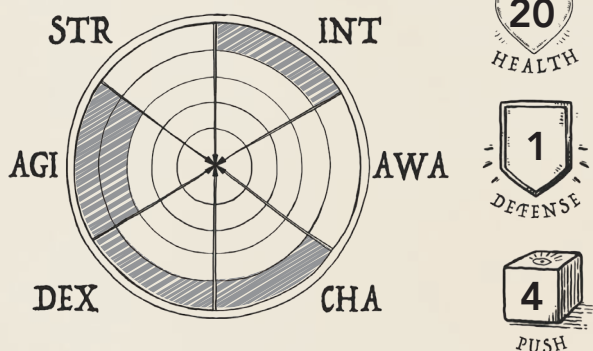
Archetype **Refined Aristocrat**
You were raised in privilege, and have the manners and discerning taste to prove it.

Most people can't tell cabbage from lettuce, or a steak from a filet, but you're able to immediately declare an *entrecote de manotaur's* cooking state from a mile away. Your favorite color is gold, you bathe in donkey milk, and your alarm is an entire choir accompanied by an orchestra. Nobody knows why you decided to become a dungeon fighter, but you surely didn't have to. (+1 INT, +1 CHA, Charm Proficiency, Empathy Proficiency)

Drive **Writing a Memoir**
Your adventures provide material for your autobiography, which you're determined will be a bestseller.

How can someone best be remembered by history? By writing history himself. You want to record a memoir of all your amazing adventures and leave a neverending mark on history. We don't want our readers to be bored, do we? (Go Big or Go Home, +1 Push)

- STATS -



Skill Proficiencies: Charm, Empathy, Sleight of Hand, Sneak

- WEAPONS & EQUIPMENT -

Pair of Daggers: +1 to Smash attacks, or Aim attacks if thrown, when using the Backwards Shot [BACK] restriction.

Lockpicks: +2 to Sleight of Hand tests to pick locks using Two-Fingers Shot [2FGR] as an additional restriction.

Pack of cards

Light Armor: +1 defense (bonus included above)

10 gold coins

- TALENTS -

Frog Leap: You gain +2 to Athletics tests to scale walls and stick to ceilings. You can leap clean over vertical obstacles of 3 meters or less without having to test.

Backstab: When you attack an unaware target, you immediately gain the benefit of Pushing (throwing an extra die) without spending one of your Pushes.

Go Big or Go Home: When you spend a Push on a throw and score an Epic Success, you regain 2 pushes.

LEBRON BEARSKIN

From what you remember, you never wanted a life of certainties. Born into the fierce Bearskin family—a life-long ranger dynasty—you grew up in the woods of Lynt, perfecting your survival skills and defending the outskirts of civilization from the creatures that inhabit the wilds.

But you were never satisfied with hunting down ravenous wolves. Instead, you wanted to work in the colored and fabulous world of fashion, dreaming of making bazillions of generic fantasy gold coins with the innovative concept of *branded fur coats*. Unfortunately, a fur-selling shop in the desolated vastness of the woods was NOT a good business move, and you had to quit and restart again, this time as a dungeon fighter.

And not just any dungeon fighter: You aim to be the most glamorous hero of all time, and start a trend in dungeon clothing that will last for decades.



Culture: Lynt Human (+1 CHA, 20 health, 3 Pushes, Glory Hog)

Class: Ranger (+1 DEX, +1 AWA, +5 health, Aim Proficiency, Perceive Proficiency, Eagle Companion, longbow, dagger, light armor)

Archetype **Forester**

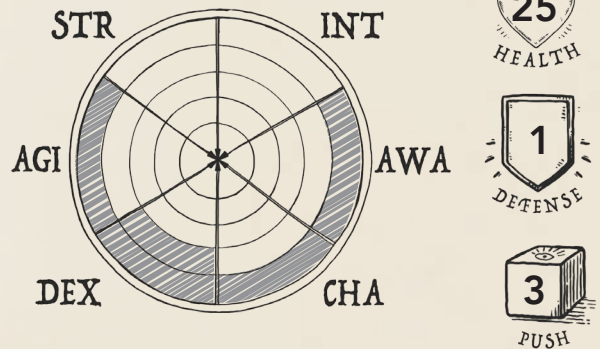
You're at home in the woodlands, navigating tangled foliage and carving tools from what the trees provide. City folk confuse you. So much trivial busywork: work, socializing, paying taxes. You don't have to worry about any of that in the woods. The forest provides deer to eat, wood to craft, and leaves to wipe your ass. Even the most overgrown trails are little obstacle to you, allowing you to ambush from positions your enemies thought inaccessible. (+1 AG, +1 DEX, Tree Hugger)

Drive **Dressed to Kill**

You were trained to observe fashion trends and stitch clothes to match, and want to bring your fashion attitude to dungeon fighting.

What is "fashion"? Nobody knows, and neither do you. But you've learned to recognize trends, and—on your best days—even start them. Maybe this won't be of any help in battle, and you'll die on the very first level of the dungeon, but at least your corpse will give a classy touch to the overlord's rooms. (Craft Proficiency, Fashion Sense)

- STATS -



Skill Proficiencies: Aim, Craft, Perceive

- WEAPONS & EQUIPMENT -

Longbow: +2 to Aim attacks when using the Hole Shot [HOLE] restriction.

Dagger: +1 to Smash attacks, or Aim attacks if thrown, when using the Backwards Shot [BACK] restriction.

Light Armor: +1 defense (bonus included above)
10 gold coins

- TALENTS -

Glory Hog: +1 on attack tests when you are first to act in a round.

Eagle Companion: You are accompanied by an eagle which performs favors for you that don't require tests. As an action, you can instruct your companion to take a test for you. Your companion has no equipment, characteristic bonuses, or proficiencies, so usually no modifiers apply. The SDM makes the throw for the creature.

Tree Hugger: +2 on all tests to navigate or derive resources from woodland areas.

Fashion Sense: Without testing, you can always understand a character's wealth, importance, and status compared to other characters in the scene by studying their clothes. You gain +1 to Charm tests when remarking on something a character is wearing.



TINA THUNDER

You don't know how it started. It seems like it has always been there. Your family has been the most celebrated household of air elementalists in the whole Dragonfall Kingdom for decades. The blood of titans runs in your veins, granting power over the element of air, and the responsibility to use your power for the greater good.

Unfortunately, you don't seem to understand what the last sentence means, or how hard your ancestors had to train and fight to achieve heroic status, and seem more interested in your pet friends, for whom there is no scarcity of cuddles and mini silk capes and dresses.

This has sort of upset your parents, who decided it was time to teach you a lesson by sending you on some poorly-assessed dungeon fighting routine.

Culture: Dragonfall Human (+1 STR, 20 health, 3 Pushes, From The Ashes)

Class: Air Elementalist (+1 AG, +1 AWA, +1 Push, Athletics Proficiency, Spirit Proficiency, Gust of Wind, dagger, light armor)

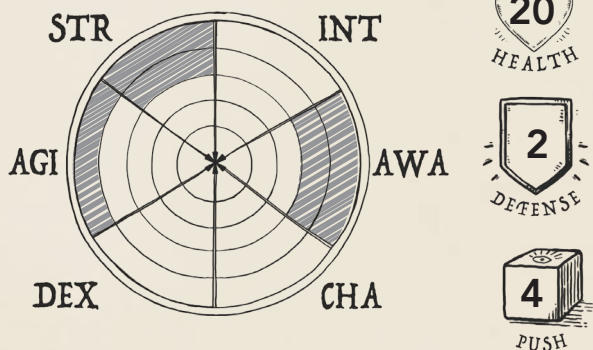
Archetype **Brat of Legends**
Everybody in your bloodline has reached legendary status, and you are self-convinced that you're entitled to it too.

Where's my respect, man? Most fighters dream of becoming heroes, but you deserve to. Your parents were famed warriors just as their parents before them. It seems obvious that you will follow the trend, so why bother putting the effort in? If they made it, certainly an overindulgent adult child like you will make it too. Good thing that creed is the first step to achieving a result, 'cause it means you're halfway through. (+1 CHA, +1 AWA, medium armor, Superiority Complex)

Drive **Furball Liberation Front**
You can't stand the sight of a caged pet, and you're up for anything to bring them back to freedom.

They say animals are better than humans, and ma'am, do you believe this: you're not afraid to share spaghetti with a stray mutt, you've got more cats than books, and have also tried to hug a bear, once (with poor results). You've committed to freeing all your furry friends, which pisses off a lot of overlords who wake up lonely, and deprived of their pet companions. (Animal Expert, Empathy Proficiency)

- STATS -



Skill Proficiencies: Athletics, Empathy, Spirit

- WEAPONS & EQUIPMENT -

Warhammer: +2 to Smash attacks when using the Punch-The-Table Shot [PNCH] restriction.

Dagger: +1 to Smash attacks, or Aim attacks if thrown, when using the Backwards Shot [BACK] restriction.

Badass Cape: +1 to Intimidation tests

Medium Armor: +2 Defense (bonus included above)
5 gold coins

- TALENTS -

From The Ashes: +2 to Smash attacks against an enemy whose current health is higher than your own.

Gust of Wind: As an action, you may summon a Gust of Wind to blast an enemy backwards (off a ledge, onto the ground, away from an ally, or into a crowded formation). This requires a difficulty 4 Spirit (AWARENESS) test using the Twirl Shot [TWRL] restriction. An Epic Success also inflicts 8 damage to the target.

Superiority Complex: You gain a +1 modifier to Intimidate low-level minions and a +1 modifier to Charm social elites and overlords.

Animal Expert: You may add your Nature Proficiency as a bonus modifier to any tests targeting an animal.





HOUSE OF THE WIZARD BROS

*A frathouse of wizard students, banned
from partying on campus, take over a
dungeon to party there instead.*

THE QUEST

House of the Wizard Bros is a standalone adventure introducing the world of *One More Quest*. You can play through this scenario using only the basic rules and pregenerated characters provided in this Quickstart. To get started, you just need to print out the Target and character sheets, gather some dice, and get some friends to join you round the gaming table.



The Pitch: A frathouse of wizard students, banned from partying on campus, take over a dungeon to party there instead.

The Story-So-Far: Ligma-Meta-Pappa is the oldest fraternity at Starvard University, a school of arcane study within the **Protectorate of Magic**. The current membership, steered by its ringleaders **Tome, Lyre, and Toenail**, are notorious across campus for their riotous parties, reckless magics, and generous donations from wealthy parents to shield them from consequences. They've had quite a run, but the recent "Reverse-Centaur Incident" was finally considered a step too far. Ligma-Meta-Pappa has been banned from hosting parties on University grounds, much to the fraternity's outrage.

Fuelled by alcohol and a thirst for vengeance, the wizard bros have responded with their greatest coup yet: stealing the **Amulet of Winging**. It is an Ancient Seal, a rare category of artifact bound long ago with destructive, uncontrolled magic of the elements. The Amulet is an elemental artifact of Air, taking the form of the ultimate frisbee, capable of bestowing wings and other avian attributes upon a target. It was entrusted to Starvard University for study and protection. Losing it to a gang of drunken fratbros is more than a little embarrassing.

Since the heist, the wizard bros have teleported to a nearby dungeon to celebrate in their usual style. Formerly, the dungeon was ruled by a goblin boss, but with the power of the Amulet of Winging, the wizard bros did not struggle to depose him. Now the goblin boss' former pets and cronies answer to the wizard bros. Their only instructions are to **eject from the dungeon anyone who infringes on the wizard bros' right to party**.

The Hook: The dungeon fighters are hired by Starvard University to enter the dungeon, recover the Amulet of Winging, and return it to the university. The dungeon fighters are welcome to any other loot they find inside the lair. If the dungeon fighters can return the wizard bros to campus for punishment, they will be awarded a bonus.

ENTERING THE DUNGEON

Kick off the adventure with the dungeon fighters already emerging from a forest trail and approaching the entrance to the dungeon. This is a good opportunity for players to introduce the characters they are playing, and what the other dungeon fighters know about them. Establishing a bit of history between characters, and the party as a whole, can be a great way to set up some subplots to explore in the dungeon.

If the players have questions for their employers before entering the dungeon, you may flashback to the recruitment scene where the party accepted the job. The Starvard Dean Leonarmichael Lamentis is the cliché of the old hidebound, reactionary academic, affronted by the wizard bros' misbehavior, and uncomfortable mingling with disreputable sorts like dungeon fighters. Keep this scene short, so the dungeon fighters can get on with the adventure!

The outward appearance of the dungeon is a mash-up of ancient grandeur, monstrous occupation, and recent vandalism. Magical spray paint tags structural redbrick and a reinforced black door. Stone statues of goblin gargoyles have been beheaded, and a crude plank of wood nailed over the entrance is



emblazoned with the symbols of Ligma-Meta-Pappa. It's clear the wizard bros have made themselves at home.

This is a perfect opportunity to introduce the core mechanics of the game with a basic test. If the dungeon fighters look for an alternative entrance, they can squeeze themselves into the reception room through a drain culvert by Succeeding at a **difficulty 4 Athletics (AGILITY) test**, gaining the benefit of surprise in the upcoming encounter.

Alternatively, a dungeon fighter can predict what they're likely to find in the dungeon by studying its external appearance and making a **difficulty 4 Trivia (INTELLIGENCE) test**. On a Success, the character correctly identifies the goblin architectural embellishments, and recalls that goblins are easily dominated to serve powerful figures like the wizard bros. Approaching with caution is recommended. On a Failure, the character instead asserts goblins are notoriously cowardly, and likely ran off when the wizard bros took over. You can probably stroll right in!



ALLOW US TO TAKE YOUR COATS (RECEPTION ROOM)

If the dungeon fighters stroll right in, they are ambushed in the reception room by armed **goblin** guards.

The heavy door leading into the room is not locked, but it is creaky, ruling out any attempt at stealth. As soon as someone enters, the goblins leap to their feet, mark the heavily-armed intruders as dungeon fighters, and attack as the wizard bros have instructed. There are as many goblins as dungeon fighters, one of whom is **Armored**, and another is **Heroic** (see the Goblin profile on page 53).

This encounter provides a low-stakes introduction to **One More Quest's** combat mechanics. The goblins are not inclined to battle to the death, and will retreat to their barracks once half of their number are defeated. Dungeon fighters can scare them off before that with a **difficulty 8 Intimidate (CHARISMA) test**. Reduce the Difficulty by 2 if a goblin has already been defeated, and by a further 2 if the heroic goblin is defeated.

If, somehow, the goblins are in danger of defeating the dungeon fighters, cut the fight off early with the sound of a monstrous "MOOOO!" emanating from deeper in the dungeon. The goblins freeze, then scarp, disappearing to investigate.

Bargaining with the goblins is not especially productive. The goblins are too stupid to accept a fair deal, even when it's in their best interests, and will inevitably betray any dungeon fighters who Charm them. However, they are easily cowed into obedience. Dungeon fighters who interrogate defeated goblins and succeed on a **difficulty 3 Intimidate (CHARISMA) test, learn:**

- ◆ They used to work in this dungeon for a goblin boss, robbing merchants who passed through the forest, but their boss was recently deposed.
- ◆ The wizard bros are carrying a powerful magical artifact that transformed their boss into a magpie. They dare not stand against such power, so they do what the wizard bros tell them now.
- ◆ The wizard bros' only instructions are to keep out buzzkills and other party poopers. They cannot be disturbed, and have sealed the only entrance to the great hall where they are partying.

The goblins drop a **map of the dungeon** as they flee. It's not entirely accurate, as should be obvious from the scribbled out room that doesn't exist. Provide the handout to the dungeon fighter nearest to the defeated heroic goblin, and ask them how they intend to proceed. If they present the map to a goblin captive, their prisoner can help the dungeon fighters navigate the dungeon, and warn them about what to expect.

POO TO YOU (MAIN CORRIDOR AND KENNEL)

Passing through the archway leading out of the detritus-strewn reception room, the dungeon fighters have two options. On their near left, a long corridor extends away from the reception room, with the sound of hollering and laughter coming from a hall at the end. There are rooms on both sides of this main corridor (see **Running Around Headless, Moove Out Of The Way**, and **Home Discomforts**, below). If the dungeon fighters ignore the party noises and continue straight to the outer edge of the dungeon, they'll find a door that opens into the security corridor, which runs parallel to the main corridor.

If the dungeon fighters approach the wizard bros' party, they are assaulted by an ungodly smell. The corridor ends at a locked, black door, affixed with an arcane enchantment which seals it shut and provides invulnerability to physical damage. In front of the door, attracting a cloud of flies, is a wide puddle of poop. It's about as pleasant as it sounds.

The wizard bros have set up this trap as a reverse of the classic flaming-bag-of-poop prank. Anyone who steps on the poop immediately bursts into flames.

There's a kennel nearby, from which the goblin boss' pet hot-dog pokes their head out sheepishly. Characters who Succeed on a **difficulty 4 Nature (INTELLIGENCE) test** can recognize the hot-dog by the orange glow emanating from its internal organs. Recalling the hot-dog's famously volatile digestive system should forewarn the dungeon fighters what happens if they make contact with the poop.

There are many approaches the dungeon fighters can use to overcoming this trap, including:

- ◆ Succeeding on a **difficulty 5 Reflexes (AGILITY) test** to avoid stepping in the poop, then a **difficulty 9 Arcana (INTELLIGENCE) test** to successfully dispel the wards from the door. Failing either of these tests sets the dungeon fighter on fire (see below).
- ◆ Recovering the goblin boss' magic key, guarded in the cow barn, to deactivate the runes on the door without a test (see **Moove Out Of The Way**, below).
- ◆ Breaking the plumbing in the barracks or bathroom to wash the poop away, or re-binding the teleportation sigil in the bathroom to bypass the door entirely (see **Home Discomforts**, below).

If a dungeon fighter catches fire, they immediately lose 4 health (ignoring defense). If they stop-drop-and-roll, the dungeon fighter must Succeed on a **difficulty 3 Resist (STRENGTH) test** or lose 4 more health and remain on fire. If they take any other action, they automatically lose 4 health and apply the Jump Shot [JUMP] throw restriction as an additional penalty to every action they take. Other characters can try and put out their burning comrade using any relevant skill, but if they Fail, they catch fire too!





G!K

RUNNING AROUND HEADLESS (CHICKEN COOP)

The first door on the left of the main corridor leads to the coop where the goblin boss' pet **phoenix** roosts. It doesn't guard anything valuable, so if the dungeon fighters have a friendly relationship with a goblin captive, they'll be warned not to open the door. (If they have an unfriendly relationship with a goblin captive, they will eagerly encourage the dungeon fighters to look inside.)

The roosting phoenix seems fairly pliant when the door opens, except for its tail being on fire! If approached, it quickly panics and bolts for the exit. Wherever it goes, it leaves a trail of flame. Dungeon fighters caught in the carnage are liable to be set on fire (see **Poo To You**, above), unless they can kill the phoenix at range. One option, to avoid burning the whole dungeon down, is to seal the phoenix back in the chicken coop - a **difficulty 3 Arcana (INTELLIGENCE) test** confirms the room has been enchanted with flame-retardant magic.

MOOVE OUT OF THE WAY (COW BARN)

Between the chicken coop and the kennel is the cow barn, the largest part of the dungeon's menagerie. Inside, a frustrated **manotaur** is imprisoned, its legendarily poor sense of direction trapping it in a small room of hay bales and water troughs. When the only entrance to the room opens, it charges for freedom, bulldozing through anything that gets in its way.

The manotaur was the goblin boss' most powerful monster, so the cow barn guards the magical key granting entrance to the great hall. Captive goblins know this, and will warn the dungeon fighters accordingly. If the dungeon fighters collect the key, no Arcana test is necessary to dispel the door wards. (They still have to deal with the poop.)

A dungeon fighter who Succeeds on a **difficulty 5 Nature (INTELLIGENCE) test** recalls that manotaurs are not usually violent creatures, but they are easily disoriented and enraged by confinement indoors. Their best bet is not to fight the manotaur, but lead it out of the dungeon to freedom. In the manotaur's berserk state, this is easier said than done, but waving a red cloth and Succeeding on a **difficulty 3 Perform (CHARISMA) test** should attract its attention. However, unless this Perform test is taken with an Under The Leg Shot [ULEG] as an additional throw restriction, the manotaur gets a +5 modifier on its attack against the cloth waver!



If you interrupted the fight in the reception room with a terrifying "MOOOO!", the manotaur has already escaped the cow barn by the time the dungeon fighters reach the main corridor, and their job will be a lot more complicated.

HOME DISCOMFORTS (BARRACKS AND BATHROOM)

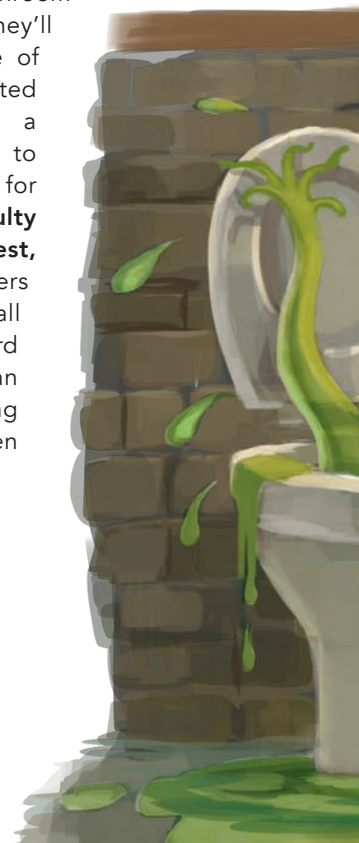
On the right side of the corridor are the goblin living quarters: a barracks containing bedding, a pantry, and a food preparation space, with a bathroom next door.

If any goblins flee from the reception room, they barricade themselves in the barracks. There's little else of value inside. The goblins' personal effects are meager, and the wizard bros looted the pantry for snacks and drinks, taking all but the kitchen sink. But the dungeon fighters may attempt to sabotage the sink plumbing to deliberately flood the main corridor. If they Succeed on a **difficulty 4 Craft (DEXTERITY) test**, they can flush the poop away from the great hall doorway harmlessly. If they Fail, a liquid slurry of explosive poop is a recipe for absolute disaster. At a minimum, the SDM should be applying X-Shot [XSHT] as an additional throw restriction when they're taking actions, and setting fire to dungeon fighters who Fail.

The bathroom contains a teleportation waypoint - a sigil Lyre can use to teleport his bros to and from whenever they need a piss, without messing around with the door seal and the poop trap. If the dungeon fighters don't mind waiting in a poorly ventilated,

foul-smelling bathroom

for another half hour, they'll have a chance to ambush one of the wizards while he's separated from his bros. Alternatively, a dungeon fighter may attempt to re-bind the teleportation sigil for their own use with a **difficulty 6 Arcana (INTELLIGENCE) test**, which crashes the dungeon fighters into the middle of the great hall for a confrontation with the wizard bros. The dungeon fighters can sabotage the bathroom plumbing using the same rules as the kitchen plumbing above.



HAZY MEMORIES (SECURITY CORRIDOR AND TREASURY)

Parallel to the main corridor, on the other side of the menagerie, is a security corridor that leads to the dungeon's treasury. Dungeon fighters can access this space by continuing along the corridor out of the reception room, passing the main corridor without turning off, and eventually turning right through a closed, unlocked door.

Inside the security corridor, having already dispelled the space's previous guardian, is a drunk freshman wizard wearing only a nappy, measuring the length of the security corridor in matchsticks. He's surprised to see the dungeon fighters—he heard the commotion in the reception room, but presumed it was his bros screwing around. If the dungeon fighters strike a hostile stance, he responds in kind, retreating to the treasury and hurling antiques at the dungeon fighters.

If the dungeon fighters defeat the wizard in combat, claim to be friends of his bros (**difficulty 5 Perform (CHARISMA) test**), or convince him they just want to talk (**difficulty 5 Charm (CHARISMA) test**), he drunkenly explains:

- ◆ The wizard bros have informed him his name is Sprog. He'll be given a proper name when his initiation into Ligma-Meta-Pappa is complete. It's been a long, long pledge week.
- ◆ He's not going to help the dungeon fighters beat up his bros. But after everything they've put him through this week (he gestures to the nappy and matchsticks), he's not particularly inclined to fight for them either.

- ◆ If the dungeon fighters convince Sprog he's better off without the wizard bros (another **difficulty 5 Charm (CHARISMA) test**), he walks away from the dungeon entirely. On the way out, he invites them to help themselves to the treasury.

The treasury mostly contains mundane lootables, the modest profits of the goblin boss' banditry over the past few years. After a few minutes of inspection, the dungeon fighters discover the equivalent of 20 gold coins, as well as the following:

- ◆ **A Dazzling Dagger** — a magical weapon perfectly balanced for either stabbing or throwing (provides a +3 bonus on **Smash (STRENGTH)** and **Aim (DEXTERITY)** attack tests). Unfortunately, the dagger's luminous sheen is so bright that it risks blinding its bearer when drawn from its scabbard. If a dungeon fighter attacks with the Dazzling Dagger, the player must throw using the Blind Shot [BLND] restriction. If the dagger is only partially drawn from its scabbard, it can also be used as a less blinding light source.
- ◆ **A Talisman of "Not It!"**, worn as a pendant — whenever a wearer of the Talisman is targeted by an attack, spell, or other negative effect, they can shout "Not It!" to redirect the harm onto another dungeon fighter of their choice. The Talisman can be used once per day. **A difficulty 3 Arcana (INTELLIGENCE) test** can identify the Talisman's effects before the dungeon fighters choose who gets to wear it.
- ◆ **A Portal Dowsing Rod** — a y-shaped twig held in both hands which points to the nearest teleportation waypoint. This will lead the dungeon fighters back to the bathroom (see **Home Discomforts**, above).

FAILING FORWARDS

It is theoretically possible for the dungeon fighters to Fail to recover the goblin boss' key, Fail to reverse the teleportation sigil, Fail to dispel the door wards and Fail to flush the poop out. Should that happen, SDMs can always force a final confrontation by having the wizard bros recover from their drunken stupor long enough to realize that their dungeon has been invaded and blast their way out of the great hall to repel the dungeon fighters. Make sure to initiate this explosive assault at the worst possible time for the dungeon fighters, as punishment for their uselessness.



PARTY DOWN (GREAT HALL)

Inside the great hall, the dubious majesty of the goblin boss' throne room is further disordered by snack bowls, empty bottles, and other detritus. A disgruntled magpie with the head of a goblin boss roosts in the rafters. The wizard bros Tome, Lyre, and Toenail are partying hard, so entranced by their testosterone-fuelled delinquency they haven't even noticed the dungeon is under attack. Once the dungeon fighters cross the threshold, however, the spell is broken. The outraged wizard bros rise from their sofa and respond in force.

The wizard bros are drunk, entitled assholes, rejecting the dungeon fighters as unwanted party guests. They cannot be talked out of a fight, and immediately escalate to employing their full suite of magical powers, including the Amulet of Winging. It's a tricky final encounter, but the dungeon fighters may turn the tables by:

- ◆ Employing the magical items looted from the treasury;
- ◆ Releasing the manotaur or phoenix into the great hall;
- ◆ Flushing the hot-dog poop into the room from outside;
- ◆ Seizing the Amulet of Winging for themselves (see below).

In addition to their usual powers, the wizard bros can channel the power of the Amulet of Winging. Invoking the magic of the ultimate frisbee is a **difficulty 4 Arcana (INTELLIGENCE) test**, which partially transforms the target into a bird. Sample effects include:

- ◆ Granting large angel wings to a wizard bro. This allows them to fly up to the ceiling, out of range of any melee attacks. A dungeon fighter may attempt a **difficulty 4 Athletics (AGILITY) test** to climb into the rafters after them, or resort to using ranged weapons and spells.

- ◆ Replacing a dungeon fighter's arms with chicken wings, too small to fly with. When that dungeon fighter takes an action using their arms, their player must make an Elbow Shot [ELBW] as an additional throw restriction.
- ◆ Replacing a dungeon fighter's legs with spindly bird legs. When that dungeon fighter takes an action using their legs, their player must make an Under The Leg Shot [ULEG] as an additional throw restriction.
- ◆ Replacing a dungeon fighter's head with a turkey head. That dungeon fighter cannot speak, except to cluck and bob their head up and down.
- ◆ Reverse all previous transformations by the Amulet, likely to be the dungeon fighters' priority if they seize the Amulet of Winging for themselves (see below).

When the fight begins, the wizard bro ringleader Tome holds the Amulet of Winging, but between turns, the wizard bros toss the Amulet to each other. Dungeon fighters taking a turn between two wizard bros handing off the Amulet may attempt to intercept and catch the Amulet themselves. This is a **difficulty 7 Reflexes (AGILITY) test** using the Two-Fingers Shot [2FGR] and Jump Shot [JUMP] throw restrictions. If the throw succeeds, the dungeon fighter catches the Amulet of Winging, and can implement its power with later actions. If the throw Fails, the Amulet bounces off the dungeon fighter's head and continues to the intended target, likely working one of the transformations above upon the unfortunate dungeon fighter.



AFTER-PARTY (OVERLORD'S QUARTERS AND EPILOGUE)

If the dungeon fighters lose the battle, they are all turned into pseudo-birds and kicked out of the dungeon. Hopefully the dungeon fighters can find their way back to Starvard University and convince the wizard faculty to reverse the transformation!

If the dungeon fighters win the battle, they seize control of the Amulet of Winging and any surviving wizard bros. A rapidly-sobering Lyre will sullenly agree to teleport them all back to university campus, to avoid getting into any more trouble.

Adjacent to the great hall is the overlord's quarters, the goblin boss' former bedchamber. If the dungeon fighters use the Amulet of Winging to restore the goblin boss' form, he gratefully pays them with a few of

his favorite treasures (otherwise the dungeon fighters can just help themselves). Do the dungeon fighters return the stolen goods to their rightful owners, leveraging their generosity for a future favor? Or do they already have their eye on something they want to spend their loot on? Either option could lead naturally into future **One More Quest** adventures!







MONSTERS

Drunk overlords, grotesque creatures, annoying NPCs. Didn't they tell you crime doesn't pay? Plus, other stats for your counting frenzy.

SAMPLE MONSTERS



The following monsters are those encountered in the **House of the Wizard Bros** adventure, but they may also be relevant to other **One More Quest** adventures.



Each monster profile includes the following:

- ◆ A **name, quote, and description**, which highlight the role those creatures play in the world of **One More Quest**, and how SDMs should roleplay them.
- ◆ **Suggested difficulties**, which can be used to help SDMs set difficulties for specific actions targeting the NPC. The SDM is never obliged to use these suggestions, if they think the difficulty should be higher!
- ◆ **Ratings for each characteristic**, along with **skill Proficiencies**, which combine their modifiers when used to test a specific skill. SDMs can use these modifiers in situations where they'd prefer to have the monster test rather than place a static difficulty for dungeon fighter actions.

- ◆ The monster's **defense**, which is subtracted from any damage they suffer. This is derived from the monster's armor and natural hardness.
- ◆ The monster's starting/maximum **health**.
- ◆ **Weapons** the monster uses, along with their bonuses and throw restrictions. The total of the creature's attack characteristic, attack skill Proficiency and weapon bonus is included for convenience.
- ◆ Special rules that apply when interacting with the monster and any tests, modifiers, or throw restrictions that correspond to them.
- ◆ Alternative versions of the monster which SDMs can include in an adventure, along with any additional rules (or profile modifications) that apply when using them.

A greatly expanded list of monsters can be found in the **One More Quest Rulebook**.



PUSHING BACK

SDMs have their own pool of Pushes for each session, the same as the players do. Rather than faff around tracking Pushes for each monster separately, the SDM instead starts with two Pushes per dungeon fighter attending the session. These Pushes can be spent by any NPCs at the SDM's discretion.

GOBLIN

“Work hard, pray hard.”

Goblin motto



Armored Goblin

Most dungeon fighters view goblins like blackheads. Who hasn't had one on their back, or five on their face? They are a minor irritant, common and unnoteworthy, squashed without a moment of attention.

And if in the distance you hear a faint sound, like a desperate cry coming from a small room, know that it's a goblin, and you've made it cry. Because goblins are not blackheads. First of all, they are green, and above all they are useful, sometimes fundamental. The silent underclass of Middlewhere provide dungeons with essential services, especially hygiene, reducing the risk of contracting diseases, allergies, or food intolerances. In return they ask only to be noticed—not by you, but by the God-King of all goblins. A goblin's entire existence is dedicated to pleasing their monarch (currently Sblack III), to carry out the humble tasks he assigns them, and to send a stipend equal to 70% of their income every month.

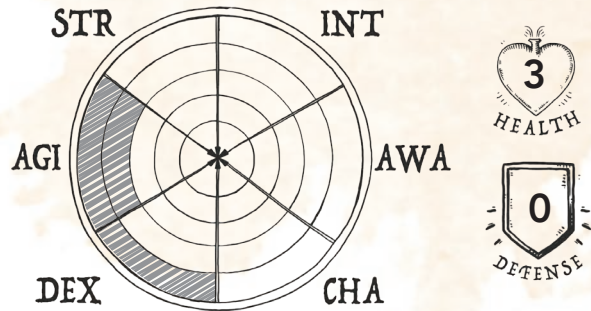


Goblin

Goblins' status as a very cheap labor force, combined with a dungeon's need for creatures to perform menial tasks (corpse disposal, empty potion bottle collection, etc.) has made the goblin a silent but ubiquitous figure. A study by the Protectorate of Magic has shown that, 86 times out of 100, the first monster encountered in the career of a dungeon fighter is a goblin.

Suggested Difficulties: Perceive a sneaking goblin (difficulty 5); use Athletics to chase a fleeing goblin (difficulty 3).

- STATS -



Skill Proficiencies: Reflexes +1, Sneak +2

- WEAPONS & EQUIPMENTS -

Rusty Dagger: +1 to Smash attacks using the Under-the-Table Shot [UTBL] restriction (+1 attack total).

- ATTACKS & TALENTS -

Mobbing Up: Goblins make up for their individual weakness by attacking with sheer weight of numbers. As an action, they may provide a +1 modifier to another goblin's next attack. This action does not require a test.

ARMORED GOBLIN

Armored goblins replace their rusty daggers with the equipment below, raising their attack total to +2 and defense total to 4:

Goblin Sword: +2 to Smash attacks using the Under-the-Table Shot [UTBL] restriction (+2 attack total).

Heavy Armor: +3 Defense, applies Wrist-On-The-Table Shot [WRST] as an additional restriction to all Athletics, Reflexes, and Sneak tests.

Shield: +1 defense, which stacks with armor.

HEROIC GOBLIN

Heroic goblins set the difficulty to Intimidate themselves and other goblins in a scene to 5. They increase their STRENGTH to +1, raising their attack total to +2. They also gain Perform +2 Proficiency, and the ability below:

Inspire the Mob: Make a difficulty 4 Perform (CHARISMA) test. Success provides every listening goblin with a +2 modifier to their next attack.



Heroic Goblin



HOT DOG

“Please clean up after your d-”

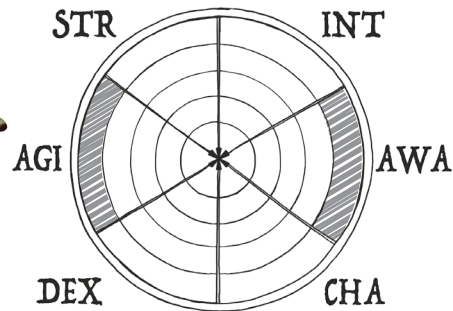
*Remains of a partially-exploded
noticeboard in Gravian public park*

Hot-dogs are an evolutionary offshoot, descended from wild canines well-fed by centuries of magical slurry produced by the Protectorate of Magic in egregious quantities. The diet mutated their internal digestive system into a chemical lab any bioterrorist would be proud of, imbuing their waste with volatile magic which explodes if so much as brushed against. They’re popular with two types of owners: dungeon overlords who care more for elaborate security than decorum; and dipshit knuckleheads who consider death-by-dogshit the height of comedic wit.

For their part, hot-dogs behave much like any other pup. They like food, walkies, belly scratches, and being a good boy or girl. Though some overlords have attempted to breed hot-dogs with an appetite for human flesh, most hot-dogs are more inclined to lick a new friend than bite them. Unfortunately, potty training is all but beyond them, and burning to death after accidentally rolling into poop is an occupational hazard for most hot-dog playmates.

Suggested Difficulties: Use Athletics to chase a fleeing hot-dog (difficulty 4), Sneak food past a hungry hot-dog (difficulty 4).

- STATS -



Skill Proficiencies: Athletics +2, Perceive +2, Reflexes +1

- ATTACKS & TALENTS -

Canine Jaws: +1 to Smash attacks using the Head Shot [HEAD] restriction (+1 attack total).

Explosive Dogshit: Stepping around a pile of Hog Dog excrement is a Reflexes (AGILITY) test, with the difficulty set by the concentration of poop. Characters who Fail are set on fire.

On Fire: If a dungeon fighter catches fire, they immediately lose 4 health (ignoring defense). If they stop-drop-and-roll, the dungeon fighter must Succeed on a difficulty 3 Resist (STRENGTH) test or lose 4 more health and remain on fire. If they take any other action, they automatically lose 4 health and apply the Jump Shot [JUMP] throw restriction as an additional penalty to every action they take. Other characters can try and put out their burning comrade using any relevant skill, but if they fail, they catch fire too!

MANOTAUR

*“50% man, 50% cow,
100% born of free,
unconditional love.”*

Ancient saying of Lynt’s valleys

Imagine the scene: a gentle hillside at sunset, a warm breeze ruffling the grass, a lonely, bored, and somewhat drunk cattleman, the weight of loneliness, a fire in his loins...

Nature is a wonderful thing, but if left too free to express itself it can produce unexpected results. Like manotaurs. The manotaur is a gigantic, placid hybrid of man and cow, who, if they could, would spend their days grazing grass and calmly looking around. After years of observation, Protectorate of Magic scholars concluded the creature is a result of clandestine union between man and cow (that means they had sex), possibly catalyzed by elemental magic. And if you’re wondering why the cow and not the sheep, the goat, or the sheepdog, it’s the same question zoology experts at the Protectorate are asking themselves, without conclusive findings.

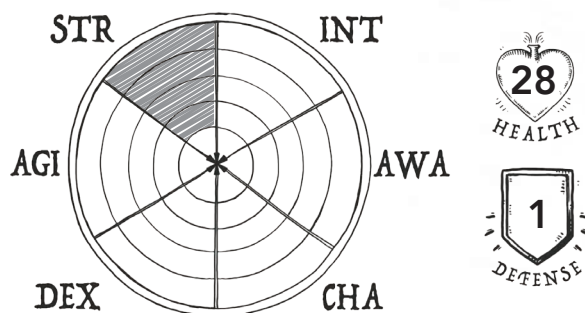
Unfortunately for manotaurs, their imposing size and inherently monstrous appearance are readily exploited by overlords. A manotaur’s chronic inability to escape from any enclosed space, or descend any staircase, makes employing them as unwilling dungeon guardians all too easy. If you meet a manotaur indoors, be careful: there is a good chance it will be frustrated and unusually aggressive.

Trapped, enraged manotaurs give rise to terrible legends, such as claims they are voracious devourers of human flesh. In remote corners of the world, the roars of manotaurs trapped in caves are commonly interpreted as roars of hunger. To appease the manotaur, juicy young boys and girls are provided as tribute every year. Once the kids realize the manotaur is not a threat, merely very frustrated, they simply leave the cave and go make a new life as far away as possible from their callous families.



Suggested Difficulties: Arm-wrestle a manotaur with Lift (difficulty 5); flee a charging manotaur with Athletics (difficulty 4).

- STATS -



Skill Proficiencies: Athletics +3, Intimidate +3, Smash +1

- ATTACKS & TALENTS -

II Horns: +1 to Smash attacks using the Head Shot [HEAD] restriction (+6 attack total).

Bull Rush: When a manotaur charges towards a dungeon fighter, the dungeon fighter may attempt to dodge aside at the last minute. Instead of the manotaur making an attack test, the dungeon fighter makes their own test using Reflexes (AGILITY) against a difficulty of 7. If the dungeon fighter succeeds, they suffer no damage and the manotaur strikes whatever was behind the dungeon fighter — if this was a wall, the manotaur loses 8 health. If the dungeon fighter Fails, the manotaur’s attack inflicts 16 damage, reduced by defense as usual.

PHOENIX

“Myrona, our barn is on fire, and you’re worried about its ashes?”

Overheard conversation between naive peasants in Highbrow

Take a turkey, set it on fire, and watch it run around the farmyard lighting up everything it touches without suffering any apparent damage: this is the recipe for the phoenix, a creature that would be perfectly harmless if only it lived underground with the fire elementals. Unfortunately, it is not a demon but a turkey, an animal that lives in places where flames are not the norm but a

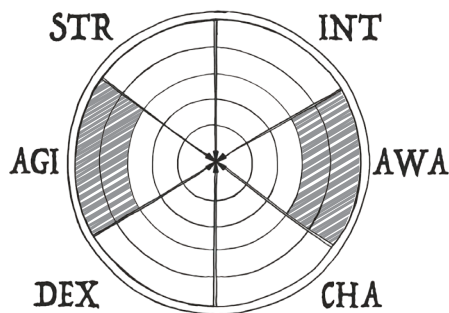
danger to be avoided. Few living beings can boast such a wide disparity between their willingness to cause disasters (equal to that of a normal turkey) and their ability to make them (equal to that of a sentient fireball three feet high).

The genesis of the phoenix is mysterious, but it may somehow involve elemental fire magic that teases eggs hatched in a nearby henhouse. A chick is then born with its tail on fire, which sets fire to the henhouse and its entire family, only to emerge from the rubble in the form of an adult phoenix (hence the well-known expression “the phoenix rises from its ashes”—“its ashes” is actually a metaphor for “its past,” “its childhood.”). This very rapid growth is often referred to as definitive proof that the phoenix is not of natural but magical origin, a theory that surprised absolutely no one when it was first announced.

If you encounter a phoenix, avoid screams, loud noises, and sudden movements: The phoenix is a very nervous bird that’s scared of everything. Always keep in mind where the nearest water source is, and how likely it is that everything around you will catch fire in a matter of seconds. Meeting a phoenix on the bank of a river is preferable to meeting it on a carpet of dry grass on a hot summer afternoon.

Suggested Difficulties: Grab a fleeing phoenix with Lift (difficulty 5).

- STATS -



Skill Proficiencies Athletics +2, Reflexes +2

- ATTACKS & TALENTS -

Turkey Beak: +1 to Smash attacks using the Head Shot [HEAD] restriction (+1 attack total).

Playing with Fire: When a character approaches, or is approached by, a rampaging phoenix, they must Succeed on a difficulty 4 Reflexes (AGILITY) test to avoid catching fire.

As an action, phoenixes may force all creatures in their vicinity to make this test.

On Fire: If a dungeon fighter catches fire, they immediately lose 4 health (ignoring defense). If they stop-drop-and-roll, the dungeon fighter must succeed on a difficulty 3 Resist (STRENGTH) test or lose 4 more health and remain on fire. If they take any other action, they automatically lose 4 health and apply the Jump Shot [JUMP] throw restriction as an additional penalty to every action they take. Other characters can try and put out their burning comrade using any relevant skill, but if they Fail, they catch fire too!



THE WIZARD BROS

Tome, Lyre, Toenail and Sprog



Tome

“Lyre, we’re out of beer again! Teleport some from the counter!”

Tome, eating chips on the throne

S tarvard University reckons itself the most prestigious academic institution in the Protectorate of Magic, and Ligma-Meta-Pappa is its oldest fraternity. The brotherhood has produced some of the most legendary archmages of Middlewhere, gifted individuals who used their great power to transform the fate of the world.

Tome, Lyre, and Toenail — each named for the object they consumed during their initiation — will not be following in such rarified footsteps. They live for sex, beer, snacks, beer, and sports. Their magic, while impressive by layman’s standards, is a fraction of what it could be if they bothered to attend lessons. Their latest initiate, the yet-to-be-named Sprog, is unlikely to surpass them in ambition.

For all their wasted potential, the wizard bros have three things in their favor, that make them dangerous adversaries. First, they have stolen the Amulet of Winging, an Ancient Seal imbued with the element of air, which they wield recklessly to effect sweeping transformations. Second, they are children of privilege, their careless endangering of dungeon fighter lives informed by a lifetime of never dealing with the consequences of their actions. Third, by the time the dungeon fighters catch up, they are massively drunk, barely able to string together a sentence let alone back down from a challenge or a dare. The dungeon fighters underestimate the bros at their peril!



Sprog

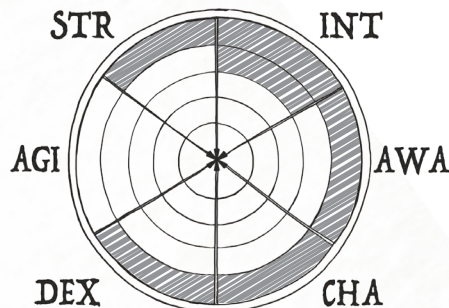


Lyre

Suggested Difficulties:

Resist the effects of a wizard bro spell (difficulty 5, cannot Resist effects of an Ancient Seal).

- STATS -



Skill Proficiencies: Aim +1, Arcana +2, Smash +1

- WEAPONS & EQUIPMENTS -

Dagger: +1 to Smash attacks, or Aim attacks if thrown, when using the Backwards Shot [BACK] restriction (+3 attack total).

Amulet of Winging: Whichever wizard has the Amulet of Winging can make a difficulty 4 Arcana (INTELLIGENCE) test to partially transform an ally or enemy into a bird. See page 48 for suggested effects.

- TALENTS -

Magic Missile: Once per combat, each wizard bro can make an attack test with Arcana (INTELLIGENCE) using the Double-Bounce Shot [DBNC] restriction and an additional +2 modifier. Damage inflicted by this attack is not reduced by the target’s defense.

Mindfuckery: Tome can make an Arcana test with the Head Shot [HEAD] restriction to telepathically compel a dungeon fighter to attack one of their allies. The target opposes with Resist (STRENGTH). If Tome Succeeds, he chooses another dungeon fighter for the compelled target to attack, inflicting damage equal to the difference between the opposed test results, plus any additional modifiers for the controlled character’s characteristics, skill proficiency, weapon, and talents.

Portal Jump: Lyre can make an Arcana test with the Jump Shot [JUMP] restriction to teleport himself or another character to somewhere else in the dungeon. The difficulty is 4 if the target is willing or opposed by Resist (STRENGTH) if the target is unwilling.

Telekinesis: Toenail can make an Arcana test with the Far Shot [FARS] restriction to lift and throw objects without physically touching them. Difficulty is determined by the weight of the item: difficulty 4 for small objects like keys or coin purses; difficulty 8 for lowering a castle drawbridge. If used to inflict injury, the target suffers damage equal to twice the difficulty of lifting the object, reduced by defense as normal.



Toenail



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Contacts

For any additional information or contact, please write to:

press@horribleguild.com

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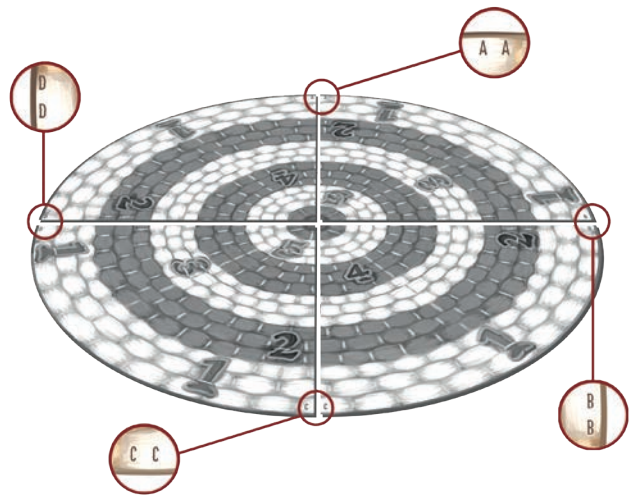


HORRIBLE
GUILD

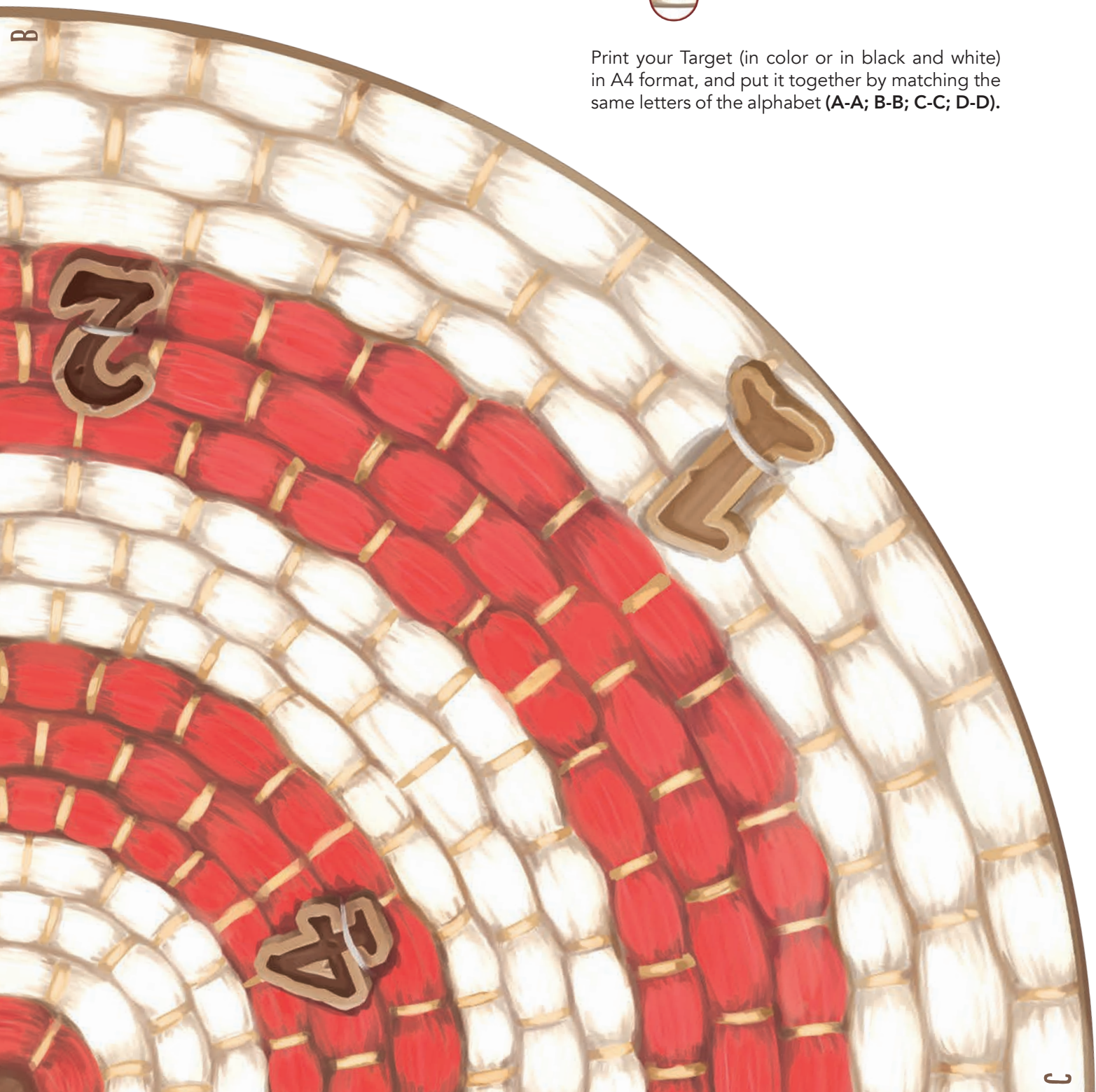
APPENDIX & PRINTABLES



SETTING THE TARGET



Print your Target (in color or in black and white) in A4 format, and put it together by matching the same letters of the alphabet (A-A; B-B; C-C; D-D).



A



D



C

D

NAME WILROND

PLAYER

ARCHETYPE

LOVER NOT A FIGHTER.

You prefer to resolve encounters without violence if you can help it.

DRIVE

FRIENDS WILL BE FRIENDS.

The camaraderie between those who risk death together raises your spirits like nothing else.

BARD 1
CLASS LEVEL
High Elf (Ary Reverie)
CULTURE

STRENGTH

Lift [ELBW]+0 = 0
Resist [XSHT]+0 = 0
Smash [PNCH]+0 = 0

INTELLIGENCE

Arcana [2FGR]+0 = 0
Nature [SLDE]+0 = 0
Trivia [HEAD]+0 = 0

AGILITY

Athletics [JUMP]+0 = 1
Reflexes [DBNC]+0 = 1
Sneak [EYLE]+1 = 2

AWARENESS

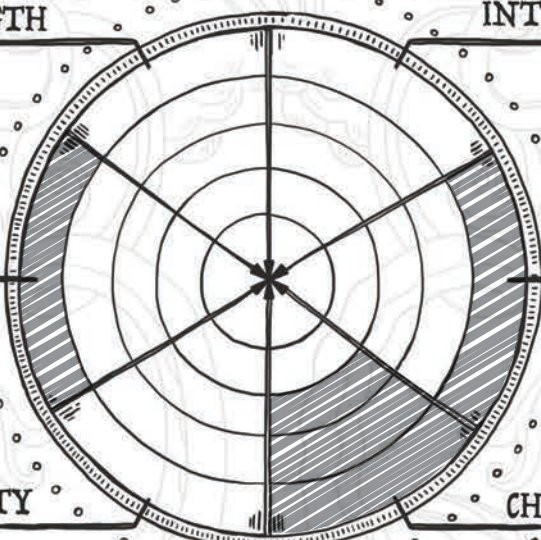
Empathy [BLND]+1 = 2
Perceive [ONEY]+0 = 1
Spirit [PRAY]+0 = 1

DEXTERITY

Aim [HOLE]+0 = 0
Craft [LITL]+0 = 0
Sleight of Hand [BACK]+0 = 0

CHARISMA

Charm [THMB]+1 = 4
Intimidate [SLAP]+0 = 3
Perform [TWRL]+1 = 4



WEAPONS

SPEAR [DBNC] THROW
NAME + 2 + Smash + 0 = 2
BONUS SKILL TOT
EFFECT

LONGSWORD [ULEG] THROW
NAME + 2 + Smash + 0 = 2
BONUS SKILL TOT
EFFECT

DAGGER [BACK] THROW
NAME + 1 + Smash + 0 = 1
BONUS SKILL TOT
IF THROWN: +1 + Aim (0) = 1
EFFECT

TALENTS

BOHEMIAN LIFESTYLE: +2 on any tests to resist psychological effects like fear, anger, or mind control, and physical resistance to poisons.

SHARING IS CARING: You may spend Pushes freely to increase an allied dungeon fighters Pushes by an equal amount.

INSPIRATION: Three times per day, you may take a difficulty 4 Perform (Charisma) test as an action to give all your allies +2 on their actions until your next turn (if used outside combat, the effect lasts for the next two minutes).

EQUIPMENT

LIGHT ARMOR: +1 defense (bonus included above).

LUTE: +1 to Perform tests when using the Slide Shot [SLDE] restriction.

GOLD 5



NAME MARGARHILDA

PLAYER

ARCHETYPE

UNDERDOG.

You search for the most hopeless fights and causes, somehow triumphing despite the odds.

SPIRITIST

1

CLASS

LEVEL

Dwarf (Forgegraad)
CULTURE

DRIVE

PUB CRAWLER.

You travel from tavern to tavern to savor the finest ales in Middlewhere, looting dungeons on the side.

STRENGTH

Lift [ELBW]+0 = 2
Resist [XSHT]+1 = 3
Smash [PNCH]+0 = 2

AGILITY

Athletics [JUMP]+0 = 0
Reflexes [DBNC]+0 = 0
Sneak [EYLE]+0 = 0

DEXTERITY

Aim [HOLE]+0 = 0
Craft [LITL]+0 = 0
Sleight of Hand [BACK]+0 = 0

INTELLIGENCE

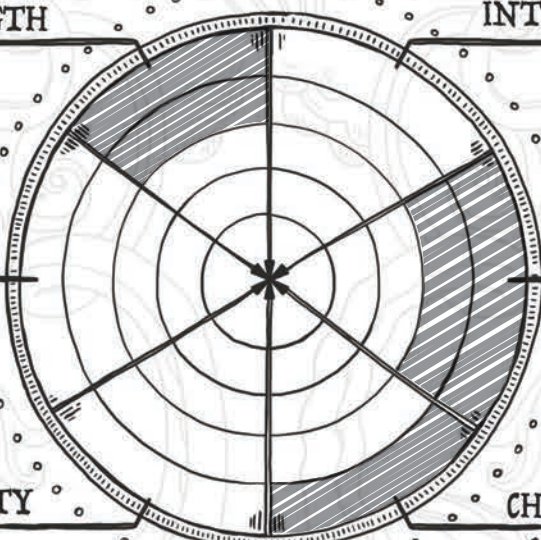
Arcana [2FGR]+0 = 0
Nature [SLDE]+0 = 0
Trivia [HEAD]+1 = 1

AWARENESS

Empathy [BLND]+1 = 3
Perceive [ONEY]+0 = 2
Spirit [PRAY]+1 = 3

CHARISMA

Charm [THMB]+0 = 1
Intimidate [SLAP]+0 = 1
Perform [TWRL]+0 = 1



WEAPONS

GREATAXE [XSHT] THROW
NAME +3 + Smash +2 = 5
BONUS SKILL TOT

EFFECT

LONGSWORD [PNCH] THROW
NAME +2 + Smash +2 = 4
BONUS SKILL TOT

EFFECT

DAGGER [BACK] THROW
NAME +1 + Smash +2 = 3
BONUS SKILL TOT

IF THROWN: +1 + Aim (0) = 1
EFFECT

TALENTS

HARD AS ROCK: You gain +1 defense, which stacks with armor (bonus included above).

LAY ON HANDS: Three times per day, as an action, you may make a surplus test using Spirit to heal yourself or an ally within arms reach. The target recovers health equal to your result.

EQUIPMENT

LIGHT ARMOR: +1 defense (bonus included above).

HOLY TEXT

GOLD
5



NAME MARVIN

PLAYER

ARCHETYPE

NERD.

You were well tutored in a variety of topics, and are discerning enough to put that expertise to good use.

WIZARD 1
CLASS LEVEL
Human (Protectorate)
CULTURE

DRIVE

GET COOL.

You trail around after more popular people, hoping to become as liked as they are.

STRENGTH

Lift [ELBW]+0 = 0
Resist [XSHT]+0 = 0
Smash [PNCH]+0 = 0

AGILITY

Athletics [JUMP]+0 = 0
Reflexes [DBNC]+0 = 0
Sneak [EYLE]+1 = 1

DEXTERITY

Aim [HOLE]+0 = 1
Craft [LITL]+0 = 1
Sleight of Hand [BACK]+0 = 1

INTELLIGENCE

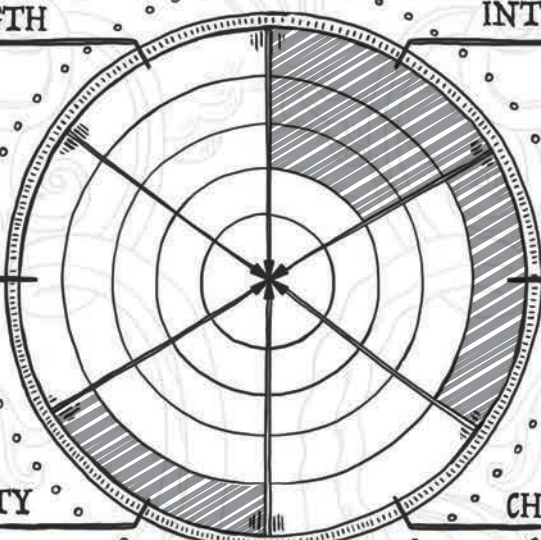
Arcana [2FGR]+1 = 14
Nature [SLDE]+0 = 13
Trivia [HEAD]+1 = 14

AWARENESS

Empathy [BLND]+1 = 2
Perceive [ONEY]+1 = 2
Spirit [PRAY]+0 = 1

CHARISMA

Charm [THMB]+0 = 0
Intimidate [SLAP]+0 = 0
Perform [TWRL]+0 = 0



WEAPONS

MAGIC WAND [LILT] THROW
NAME +2 + Arcana +4 = 6
BONUS SKILL TOT
EFFECT

DAGGER [BACK] THROW
NAME +1 + Smash +0 = 1
BONUS SKILL TOT
IF THROWN: +1 + Aim (1) = 2
EFFECT

[] THROW
NAME + + =
BONUS SKILL TOT
EFFECT

TALENTS

MAGIC IS MUNDANE: +2 on tests to resist the effects of magical powers.

MAGIC MISSILE: Three times a day, you can make an attack test with Arcana (Intelligence), using the DoubleBounce Shot [DBNC] restriction and adding a +2 modifier. Damage inflicted by this attack is not reduced by the targets defense. If you defeat a target with Magic Missile, you regain one of the talents daily uses.

THROW THE BOOK AT THEM: Take a Trivia test as an action to recall the weak spots of the monsters your allies are fighting. Difficulty is usually 4, but may increase for more obscure creatures. For the rest of the combat, when any dungeon fighter attacks a monster of that type, if the die hits the Target with an Icon showing, the value of the range band is tripled instead of doubled.

EQUIPMENT

TOME OF MAGIC: +2 to Arcana tests regarding magical knowledge.



GOLD 10

NAME GRACE CLEAN CUT

PLAYER

ARCHETYPE

WEAPON LOVER.

Your weapon is your only true friend, train exhaustively until you know its every last quirk and secret.

WARRIOR 1
CLASS LEVEL
Human (Lynt)
CULTURE

DRIVE

ONE LAST SCORE.

You have eyes on the prize that will finance your early retirement.

STRENGTH

Lift [ELBW]+0 = 12
Resist [XSHT]+0 = 12
Smash [PNCH]+1 = 13

INTELLIGENCE

Arcana [2FGR]+0 = 10
Nature [SLDE]+0 = 10
Trivia [HEAD]+0 = 10

AGILITY

Athletics [JUMP]+0 = 10
Reflexes [DBNC]+0 = 10
Sneak [EYLE]+1 = 13

AWARENESS

Empathy [BLND]+0 = 10
Perceive [ONEY]+1 = 11
Spirit [PRAY]+0 = 10

DEXTERITY

Aim [HOLE]+0 = 10
Craft [LITL]+0 = 10
Sleight of Hand [BACK]+1 = 10

CHARISMA

Charm [THMB]+0 = 11
Intimidate [SLAP]+1 = 12
Perform [TWRL]+0 = 11



WEAPONS

LONGSWORD		[ULEG]
NAME	+ 4	Smash + 3 = 7
BONUS	SKILL	TOT
EFFECT		

NAME	[]	
+ + + =	THROW TOT	
BONUS	SKILL	TOT
EFFECT		

NAME	[]	
+ + + =	THROW TOT	
BONUS	SKILL	TOT
EFFECT		

TALENTS

GLORY HOG: +1 on attack tests when you are the first to act in a round.

TAUNT: When an enemy makes an attack test without inflicting any damage against an ally in line of sight, you can choose to Taunt them. The next attack that enemy makes must target you.

SIGNATURE WEAPON: +2 on attack tests made with a specific weapon (bonus included in Longsword, above). If your weapon is lost or destroyed, you can apply this bonus to a new weapon, after a weeklong period of mourning.

EQUIPMENT

HEAVY ARMOR: +3 defense (bonus included above); applies Wrist On The Table Shot [WRST] as an additional restriction on all Athletics, Reflexes, and Sneak tests.

SHIELD: +1 defense, which stacks with armor (bonus included above).

GOLD 10



NAME PRINCE TODD

PLAYER

ARCHETYPE

REFINED ARISTOCRAT.

You were raised in privilege, and have the manners and discerning taste to prove it.

DRIVE

WRITING A MEMOIR.

Your adventures provide material for your autobiography, which you're determined will be a bestseller.

ROGUE 1
CLASS LEVEL

Batrachian (Frogwarts)
CULTURE

STRENGTH

Lift [ELBW]+0 = 0
Resist [XSHT]+0 = 0
Smash [PNCH]+0 = 0

AGILITY

Athletics [JUMP]+0 = 2
Reflexes [DBNC]+0 = 2
Sneak [EYLE]+1 = 3

DEXTERITY

Aim [HOLE]+0 = 1
Craft [LITL]+0 = 1
Sleight of Hand [BACK]+1 = 2

INTELLIGENCE

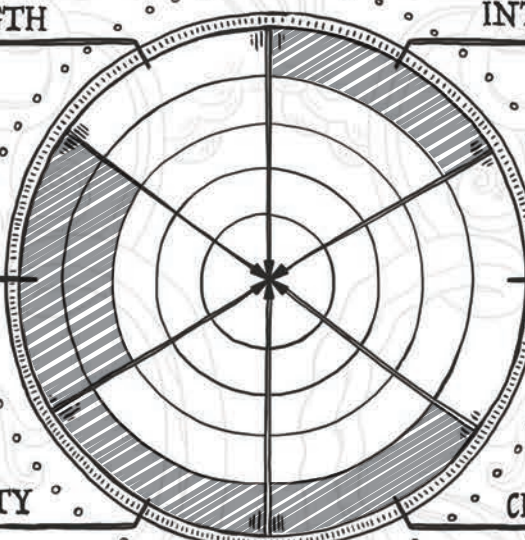
Arcana [2FGR]+0 = 1
Nature [SLDE]+0 = 1
Trivia [HEAD]+0 = 1

AWARENESS

Empathy [BLND]+1 = 1
Perceive [ONEY]+0 = 0
Spirit [PRAY]+0 = 0

CHARISMA

Charm [THMB]+1 = 2
Intimidate [SLAP]+0 = 1
Perform [TWRL]+0 = 1



WEAPONS

PAIR OF DAGGERS [BACK] THROW
NAME +1 + Smash +0 = 1
BONUS SKILL TOT
IF THROWN: +1 + Aim (1) = 2
EFFECT

NAME [] THROW
+ + + = TOT
BONUS SKILL TOT
EFFECT

NAME [] THROW
+ + + = TOT
BONUS SKILL TOT
EFFECT

TALENTS

FROG LEAP: You gain +2 to Athletics tests to scale walls and stick to ceilings. You can leap clean over vertical obstacles of 3 meters or less without having to test.

BACKSTAB: When you attack an unaware target, you immediately gain the benefit of Pushing (throwing an extra die) without spending one of your Pushes.

GO BIG OR GO HOME: When you spend a Push on a throw and score an Epic Success, you regain 2 pushes.

EQUIPMENT

LOCKPICKS: +2 to Sleight of Hand tests to pick locks using TwoFingers Shot (2FGR) as an additional restriction.

LIGHT ARMOR: +1 defense (bonus included above)

PACK OF CARDS



GOLD 10

NAME **LEBRON BEARSKIN**

PLAYER

ARCHETYPE

FORESTER.

You're at home in the woodlands, navigating tangled foliage and carving tools from what the trees provide.

DRIVE

DRESSED TO KILL.

You were trained to observe fashion trends and stitch clothes to match, and want to bring your fashion attitude to dungeon fighting.

RANGER 1
CLASS LEVEL

Human (Lynt)
CULTURE

STRENGTH

Lift [ELBW]+0 = 10
Resist [XSHT]+0 = 10
Smash [PNCH]+0 = 10

INTELLIGENCE

Arcana [2FGR]+0 = 10
Nature [SLDE]+0 = 10
Trivia [HEAD]+0 = 10

AGILITY

Athletics [JUMP]+0 = 11
Reflexes [DBNC]+0 = 11
Sneak [EYLE]+0 = 11

AWARENESS

Empathy [BLND]+0 = 11
Perceive [ONEY]+1 = 12
Spirit [PRAY]+0 = 11

DEXTERITY

Aim [HOLE]+1 = 13
Craft [LITL]+1 = 13
Sleight of Hand [BACK]+0 = 12

CHARISMA

Charm [THMB]+0 = 11
Intimidate [SLAP]+0 = 11
Perform [TWRL]+0 = 11



WEAPONS

LONGBOW		[HOLE]
NAME	+ 2	THROW
BONUS	+ Aim	+ 3 = 5
SKILL		TOT
EFFECT		

DAGGER		[BACK]
NAME	+ 1	THROW
BONUS	+ Smash	+ 0 = 1
SKILL		TOT
IF THROWN: +1 + Aim (3) = 4		
EFFECT		

NAME		[]
BONUS	+ SKILL	+ =
SKILL		TOT
EFFECT		

TALENTS

GLORY HOG: +1 on attack tests when you are first to act in a round.
EAGLE COMPANION: You are accompanied by an eagle which performs favors for you that don't require tests. As an action, you can instruct your companion to take a test for you. Your companion has no equipment, characteristic bonuses, or proficiencies, so usually no modifiers apply. The SDM makes the throw for the creature.

TREE HUGGER: +2 on all tests to navigate or derive resources from woodland areas.
FASHION SENSE: Without testing, you can always understand a character's wealth, importance, and status compared to other characters in the scene by studying their clothes. You gain +1 to Charm tests when remarking on something a character is wearing.

EQUIPMENT

LIGHT ARMOR: +1 defense (bonus included above)

GOLD
10



NAME TINA THUNDER

PLAYER

ARCHETYPE

BRAT OF LEGENDS.

Everybody in your bloodline has reached legendary status, and you are selfconvinced that youre entitled to it too.

AIR ELEMENTALIST 1
CLASS LEVEL
Human (Dragonfall)
CULTURE

DRIVE

FURBALL LIBERATION FRONT.

You cant stand the sight of a caged pet, and youre up for anything to bring them back to freedom.

STRENGTH

Lift [ELBW]+0 = 2
Resist [XSHT]+0 = 2
Smash [PNCH]+0 = 2

AGILITY

Athletics [JUMP]+1 = 2
Reflexes [DBNC]+0 = 1
Sneak [EYLE]+0 = 1

DEXTERITY

Aim [HOLE]+0 = 0
Craft [LITL]+0 = 0
Sleight of Hand [BACK]+0 = 0

INTELLIGENCE

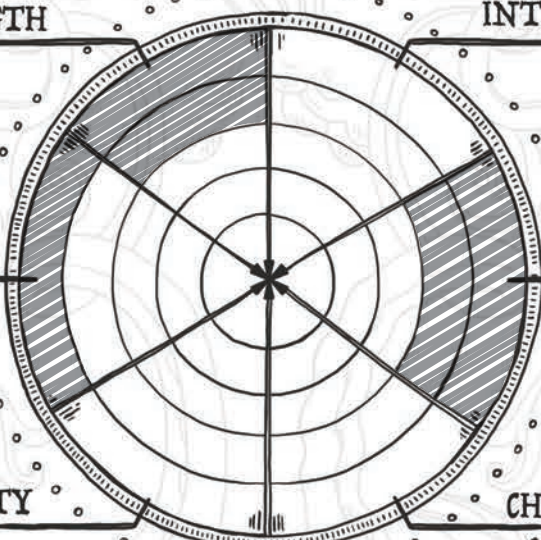
Arcana [2FGR]+0 = 0
Nature [SLDE]+0 = 0
Trivia [HEAD]+0 = 0

AWARENESS

Empathy [BLND]+1 = 3
Perceive [ONEY]+0 = 2
Spirit [PRAY]+1 = 3

CHARISMA

Charm [THMB]+0 = 0
Intimidate [SLAP]+0 = 0
Perform [TWRL]+0 = 0



WEAPONS

WARHAMMER [PNCH] THROW
NAME +2 + Smash +2 = 4
BONUS SKILL TOT
EFFECT

DAGGER [BACK] THROW
NAME +1 + Smash +2 = 3
BONUS SKILL TOT
IF THROWN: +1 + Aim (0) = 1
EFFECT

NAME [] THROW
+ + + =
BONUS SKILL TOT
EFFECT

TALENTS

FROM THE ASHES: +2 to Smash attacks against an enemy whose current health is higher than your own.

SUPERIORITY COMPLEX: You gain a +1 modifier to Intimidate lowlevel minions and a +1 modifier to Charm social elites and overlords.

ANIMAL EXPERT: You may add your Nature Proficiency as a bonus modifier to any tests targeting an animal.

GUST OF WIND: As an action, you may summon a Gust of Wind to blast an enemy backwards (off a ledge, onto the ground, away from an ally, or into a crowded formation). This requires a difficulty 4 Spirit (Awareness) test using the Twirl Shot [TWRL] restriction. An Epic Success also inflicts 8 damage to the target.

EQUIPMENT

MEDIUM ARMOR: +2 Defense (bonus included above).

BADASS CAPE: +1 to Intimidation tests.

GOLD 5

