

LORENZO SILVA, HJALMAR HACH & FEDERICO CORBETTA CACI

ONE MORE QUEST

SOON ON
KICKSTARTER



QUICKSTART
V2.1



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

Project Manager:

Federico Corbetta Caci

Brand and Marketing:

Alessandro Prà & Matteo Carioni

Additional Consultant:

Flavio Mortarino

House of the Wizard Bros:

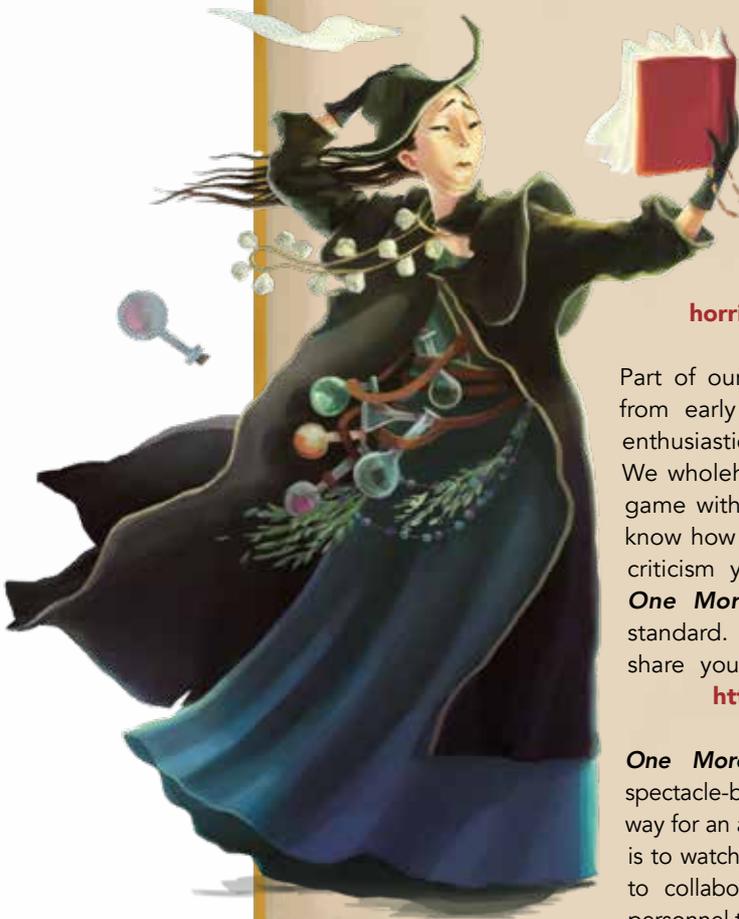
written by Michael Duxbury, art by Edu Vals

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 on January 25th 2022!



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.

One More Quest is not a game about heroes 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 evilest 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.

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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.

HOW TO THROW, BUT GOOD

Most players don't just want to comply with the rules for throwing — they want to actually Succeed on their tests too. Here are some tips and tricks to get dice to hit the Target and stay there.

- ◆ **Get cozy with the Target.** Don't throw from half the table away. Get up and move so you're releasing the die as close to the Target as possible. You can't drop the die directly onto the Target (it has to hit the table first), but by landing the die right next to it with a minimum of forward momentum, you'll get much the same result.
- ◆ **Throw softly.** You don't get any points for denting the Target, or blasting the die off the other side of the table. Keep your cool, lower your hand to the table, and roll the die like normal. You only need the die to contact the table before the Target, not rebound from one to the other like a ping pong ball.
- ◆ **Take practice shots.** As a warm-up at the start of each game, or before you make an important throw, you are allowed to make some consequence-free practice shots to work out how it's done. Just make sure it's clear which shot is the "real" one before you throw (and listen to your SDM when they say it's time to stop dicking around).
- ◆ **Embrace your inner scumbag rules lawyer.** If a throw restriction obliges you to take a step away from the table, but doesn't prohibit you leaning over to get closer again, then you are allowed to do that! The throw descriptions are deliberately open to encourage players to think creatively. There is no shame at all in the bare minimum of compliance.
- ◆ **Use the illustrations as a guide.** The images aren't the only way to make each throw, but if they're showing an easier way to make the test, you should follow their example. If the picture for throwing backwards shows a person throwing underarm, that's a sign you don't need to throw over your shoulder!

SKILL TESTS



uring 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 **skill test** to resolve the action.

Skill 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 of the game's 24 **basic skills**, or an alternate **special skill**, corresponds to the character's action.
- ◆ **2. APPLY CONDITIONS AND DIFFICULTY** - The SDM determines the **conditions** (which apply additional throw restrictions) and **difficulty** of the task (rated between 1 and 10).
- ◆ **3. APPLY STUNTS (OPTIONAL)** - The player or SDM decides if they want to add any applicable throw restrictions to the test for a later bonus.
- ◆ **4. THROW THE DIE** - Abiding by all the throw restrictions collected in Steps One to Three, the player or SDM throws the die, aiming to land as close to the center of the Target as possible.
- ◆ **5. PUSH FOR EXTRA DICE (OPTIONAL)** - The player or SDM may **Push** to throw extra dice, 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, 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 **1. CHOOSE SKILL** onwards, along with an example, can be found below.

EXAMPLE

Amit's character, Tina Thunder, is trying to bully her way into the dungeon's nightclub. The werewolf 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 skill test.

1. CHOOSE SKILL

When a character attempts an action, the SDM selects a skill that is most relevant to the circumstances. Every skill corresponds to one of six characteristics, and stipulates a throw restriction which applies to tests of the skill.

Most skill tests relate to one of the game's 24 basic skills:

- ◆ **Lift, Resist, Smash, and Wrestle** (corresponding to **STRENGTH/STR**).
- ◆ **Athletics, Balance, Reflexes, and Sneak** (corresponding to **AGILITY/AGI**).
- ◆ **Craft, Throw, Sleight of Hand, and Tinker** (corresponding to **DEXTERITY/DEX**).
- ◆ **Arcana, Nature, Trivia, and Willpower** (corresponding to **INTELLIGENCE/INT**).
- ◆ **Empathy, Investigate, Perceive, and Spirit** (corresponding to **AWARENESS/AWA**).
- ◆ **Charm, Deceive, Intimidate, and Perform** (corresponding to **CHARISMA/CHA**).

A full description of each basic skill can be found in the **Basic Skill List** (pages 20 to 26), which will help SDMs decide which skill is most appropriate for each test.

Instead of choosing one of the basic skills, the SDM may instead select a **special skill** as most relevant for the test. Special skills are commonly derived from weapons, equipment, or talents, and will also specify a corresponding characteristic and throw restriction. For example, using a sword is a special skill, corresponding to **STRENGTH (STR)**, and using the [UNDER-LEG] throw restriction.

SDMs may even create their own special skills (with corresponding characteristics and throw restrictions) in unusual circumstances. Guidance on creating these skills can be found in the **One More Quest Rulebook**.

*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, Deceive**, or even **Perform**, but **Intimidate** is the skill that fits best in this circumstance. The SDM notes that the throw restriction for the **Intimidate** skill is [SLAP] (which will be relevant in **4. THROW THE DIE**), and that the corresponding characteristic is **CHARISMA** (which will be relevant in **6. DETERMINE OUTCOME**).*

2. APPLY CONDITIONS AND CHOOSE DIFFICULTY

The SDM works out what unfavourable circumstances will make it harder for the testing character to Succeed on their action.

First, the SDM determines what **conditions** apply to the test. Conditions are status effects that restrict a character's performance, often inflicted by hazardous environments, monster abilities, or the consequence of Failed tests. Conditions have corresponding throw restrictions, which are applied in **4. THROW THE DIE**. A list of example conditions can be found on page 28.

Next, the SDM determines the **difficulty** of the test, as a value from 1 to 10. This sets the target number the testing character needs to meet or exceed to Succeed on their test. Unlike conditions, which apply a set of broadly applicable complicating factors, difficulty values allow SDMs to drill down to the more granular detail of how wide a jump is, how complicated a specific lock is, etc. **SDMs should never increase a test's difficulty because of a character's inhibiting condition** — this penalty is already accounted for by the condition's throw restriction.

The default difficulty is 3, which indicates a moderately challenging action. Difficulty 6 and above is much tougher, but even though rolling higher than 5 on the target is extremely difficult, it is still attainable if the character rolls an Icon, has favourable modifiers or can Push for extra dice (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.

SDMs do not choose difficulties on surplus tests (including attack tests) or opposed tests. See page 18 respectively, for more details on how to resolve these tests.

After choosing the relevant conditions, the SDM should announce the corresponding throw restriction to the testing player, so they know what restrictions to apply during **4. THROW THE DIE**. Whether the SDM announces the test difficulty to the table before the throw is made is left to their discretion.

*Because Tina has been drinking, the SDM advises she is suffering the effects of the **Intoxicated** condition. Her slurred words apply [CUP] as an additional restriction on her test. When setting the difficulty, the SDM reasons the bouncer is a low-level flunkey, so defaults to the standard difficulty of 3 and advises Amit accordingly. Perhaps if the bouncer had been instructed to keep out Tina specifically, the difficulty would have been higher; perhaps if Tina was a well-renowned werewolf hunter, the difficulty would have been lower.*

3. APPLY STUNTS (OPTIONAL)

If the testing player or SDM has any stunts that could apply to the test, they choose at this stage whether or not they want to activate its effects. Stunts apply an additional throw restriction in 4, but provide a mechanical bonus as a trade-off.

Stunts are usually conferred by a character's talents or equipment. Unlike conditions, their effects are always voluntary, but stunts provide no advantage unless the testing player agrees to abide by their additional throw restriction. At their discretion, SDMs can invent new stunt options available in specific circumstances, but players are never obliged to employ them. See page 29 for more guidance on how to incorporate stunts.

If the testing character has no stunts available that are pertinent to the current circumstances, they can skip this step.

*Tina is wearing a Badass Cape, which confers the stunt benefit of +2 to **Intimidate** tests if Amit applies [BACKWARDS] to his throw. Amit is already applying two other throw restrictions from his skill and **Intoxicated** condition, but he's feeling cocky (he's been drinking too), and decides to go ahead with the third throw restriction.*

4. THROW THE DIE

Once all throw restrictions have been determined — from the skill (1. **CHOOSE SKILL**), conditions (2. **APPLY CONDITIONS AND DIFFICULTY**), and stunts (3. **APPLY STUNTS**) — the testing player throws the die towards the Target whilst abiding by those restrictions. Unless explicitly stated otherwise, the restrictions listed under How to Throw (page 12) are also always in effect.

If multiple throw restrictions apply to a test, the throw restrictions should be **combined** with each other, for a custom throw restriction. This may require some **creative interpretation** on the part of the SDM, with some tweaks to the as-written throw restriction effects, to make sure a test is physically possible! See page 27 for further guidance.

If the die landed on the Target, but failed to abide by the test's throw restrictions, move the die off the Target (without changing its face) to indicate it is effectively a "miss".

If a die that missed the target is displaying an Icon, 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 is throwing with three throw restrictions: [SLAP] from the **Intimidate** skill, [CUP] from the **Intoxicated** condition, and [BACKWARDS] from the Badass Cape's stunt. The SDM must decide how to apply all of these restrictions to a single throw. After consideration, she rules Amit must turn his back to the table, place the die in a single cupped hand, and slap it out of the cupped hand with the palm of his other hand.*

Amit stands and turns his back to the table, places the die in his cupped left hand, then slaps it forward with the palm of his right hand. 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. PUSH FOR EXTRA DICE (OPTIONAL)

The player or SDM may choose to **Push** in hopes of increasing their result. There are two ways a character may be eligible to Push on their test:

- ◆ **A character may choose to spend one of their own Pushes.** Each player has a limited number of Pushes they can use per day, only regaining when they take a long rest or in other rare circumstances. The **Sample Characters** on page 36 each list their maximum number of Pushes per day. SDMs have 2 Pushes per dungeon fighter each day, which they can spend on any NPC's actions. Unless explicitly stated otherwise, a **character can only spend one of their own Pushes during a test.**
- ◆ **A character may qualify for free Pushes** as part of a test. This ability is usually conferred by a talent or piece of equipment (often as a stunt), and always specifies the test for which the free Push applies — a free Push cannot be “banked” for a character's personal reserve of Pushes, to use on a later test. Unless explicitly stated otherwise, a **character can use any number of free Pushes they are entitled to during a test.**

Regardless of the source, a Push entitles the player or SDM to throw an additional die, precisely as detailed in **4. THROW THE DIE** above. **All throw restrictions accumulated in previous steps should apply to this additional throw.** The values of **all** thrown dice which hit the target are summed in the subsequent step.

Amit knows he'll never live it down if Tina Fails to **Intimidate** a mere guard. Tina doesn't qualify for a free Push in this circumstance, so Amit decides to spend a Push from Tina's own supply. He hasn't spent any Pushes so far this session, so he marks that Tina's Pushes have been reduced from 4 to 3. He then makes another throw with the [SLAP], [CUP], and [BACKWARDS] 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, including those that failed to abide by 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 abide by 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 value of the Target's bullseye is considered to be 10.
- ◆ The **characteristic rating** that corresponds to the tested skill.
- ◆ Any **weapon and equipment bonuses**, as specified in the item's description.
- ◆ **Talent modifiers and other special effects**, including spells and monster traits.

Many result modifiers may be provided by stunts. Remember these only provide bonuses to the result if the character applied additional throw restrictions during their throws in **4. THROW THE DIE** and **5. PUSH FOR EXTRA DICE.**

If a die is sitting between two result bands, choose whichever band the **largest** portion of the die is in, with the SDM as ultimate arbiter if this is unclear. 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. APPLY CONDITIONS AND 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** (wool!).

For tests you undertake regularly, such as attack tests, we recommend summing up all your relevant characteristic, equipment, 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 conditions or difficulty (see **2. APPLY CONDITIONS AND DIFFICULTY**).

Since Tina scored a Success, the SDM rules that the werewolf 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 werewolf might have been too scared to snitch on her at all.

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. See page 19 for more guidelines on how to interpret failure in interesting ways.

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**, which Tina has rated at +1. Lastly, because Amit applied [BACKWARDS] to his throw, he gains the benefit of the Badass Cape's stunt, a +2 modifier. Unfortunately, Tina does not have any talents to provide an additional bonus.

Adding it all together, she has $2+1+2$, 5 in total. Tina's final result is 5, 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.



OTHER KINDS OF TESTS

OPPOSED TESTS

In most instances when two characters are in opposition to one another, the action can be resolved with a single skill 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** to remain unseen. If the dungeon fighter was hoping to become aware of a hidden NPC, the dungeon fighter would test using **Perceive**.

However, when dungeon fighters are in conflict with one another, when a notable NPC contests a dungeon fighter, or the circumstances are consequential enough to justify an extra layer of drama, SDMs can instead call for an **opposed test**. This requires all the conflicting characters involved in the situation to make a test, and to compare their results to determine who is the victor.

First, the character who first initiated the action undertakes a skill test, abiding by all the steps above (including Pushing), but without setting a difficulty. Then the reacting character does the same. If it's unclear which character is the actor in the situation, the SDM decides using whatever method they choose.

Once both characters have tested, their results are compared. Whichever character avoided an automatic Failure and scored the highest result is Successful, and all their opponents Fail. If all characters score an automatic Failure or score the same result, everyone Fails to achieve their goals, and events spiral into chaos from there.

*In the example above, Tina was confronting a nameless, insignificant goblin, so using the usual skill test rules was sufficient. If Tina had instead been trying to **Intimidate** Bartak the Ever-Vigilant, the dungeon overlord's chief of security on the look out for dungeon fighters, the SDM could have instead called for an opposed test.*

*In this scenario, Tina's test plays out exactly as above, except the SDM does not set a difficulty during **2. APPLY CONDITIONS AND CHOOSE DIFFICULTY**. Then, the SDM makes the test for Bartak. Bartak opposes Tina with **Willpower**, makes a throw with [DICE-SPIN] (missing the target), then spends an SDM Push to throw again with [DICE-SPIN] (landing on the 3 band). With Bartak's **INTELLIGENCE** of +2, that takes his result to 5 — he doesn't have any equipment or talents to raise his result any further.*

Since both Tina and Bartak scored the same result, neither character gets what they want out of the confrontation. The SDM narrates that Bartak agrees to look the other way, just as the dungeon's overlord shows up and clocks Tina. Now they're both in the shit.

SURPLUS TESTS

For most actions in **One More Quest**, the players just need to know if an action Succeeded or Failed, spectacularly or otherwise. For instances which call for 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** (see page 34), though other surplus tests occasionally appear outside of combat, such as when a character produces a painting, tool, or weapon of variable quality.

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

- ◆ **Surplus tests do not have difficulties.** Skip this part of **2. APPLY CONDITIONS AND DIFFICULTY** when resolving the test.
- ◆ Because surplus tests do not have difficulties, **surplus tests Succeed if at least one die hits the Target and abides by all throw restrictions** — unless any dice miss the target and display an Icon, which triggers a **Disastrous Failure** instead.
- ◆ 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).

*If instead of trying to **Intimidate** her way past a single bouncer, Tina has been trying to bully a gaggle of ten cowardly goblins, the SDM might have used the surplus test instead. The result of the test would indicate in this instance how many goblins were scared away. Amit would have got to his test result of 5 by the exact same progress as above, leaving him with five more goblins still to do with. Getting rid of them might require a more direct show of force...*



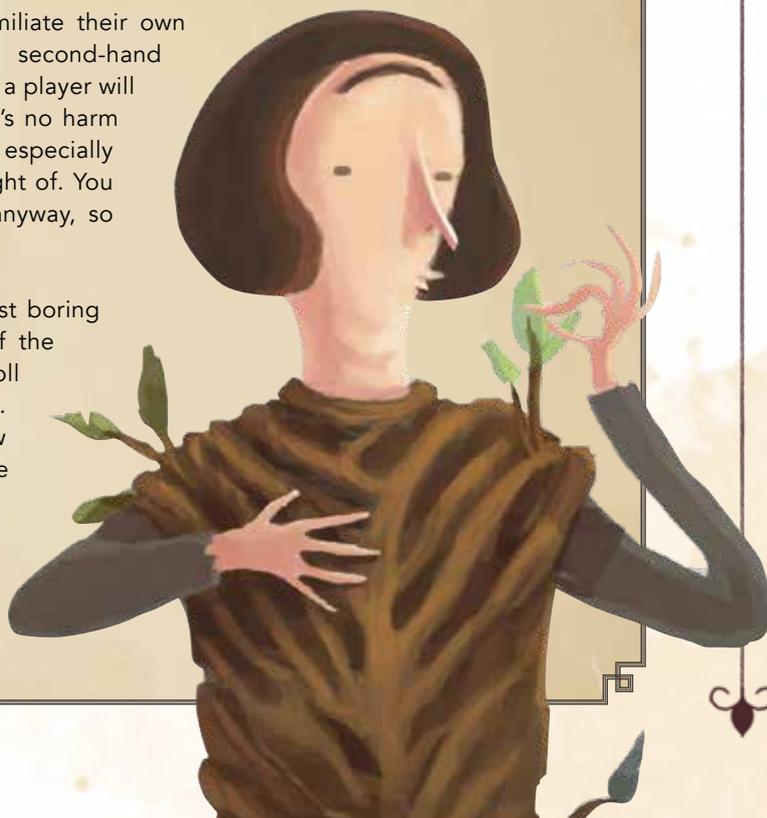
MANAGING FAILURE

Dungeon fighters and their opponents are a far cry from the epic heroes and villains of most fantasy stories. Their successes are sporadic and hard-won; their failures are multiplicitous and painful. **One More Quest** reflects this with a resolution mechanic that may return many more fail outcomes than players are used to from other roleplaying games. It's hard enough to hit a target with a die. Add in a difficulty rating, a stupid throw restriction, and the debilitating effects of laughter and/or alcohol, and your players might be lucky to hit the table.

Running this kind of game requires a shift in perspective. SDMs are encouraged to embrace the principle of "Failing Forward" — devising consequences that disadvantage the failing character, but not so severely they will be unable to proceed with the adventure. Failure may even provide a new direction for how to proceed!

Here are some tips for SDMs to help them get the most of failure in their game:

- ◆ **Don't test for everything.** Don't request **Resist** tests for every minor hazard. Don't call for **Perceive** tests to spot the adventure-critical clue. Assume the dungeon fighters are barely competent enough to succeed at the first hurdle without stumbling over every minor inconvenience. If a single misplaced failure would derail your whole scenario, save yourself the stress by avoiding the test entirely.
- ◆ **Offer success-at-cost.** Failing a test doesn't mean you failed at everything. Sometimes it means you achieved the main objective of the test, but must deal with a new complication. Maybe you did **Charm** the goblin princess into setting you free, but pissed off someone else instead (her suitor, perhaps). Maybe you didn't tumble off the cliff, but you're hanging by your fingertips until someone can come and save you. Look for failure outcomes besides the most obvious and problematic results.
- ◆ **Fall back on mechanical costs.** If you can't think of a way to implement success-at-cost in the fiction, look to the mechanics for potential complications. Maybe a failed result when escaping pursuers means you escape the mob, but lose health in the attempt. Maybe a failed **Willpower** test doesn't make you the mind controller's slave, but imposes the **Disoriented** condition on future tests. **If all else fails, SDMs can interpret a dungeon fighter's failure as a success-with-cost that awards the SDM a Push**, representing the impending doom awaiting the inept adventurers.
- ◆ **Look for the funny.** Nothing softens the blow of another failure quite like an opportunity to laugh. Slapstick comedy is almost always an option when a character fails a physical action. On mental or social actions, crucial misunderstandings are great for carrying the story in an absurd and hilarious direction. If you have ideas to interpret a failure as a tactical disadvantage, or as contrived comedic nonsense, default to the latter.
- ◆ **Work with the players.** Some players love to humiliate their own characters. Others are allergic to that kind of second-hand embarrassment. If you're not sure what kind of failure a player will respond well to, discuss it with them directly. There's no harm in workshopping failure ideas together at the table, especially if another player has a brilliant idea you never thought of. You need everyone's buy-in to make the game funny anyway, so make the most of it.
- ◆ **Never say "Nothing Happens".** The worst and most boring thing you can do after a roll is leave the state of the fiction unchanged. Never narrate a failed attack roll with something as pedestrian as a swing-and-a-miss. Never tell players who fail a **Trivia** roll "You don't know anything about that" when you can instead dazzle them with dangerous bullshit. Even if you can't give your players something to laugh at, give them something to hook onto so they can take the fiction in a new direction. Maybe they'll use it to make you laugh.



BASIC SKILL LIST



Each of the 24 basic 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 (STR)** - Being big and tough and strong and hard and not very complicated. The four Strength skills are **Lift** (shoulder great burdens and push aside obstacles), **Resist** (fend off poisons, environmental hazards, and debilitating physical effects), **Smash** (demolish inanimate objects), and **Wrestle** (unarmed melee combat).
- ◆ **AGILITY (AGI)** - How quickly and safely you can get from A-to-B without being thwacked by a poleaxe. The four Agility skills are **Athletics** (run, climb, swim, spin cycle), **Balance** (avoid falling off things), **Reflexes** (dodge hazards and quickly react to danger), and **Sneak** (creep around like a weasel).
- ◆ **DEXTERITY (DEX)** - Your hand-eye coordination and care with delicate tools. The four Dexterity skills are **Craft** (build and repair stuff), **Sleight of Hand** (pick pockets, cheat at cards, stage magician stuff), **Throw** (propelling improvised weapons), and **Tinker** (modify, sabotage and operate mechanisms).
- ◆ **INTELLIGENCE (INT)** - The breadth of your knowledge and the ability to recall it when required. The four Intelligence skills are **Arcana** (magical knowledge and spellcasting prowess), **Nature** (understanding plants, animals, and physical anatomy), **Trivia** (history, folklore, languages, celebrity gossip), and **Willpower** (defying fear, temptation, and mind-altering effects).
- ◆ **AWARENESS (AWA)** - Sensitivity to your surroundings, the elements, the afterlife, and the natural world. The four Awareness skills are **Empathy** (perceive social cues and intuit what goes unsaid), **Investigate** (actively search for something specific), **Perceive** (passively when something is out of place), and **Spirit** (commune with dead ancestors and connect to the elements).
- ◆ **CHARISMA (CHA)** - Talking or schmoozing or hip-thrusting your way in and out of trouble. The four Charisma skills are **Charm** (get people to like you and provide favors), **Deceive** (fast lies and cunning disguises), **Intimidate** (bully people into giving you what you want), and **Perform** (put on a show).

When testing a skill, characters gain a positive modifier equal to the characteristic rating that corresponds to that skill. In addition, each skill has a corresponding throw restriction, which should be used on all tests of that skill unless a circumstantial rule explicitly advises otherwise.



STRENGTH

LIFT

Do you even lift bro? **Lift** is the skill for shouldering weight and raising physical barriers. You use it to shove aside heavy obstacles obstructing your path and carry captives or wounded dungeon fighters over one arm. 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.

Throw Restriction: [ELBOW]

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



RESIST

If 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 surviving 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 conditions).

Throw Restriction:[X-SHOT]

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



SMASH

Smash is used to destroy inanimate objects. It's not a quiet or subtle skill, but its popularity endures, because it's almost always available as a backup option when other skill tests Fail. If you can't pick the lock, shove aside the rock, or circumnavigate the barrier, you can always try smashing the obstacle to smithereens.

Successful **Smash** tests 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.

Throw Restriction: [PUNCH-TABLE]

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.



WRESTLE

Sensible dungeon fighters battle with weapons. For everyone else there's the **Wrestle** skill. It's used to punch, kick, grapple, throw, and all other kinds of unarmed attacks for dungeon fighters deprived of their weapons. Naming your character's **Wrestler** moves, and yelling them as you throw, is an optional extra.

Usually **Wrestle** is employed for attack tests (page 34), where Success inflicts damage on the target, but Successful skill tests can also immobilise or silence a creature without hurting them. Failed **Wrestle** tests may trap you in a hold, cause yourself injury, or provoke a watching crowd to turn against you.

Throw Restriction: [KNEE]

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



AGILITY

ATHLETICS

Athletics is used to move yourself around as quickly as possible. The exact technique you're using to move doesn't matter, so long as you're the one doing the moving. Running a marathon? 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, 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.

Throw Restriction: [JUMP]

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



REFLEXES

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 dodge hazards, duck into cover, 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, which is likely to hurt.

Throw Restriction: [DOUBLE-BOUNCE]

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



BALANCE

Balance is the skill for moving slowly but carefully. Characters test **Balance** when trying to avoid a tumble whilst crossing a narrow bridge, shimmying along a mountain shelf, or hanging off a cliff edge. If you're riding or climbing onto an animal, **Balance** lets you maintain your grip whilst it's moving at full gallop or trying to fling you off.

A Successful **Balance** test allows a character to maintain their position, or scramble into a new one if they prefer, perhaps taking an ally along with them. A Failed **Balance** test usually means you lose your grip, exposing you to the true enemy of any roleplaying party: Falling Damage.

Throw Restriction: [UNDER-LEG]

The player must release the die from under one of their legs as they throw.



SNEAK

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.

Throw Restriction: [EYE-LEVEL]

The player sits, squats, or ducks so their eyes are at the level of the table, before throwing from this position.



DEXTERITY

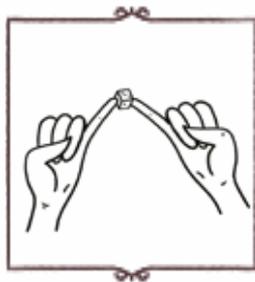
CRAFT

Craft is used to create, restore, and modify objects without mechanical components. Dungeon fighters use it to brew potions, manufacture poisons, prepare explosive compounds, and cook lunch. Many items improvised in the wild, such as a torch, splint, or shelter for the night, fall under the remit of this skill. Basic weapons and armour are forged with **Craft**, but anything with distinct moving parts (such as siege weapons) are instead built with the **Tinker** skill.

Successful **Craft** tests allow you to create or repair 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 fumes from the brewing potion cloud your mind, or the explosive concoction starts to react earlier than you had intended!

Throw Restriction: [LITTLE-FINGER]

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



SLEIGHT OF HAND

The **Sleight of Hand** Skill is used to palm cards, steal from people's pockets, and perform feats of physical misdirection. It's often paired with **Sneak** or **CHARISMA** skills to get close enough to someone to rob them blind. If a character is using a knife or other small weapon, **Sleight of Hand** may allow them to quietly prepare for combat without giving away their violent intentions.

When you Succeed with **Sleight of Hand**, your fine motor skills serve you as intended, allowing you to take, hide, or manipulate the object you were working with. When you Fail with **Sleight of Hand**, you're caught stealing or cheating, leaving you in an exposed position.

Throw Restriction: [BACKWARDS]

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).



THROW

When you need to go the distance, **Throw** is the skill to make sure you land your projectile vaguely on target. Whilst dedicated throwing weapons have their own throw restrictions, the **Throw** skill is for anything else you hurl, from balls to frying pans. Like **Wrestle**, it's a good backup option if you're short of armaments in a tight spot.

Successful **Throw** tests inflict damage (if used to make an attack test), or land more or less on target if used non-violently. Failed tests veer dangerously off-target, injuring an ally, or passing a precious item right into your enemy's hands.

Throw Restriction: [FAR]

The player takes one step away from the table, and must throw from that position.



TINKER

Tinker is the counterpart to **Craft** that applies specifically to mechanical devices. It's used for picking locks, disabling traps, and discretely sabotaging machinery. **Tinker** can also be used to construct or operate complex mechanisms, or modify a device to make it do something new, possibly the opposite of its intended function. If nothing else, **Tinker** can be reliably depending upon to make a tool dangerously volatile or explosive.

Successful **Tinker** builds or adapts a machine to function as the character intended. A Failed **Tinker** test creates something new or different, but not necessarily as the character intended. It may suddenly activate a trap, render a device unusable, or create a machine so unbelievably dangerous it is a hazard to everyone in the scene.

Throw Restriction: [FLICK]

The player must flick the die towards the Target.



INTELLIGENCE

ARCANA

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.

Throw Restriction:
[TWO-FINGER]

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



NATURE

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.

Throw Restriction: **[GATE]**

The player makes a "gate" by placing two fingers on the table, and throws the die through the gate.



TRIVIA

Trivia is a general 'knowledge' skill, covering the character's understanding of history, geography, famous individuals, cultural events, recent occurrences, and foreign languages. Basically everything that doesn't fall under a different Intelligence skill. 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.

Throw Restriction: **[HEAD]**

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



WILLPOWER

Willpower is the mental equivalent of the **Resist** skill. It's used to overcome temptation, fear, and the psychological manipulations of some monsters or their magic. To use the skill proactively, players should look for courses of action that seem impossible due to the degree of trauma, and test **Willpower** to proceed with their unworkable plan regardless.

Successful **Willpower** tests are usually a surprise to the predator who hoped to scare or seduce you into compliance. You can take advantage of their surprise to seize the upper hand, and force them to submit to you. When you fail a **Willpower** test, you give in to your weaker nature, and enact whatever you are compelled to do.

Throw Restriction:
[DICE-SPIN]

The player must twist the die like a spinning top as it leaves their throwing hand.



AWARENESS

EMPATHY

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

Throw Restriction: [BLIND]

The player must throw the die with their eyes closed.



INVESTIGATE

Investigate is used for active searches of a person or area. It's used to find secret rooms, collect clues from a crime scene, track a target, and pat someone down for weapons. An Investigator usually knows what they are looking for, which distinguishes the skill from **Perceive**, which is usually more reactive. Paranoid dungeon fighters are advised to train in both.

Successful Investigations turn up what the character was searching for, or confirms its definite absence. Failed **Investigate** tests distract the character from discovering an essential truth, which robs them of an opportunity, and sets them up for disaster later.

Throw Restriction: [HOLE]

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



PERCEIVE

Perceive is used for background situation awareness. 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 be warned about traps and hidden enemies before they are injured. 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 obvious that is 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.

Throw Restriction: [ONE-EYE]

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



Alternate Throw Restriction: [EAR]

The player holds the die behind their ear, before releasing it to make the throw. (Use specifically for hearing.)

Alternate Throw Restriction: [NOSE]

The die must start on the player's nose or must touch it during the throw. (Use specifically to smell.)

SPIRIT

Mystical properties of the spiritual world, including the animating force 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.

Throw Restriction: [PRAY]

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



CHARISMA

CHARM

Charm 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.

Throw Restriction: [THUMB-FLICK]

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



DECEIVE

When a character is lying through their teeth to get what they want, they’re using the **Deceive** skill. With **Deceive** you may pretend to be someone you’re not, or to represent someone you don’t work for. Committed liars may use the skill to fabricate an elaborate disguise, but it’s just as useful for spinning some fast talk bullshit that gets you past a guard with a fraction of the effort.

A Successful **Deceive** test means the target bought your lie, and responds as you choose. A Failed **Deceive** test means the target is unconvinced and suspicious — or that they bought the lie too well, and you’re soon to be trapped in a spider’s web of your own lies.

Throw Restriction: [BLOW]

The player must blow the die toward the Target.



INTIMIDATE

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.

Throw Restriction: [SLAP]

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



PERFORM

Showmanship is everything! Characters intending to provoke an emotional reaction, especially from a large crowd, can achieve more with the **Perform** skill than **Charm**, **Deceive** or **Intimidate**. It covers musical recitals, rousing speeches, and everyone’s favorite: the language of dance.

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.

Throw Restriction: [TWIRL]

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



ADDITIONAL THROW RESTRICTIONS



very test in **One More Quest** requires the player to abide by one or more throw restrictions. These throw restrictions are imposed by three sources:

- ◆ The **skill** being tested, whether that is one of the 24 basic skills (page 20), or a special skill from a weapon (page 34), talent, or other circumstance.
- ◆ The **conditions** the testing character finds themselves in, levied as penalties imposed by the SDM.
- ◆ Any **stunts** the testing character chooses to impose on their test, so that they can qualify for some kind of bonus.



When more than one throw restriction is added to a test, the testing player or SDM must **combine** all the throw restrictions into their attempt. In some cases, working out how to combine seemingly exclusive restrictions into a single throw can require some creative interpretation! SDM should make whatever modifications to a throw's requirements, if necessary to make it compatible with the other restrictions applying to the test. There is no master list of how every throw combines with each other in **One More Quest** — different play groups may reach different conclusions about how throw combinations should be resolved, and that is all part of the fun.

Some tests may result in the same throw restriction applying more than once. This is most common when the restriction of a character's condition duplicates the restriction of the skill they're testing. When this happens, SDMs should choose an alternate throw restriction to replace one of the duplicates in this instance, perhaps by using the throws of a similar skill or condition for inspiration. As a general fall-back option, [OFF-HAND] is a good choice that can be applied in almost all situations.

In rare instances, a character may receive multiple throw restrictions from a single source. This is most commonly conferred by magic items with especially bizarre or exotic effects. These throws should be combined with themselves and other test restrictions as usual.

See pages 30-31 for a list of the game's throw restrictions, and an explanation of the limitations they impose on players and SDMs when they throw.

EXAMPLE

Marvin is flicking through his Tome of Magic to discover the weakness of an elemental horror. Unfortunately, the monster is currently flinging projectiles at his head, so he doesn't have much time for careful research. His throw to discover the creature's weakness has three additional throw restrictions: [TWO-FINGER] for using the **Arcana** skill, [DOUBLE-BOUNCE] because of the **Rushed** condition, and [HEAD] because of his Tome of Magic's stunt. Marvin's player Fatima picks up the die with two fingers and holds it up to her head — when she releases the die, it has to bounce twice before the Target for the throw to be eligible for Success.

Fatima could remove [HEAD] from the throw by not using her Tome of Magic, and just relying upon Marvin's memory, but she wouldn't gain the positive modifier of the Tome unless she used its corresponding restriction. Similarly, if Marvin takes his time to remove the **Rushed** condition, she could remove [DOUBLE-BOUNCE] from the throw, but wouldn't learn the elemental's weakness until the start of Marvin's next turn (leaving his allies without useful information in the meantime). She could not avoid throwing with [TWO-FINGER], since that restriction is mandatory on all **Arcana** tests.

CONDITIONS

The most common conditions that feature in **One More Quest** are listed below, with an explanation of when the condition should apply, and how the condition is removed.

- ◆ **Blinded.** The character's vision is obstructed by darkness, fog, or a blindfold. Add [BLIND]. Remove when your sight is restored.
- ◆ **Cautious.** The character is handling a precious item or negotiating a delicate situation which demands a careful approach. Add [LITTLE-FINGER]. Remove when you proceed recklessly, and accept the consequences.
- ◆ **Deafened.** The character is bombarded by distracting noises or suffering from hearing loss. Add [EAR]. Remove when your ability to hear clearly is restored.
- ◆ **Disoriented.** The character is lost, dazed, or confused. Add [HEAD]. Remove when you have a few minutes to calm down and recover your bearings.
- ◆ **Distant.** The character is interacting with something from an inconveniently long range. Add [FAR]. Remove when you get close enough to your target to interact without difficulty.
- ◆ **Encumbered.** The character is ensnared with ropes or manacles, or weighed down by a heavy load. Add [WRIST-ON-TABLE]. Remove when you are freed of your burden.
- ◆ **Exposed.** The character is the centre of attention with their ass hanging out (metaphorically or literally). Add [CURTSY]. Remove when you step out of the spotlight.
- ◆ **Fatigued.** The character is exhausted, either desperate for rest or just out of bed. Add [SLIDE]. Remove when you've had a few hours of sleep, or a few minutes to wake up.
- ◆ **Freezing.** The character is shivering from the effects of extreme cold. Add [X-SHOT]. Remove when you have a few minutes to recover someplace warm.
- ◆ **Frightened.** The character is confronted by a terror that shakes their confidence. Add [PRAY]. Remove when the nightmare leaves or is demonstrated to be harmless.
- ◆ **Furious.** The character is so angry they aren't thinking clearly. Add [SLAP]. Remove when you've had a few minutes to simmer down.
- ◆ **Impaired.** The character is suffering an inconvenience which doesn't closely align with another condition. Add [OFF-HAND]. Remove when the complicating circumstances no longer apply.
- ◆ **Infatuated.** The character is distracted by their lustful feelings for another character in the scene. Add [HIP]. Remove when your beloved leaves the scene, or you have a few minutes to splash cold water in your face.
- ◆ **Intoxicated.** The character is poisoned, high, or drunk. Add [CUP]. Remove when you flush out the poison, or give yourself an hour to sober up.
- ◆ **Obstructed.** The character is blocked by a physical obstacle, such as cover or a busy crowd. Add [BANK]. Remove when the obstacle is overcome or destroyed.
- ◆ **On Fire.** The character is... look, you know what being on fire means, yeah? Add [JUMP]. Remove when you put yourself out.
- ◆ **Overheating.** The character is subjected to extreme heat that leaves them dangerously dehydrated and panting for breath. Add [BLOW]. Remove when you have a chance to hydrate someplace cool.
- ◆ **Prone.** The character is crouching, lying down, or rising from that position as they act. Add [UNDER-TABLE]. Remove once you are firmly back on your feet.
- ◆ **Rushed.** The character is working to a tight time limit, and isn't producing their best work. Add [DOUBLE-BOUNCE]. Remove when you take your time, and accept the consequences.
- ◆ **Suffocating.** The character cannot breathe, because they are drowning, gassed, or confronting an ungodly stench. Add [NOSE]. Remove when you are breathing clean air again.
- ◆ **Undercover.** The character's range of actions are impeded by their need to remain hidden or maintain a disguise. Add [EYE-LEVEL]. Remove when you leave behind your cover or false identity, and accept the consequences.
- ◆ **Wincing.** The character is nursing a painful wound that nags at them with every movement. Add [ELBOW-LEVER]. Remove when you treat the injury or relieve the pain somehow.

SDMs can create their own conditions when they think it is appropriate, by choosing a throw restriction that applies to tests made by the character with the condition. For convenience, the **Impaired** condition (applies [OFF-HAND]) has been designed as a flexible, neutral choice that SDMs can apply if they are short on other inspiration.

A character with a condition doesn't necessarily apply its throw restriction on every test they make. A **Furious** character would probably apply [SLAP] when making a **Trivia** test because they aren't thinking clearly, but probably wouldn't apply the penalty when making a **Smash** test (it may even reduce the difficulty!). The SDM chooses when a condition applies on a test, by weighing up the circumstances in play and applying their best judgement.

Conditions may have additional consequences besides levying a throw restriction. A character who is **Suffocating** or **On Fire** may lose health at the start of their turns. A character who is **Blinded** may not be eligible to make **Perception** tests based on sight. When a condition is inflicted by a talent, monster, or scenario effect, it will always specify if additional mechanical penalties are imposed. When a condition is applied by the SDM, additional effects are left to their discretion.

STUNTS

Stunts are **optional throw restrictions a character may choose to apply to their own test**. Whilst additional throw restrictions make the throw more difficult, stunts confer **benefits that make up for the increased risk**. The boons vary from stunt to stunt, but could include a bonus modifier on the test, a free Push, a refresh of spent Pushes, or damage that ignores armor.

Stunts are usually conferred by talents and equipment, but may occasionally appear in other unusual circumstances at the SDMs discretion. There is no “common” list of stunts — some characters have a unique selection of stunts at their disposal, and others don’t have access to any. The benefits of a stunt, and its corresponding throw restriction, are fully detailed in the talent or equipment that confers its effects.



One More Quest is a physical, social game, with lots of silly dice-fondling and shared components. Consequently, some of the rules in this Quickstart may not be appropriate when gaming during a global pandemic or online. These include throw restrictions which require players to pass dice between each other, blow on dice, or touch their face.

SDMs and players are urged to always place the safety of their fellow gamers above all other concerns, and adapt the game’s mechanics as necessary. If a specific throw restriction makes a player uncomfortable, it can be easily exchanged for a different one. Much of the advice on Accessibility Adjustments is equally relevant to this topic — see page 35 for these guidelines.

THE THROW LIST

The following table lists all the throw restrictions that may apply in a game of **One More Quest**, an explanation of how they work, and the basic skills and conditions that correspond to them.

Throw restrictions may also be applied by special skills, unique conditions, or stunts. These are commonly derived from weapons, other equipment, talents, or hazardous environments. Unlike basic skills and conditions, these aren't included in the throw list for reasons of space, but the throw restriction that corresponds to their effects will be detailed in the ability's description.

	THROW NAME	DESCRIPTION	BASIC SKILL	CONDITION
	[BACKWARDS]	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	
	[BANK]	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..		Obstructed
	[BLIND]	The player must throw the die with their eyes closed.	Empathy	Blinded
	[BLOW]	The player must blow the die toward the Target.	Deceive	Overheating
	[CUP]	The player must cup their hand, place the die inside it, and toss or tilt the cup to throw.		Intoxicated
	[CURTSY]	The player must bow at the waist as they throw.		Exposed
	[DICE-SPIN]	The player must twist the die like a spinning top as it leaves their throwing hand.	Willpower	
	[DOUBLE-BOUNCE]	The die must bounce at least twice outside the Target before touching it.	Reflexes	Rushed
	[EAR]	The player holds the die behind their ear, before releasing it to make the throw.	Perceive (Alternate)	Deafened
	[ELBOW]	The die must start on the player's elbow or must touch it during the throw.	Lift	
	[ELBOW-LEVER]	The player places the die inside the crook of their elbow, then releases it to throw.		Wincing
	[EYE-LEVEL]	The player sits, squats, or ducks so their eyes are at the level of the table, before throwing from this position.	Sneak	Undercover
	[FAR]	The player takes one step away from the table, and must throw from that position.	Throw	Distant
	[FLICK]	The player must flick the die towards the Target.	Tinker	
	[FRIENDLY]	The player takes the hand of another player and holds that hand by the wrist. They must use the other player's hand as if it was their own to perform the throw.		
	[GATE]	The player makes a "gate" by placing two fingers on the table, and throws the die through the gate.	Nature	
	[HEAD]	The die must start on the player's forehead or must touch it during the throw.	Trivia	Disoriented

	THROW NAME	DESCRIPTION	BASIC SKILL	CONDITION
	[HIP]	The die must start on the player's hip or must touch it during the throw.		<i>Infatuated</i>
	[HOLE]	The player makes a circle with the index finger and thumb of one hand, and throws the die through the hole.	Investigate	
	[HOT-POTATO]	Another player must throw the die towards the testing player. The testing player must catch the die and immediately release it towards the Target.		
	[JUMP]	The player jumps into the air, and throws the die before touching the ground.	Athletics	<i>On Fire</i>
	[KNEE]	The die must start on the player's knee or must touch it during the throw.	Wrestle	
	[LITTLE-FINGER]	The player holds the die with their two little fingers, before releasing it to throw.	Craft	<i>Cautious</i>
	[NOSE]	The die must start on the player's nose or must touch it during the throw.	Perceive (Alternate)	<i>Suffocating</i>
	[OFF-HAND]	The player must use their off-hand (the hand they do not write with).		<i>Impaired</i>
	[ONE-EYE]	The player holds the die in front of a closed eye, before releasing it to make the throw.	Perceive	
	[PUNCH-TABLE]	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	
	[PRAY]	The player must hold the die between the two palms of their hands, as if praying, then release it to throw.	Spirit	<i>Frightened</i>
	[SLAP]	The player must hit the die with the palm of their hand during the throw.	Intimidate	<i>Furious</i>
	[SLIDE]	The player places the die in the palm of their hand, then tilts their hand so the die rolls along their fingers to throw.		<i>Fatigued</i>
	[THUMB-FLICK]	The player rests the die on top of their thumb as though flipping a coin, then flips the die towards the Target.	Charm	
	[TWIRL]	The player must spin on their feet, turning around 360° so that they end up facing the Target and immediately releasing the die.	Perform	
	[TWO-FINGERS]	The player holds the die between two fingers of the same hand, then releases it to throw.	Arcana	
	[UNDER-LEG]	The player must release the die from under one of their legs as they throw.	Balance	
	[UNDER-TABLE]	The die must leave the player's hand below the table level.		<i>Prone</i>
	[WRIST-ON-TABLE]	The wrist of the hand that throws the die must be touching the table.		<i>Encumbered</i>
	[X-SHOT]	The player holds the die between their two wrists, creating an 'X' with their arms, before releasing the die to throw.	Resist	<i>Freezing</i>

SUBSTITUTIONS AND CUSTOM SKILLS

As an optional rule, **SDMs may make alterations to the throws that are mandated by skills**, conditions, or stunts, by substituting the specified effect with one of their own choosing. This may be particularly appropriate when the character's current circumstances are more thematically resonant with another throw restriction.

In rare circumstances, **SDMs may even invent new special skills**, that apply when interacting with unique items or individuals. Creating a custom skill is simply a matter of choosing a corresponding characteristic (from the six listed on page 20) and throw restriction (from those listed on pages 30-31).

Guidelines and best practices for using substitutions and custom skills can be found in the **One More Quest** rulebook.



COMBAT



our 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** tests just before an ambush to avoid this penalty (or make **Sneak** 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** 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.



ATTACK TESTS

The most common actions characters undertake during combat are **attack tests**. These are a type of surplus test used to inflict harm on an enemy. Unarmed characters can use the **Wrestle** or **Throw** skills to attack with their bare hands or improvised projectiles. More commonly, characters attack using their weapon's special skill, a characteristic and throw restriction that corresponds specifically to the weapon they're attacking with. See **Weaponry**, below, for the different types of weapons and special skills dungeon fighters can employ.

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 **Health and Resting** for further details.

WEAPONRY

To quote the motto of Middlewhere's most profitable blacksmithing megacorporation, "a warrior is only as strong as their blade." Each weapon corresponds to a special skill, with its own throw restriction and corresponding characteristic. Weapons also provide bonus modifiers on attack tests made whilst wielding them. +2 is the standard modifier for dedicated wargear. Expensive, high-tech, or magical weapons may provide an even better bonus.

The most common weapon skills available to dungeon fighters are listed below. By default, a dungeon fighter may only attack with one weapon as part of an attack test.

- ◆ **Daggers.** Includes knives and other small blades. Use [BACKWARDS] to make melee attacks (**DEX**) with a +1 modifier.



- ◆ **Clubs.** Includes warhammers, maces, mauls, and batons. Use [PUNCH-TABLE] to make melee attacks (**STR**) with a +2 modifier.
- ◆ **Spears.** Includes pikes, glaives, and other polearms. Use [DOUBLE-BOUNCE] to make melee attacks (**STR**) with a +2 modifier.
- ◆ **Swords.** Includes all kinds of one-handed slashing blades. Use [UNDER-LEG] to make melee attacks (**STR**) with a +2 modifier.
- ◆ **Axes.** Includes picks and hatchets. Use [ELBOW-LEVER] to make melee attacks (**STR**) with a +2 modifier.
- ◆ **Great Weapons.** Includes all kinds of two-handed melee weapons. Use [X-SHOT] to make melee attacks (**STR**) with a +3 modifier.
- ◆ **Darts.** Includes throwing knives, ninja stars, and javelins. Use [FAR] to make ranged attacks (**DEX**) with a +1 modifier.
- ◆ **Bows.** Use [HOLE] to make ranged attacks (**DEX**) with a +2 modifier.
- ◆ **Crossbows.** Use [FLICK] to make ranged attacks (**DEX**) with a +2 modifier.
- ◆ **Wands.** Includes staves, rods, and other wizardly weapons of choice. Use [DICE-SPIN] to make ranged attacks (**INT**) with a +2 modifier.

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 and Ancestry**, the collective influence of a dungeon fighter's heritage and the society they hail from. For multi-racial characters, it is the ancestry they identify as having the strongest impact on their dungeon fighter career. Ancestries 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 bonus characteristics 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 a talent 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 rings of Strength filled in therefore has a +3 rating in that characteristic.
- ◆ 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 special skills and bonus modifiers. The total of the character's attack characteristic 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 are provided by a character's Ancestry, Class, Archetype and Drive, but also learned over time as the character gains experience. Many take the form of special skills (page 32), stunts (page 29), or bonus modifiers to specific tests.
- ◆ Space to record additional **equipment** and their mechanical effects, along with any gold coins the character is carrying as disposable income.

Complete lists of Ancestries, 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 and Ancestry: Ary Reverie Elf (+1 AWA, 15 health, 4 Pushes)

Class: Bard (+1 DEX, +2 CHA, +1 Push, Bard Competencies, Inspiration, lute, light armor, dagger)

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

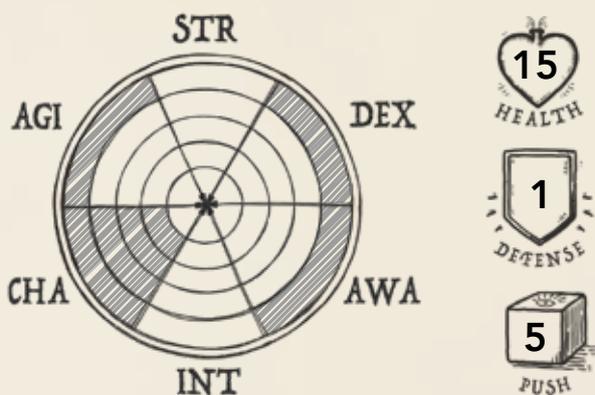
You were never aroused by the sight of blood as much as you are by the sight of silk sheets. When you hear about "lying bodies," your first thought is never of deadly battles. Some may say that you didn't choose the right job, but, hey, who are they to say? (+1 AGI, +1 CHA, Can't We All Get Along?)

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. (+1 CHA, Sharing is Caring)

Extra Gear: Spear, 5 gold coins

- STATS -



- WEAPONS & EQUIPMENT -

Spear: *Special Skill.* Use [DOUBLE-BOUNCE] to make melee attacks (STR) with a +2 modifier.

Dagger: *Special Skill.* Use [BACKWARDS] to make melee attacks (DEX) with a +1 modifier.

Lute: *Stunt.* Add [SLIDE] to gain +2 to Perform (CHA) tests.

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

- TALENTS -

Bard Competencies: You automatically succeed when working out how to use an unfamiliar instrument; composing new music, plays or stories; getting yourself on the set list for an existing gig or concert; blending in on any dance floor.

Inspiration: When an ally tests, you may force them to apply this stunt — add [FRIENDLY] to gain a +2 modifier. The testing player uses your hand for the throw restriction.

Can't We All Get Along?: *Stunt.* Add [HIP] to gain +2 to Charm (CHA) tests when you try to convince someone not to employ violence.

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 and Ancestry: Forgegraad Dwarf (+1 DEX, 20 health, 2 Pushes, Hard as Rock)

Class: Spiritist (+2 AWA, +1 CHA, +1 Push, Spiritist Competencies, Lay On Hands, 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)

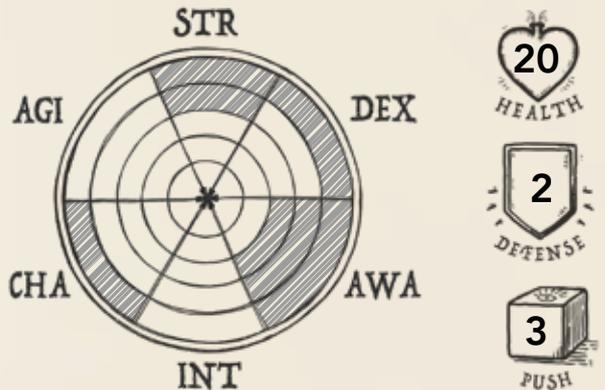
Drive **Pub Crawler**

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. (+1 STR, Liquid Courage)

Extra Gear: Greataxe, sealable mug

- STATS -



- WEAPONS & EQUIPMENT -

Greataxe: *Special Skill.* Use [X-SHOT] to make melee attacks (STR) with a +3 modifier.

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).

Spiritist Competencies: You automatically succeed when working out if a location is affected by spiritual imbalance; distinguishing recently formed ghosts from those formed a long time ago; explaining the difference between body and soul as it pertains to all kinds of undead creature; diagnosing the physical health of a patient.

Lay On Hands: Three times per day as an action, you may make a surplus test (page 18) using Spirit (AWA) to heal yourself or an ally within arm's reach. The target recovers health equal to your result.

Mob Breaker: When you deal more damage in melee than is necessary to defeat an enemy, any excess damage can be inflicted upon another enemy in melee range

Liquid Courage: *Stunt.* When you take a swig of alcohol as part of an attack test, add [CUPS] to gain a +2 modifier.



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 and Ancestry: Protectorate Human (+1 CHA, 20 health, 3 Pushes)

Class: Wizard (+1 DEX, +2 INT, +1 Push, Wizard Competencies, Magic Missile, wand, dagger, 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)

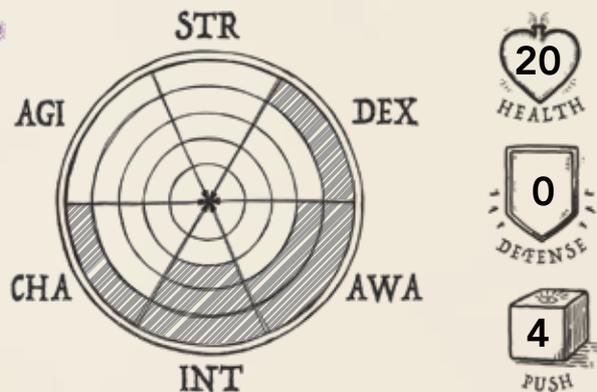
Drive..... **Get Cool**

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. (+1 AWA, Follow the Leader)

Extra Gear: 10 gold coins

- STATS -



- WEAPONS & EQUIPMENT -

Wand: *Special Skill.* Use [DICE-SPIN] to make ranged attacks (INT) with a +2 modifier.

Dagger: *Special Skill.* Use [BACKWARDS] to make melee attacks (DEX) with a +1 modifier.

Tome of Magic: *Stunt.* Add [HEAD] to gain +2 on Arcana (INT) tests regarding magical knowledge.

10 gold coins

- TALENTS -

Wizard Competencies: You automatically succeed when putting on a little lightshow of magical sparks and colours; telekinetically moving small objects without precision or speed; doing the "wizard voice" to pretend to be wise or profound; subtly speeding up or slowing down time for dramatic effect.

Magic Missile: *Stunt.* Add [DOUBLE-BOUNCE] to ignore target's defense on Wand attacks.

Throw the Book at Them: Once per combat, you may specify a type of monster you're fighting, and call out its weakness. For the rest of the fight, all dungeon fighters gain this stunt — add [HEAD] to gain +2 on attack tests against that type of monster.

Follow the Leader: +2 to attack tests against an enemy that has already been attacked by an ally earlier this turn.

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 and Ancestry: Lynt Human (+1 CHA, 20 health, 3 Pushes)

Class: Warrior (+2 STR, +1 AGI, +5 health, Warrior Competencies, 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.

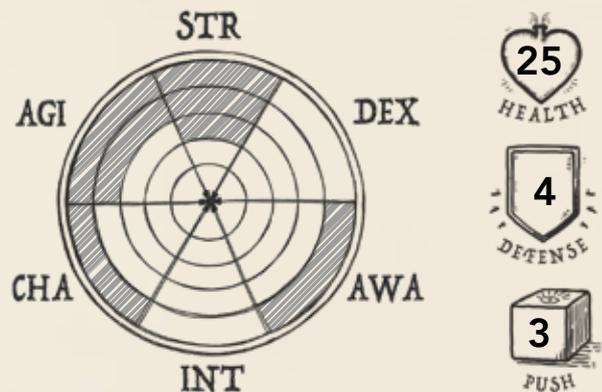
What is a man's best friend? A man-slaying sword. Your weapon is an extension of your body: you live with it, you eat with it, you sleep with it. Just be careful not to take a shower with it. (+1 STR, +1 AGI, Signature Weapon)

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. (+1 AWA, Every Shilling Counts)

Extra Gear: 10 gold coins

- STATS -



- WEAPONS & EQUIPMENT -

Longsword: *Special Skill.* Use [UNDER-LEG] to make melee attacks (STR) with a +2 modifier.

Heavy Armor: +3 Defense (bonus included above). Add Encumbered condition [WRIST-ON-TABLE] to all tests using (AGI) characteristic.

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

10 gold coins

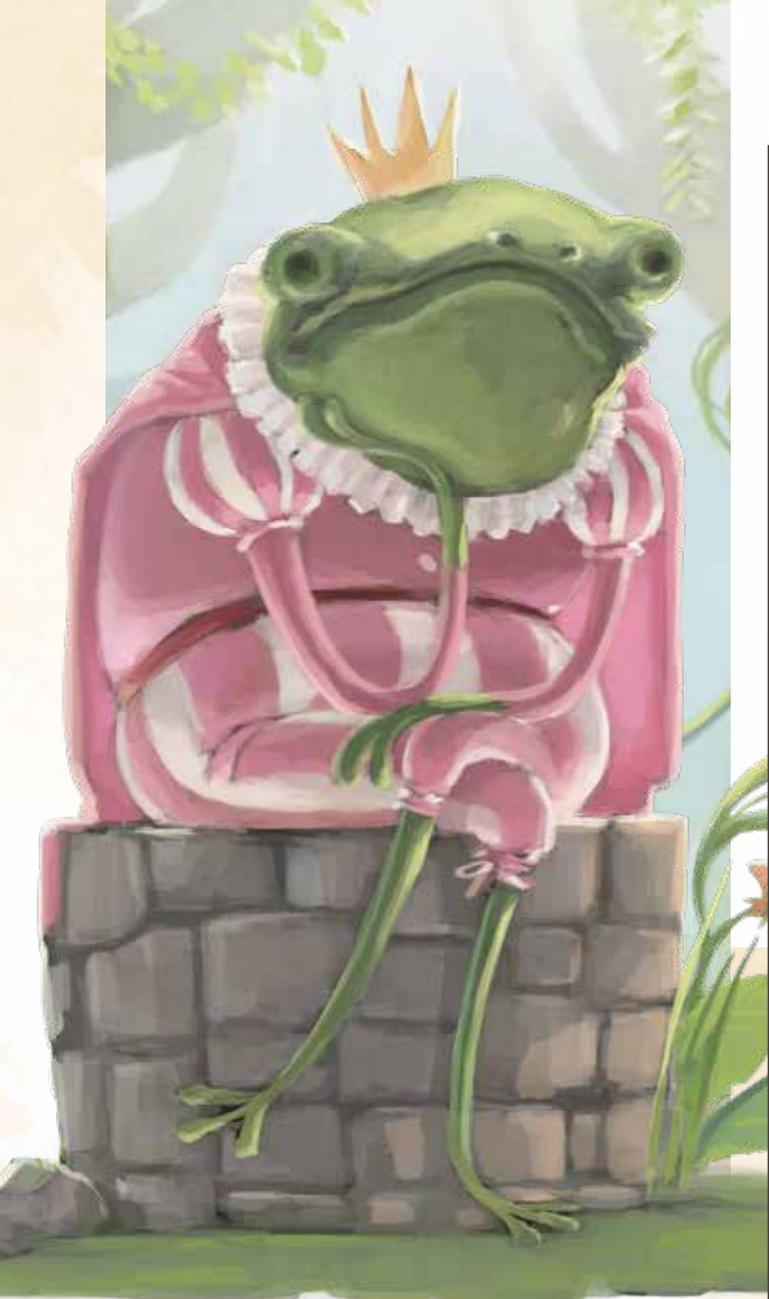
- TALENTS -

Warrior Competencies: You automatically succeed when bearing heavy loads over great distances without slowing; working out how to use an unfamiliar weapon; bulldozing through light obstacles; entering an arm-wrestling contest.

Taunt: Three times per day, when an enemy in line of sight declares they are attacking an ally, you may force them to attack you instead.

Signature Weapon: Choose one specific weapon. Name it. You share a very special bond with it. You gain a free Push on any test using that weapon with respect. You cannot use Pushes with any other weapon. If your signature weapon is lost or destroyed, you can apply this bonus to a new weapon, after a week-long period of mourning.

Every Shilling Counts: *Stunt.* Add [PRAY] to gain +2 on Charm (CHA) tests when bartering over the price of something you're buying or selling.



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 and Ancestry: Frogwarts Batrachian (+1 AGI, 15 health, 3 Pushes, Frog Leap)

Class: Rogue (+2 AGI, +1 DEX, +1 Push, Rogue Competencies, Backstab, dagger, set of throwing darts, 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, Good Manners)

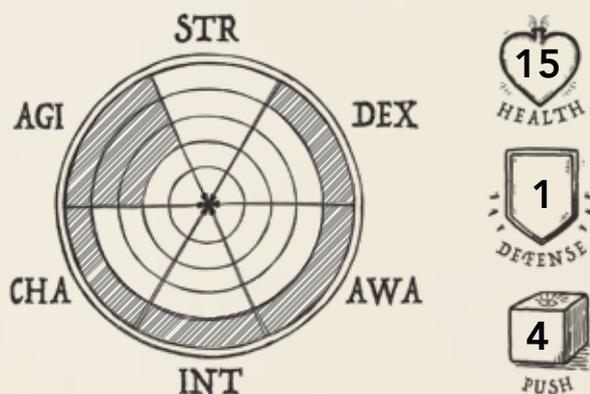
Drive **Writing a Memoir**

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? (+1 AWA, Go Big or Go Home)

Extra Gear: 10 gold coins

- STATS -



- WEAPONS & EQUIPMENT -

Dagger: *Special Skill.* Use [BACKWARDS] to make melee attacks (DEX) with a +1 modifier.

Set of Throwing Darts: *Special Skill.* Use [FAR] to make ranged attacks (DEX) with a +1 modifier.

Lockpicks: *Stunt.* Add [TWO-FINGER] to gain +2 on Tinker (DEX) tests to pick locks.

Pack of cards

Light Armor: +1 Defense (bonus included above)

10 gold coins

- TALENTS -

Frog Leap: Gain a free Push on tests to jump, scale walls and stick to ceilings.

Rogue Competencies: You automatically succeed when cheating at cards without being detected; finding the nearest black market in a town or city; predicting how long you need to lay low for after pulling off a theft or con; intuiting if a person is open-minded to bribes.

Backstab: When you attack an unaware target, any dice that hit the Target (and abide by throw restrictions) count as displaying an Icon.

Good Manners: *Stunt.* Add [CURTSY] to gain +2 on Charm (CHA) and Perform (CHA) tests when influencing aristocrats.

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 and Ancestry: Lynt Human (+1 CHA, 20 health, 3 Pushes)

Class: Ranger (+2 DEX, +1 AWA, +5 health, Ranger Competencies, Eagle Companion, longbow, dagger, light armor)

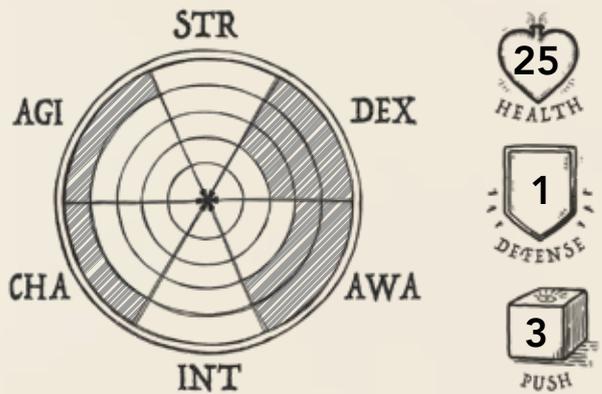
Archetype**Forester**
You're at home in the woodlands, navigating tangled foliage and carving tools from what the trees provide. City folk confuse you. So much trivial busywork: work, socializing, paying taxes. You don't have to worry about any of that in the woods. The forest provides deer to eat, wood 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 AGI, +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. (+1 AWA, Fashion Sense)

Extra Gear: 10 gold coins

- STATS -



- WEAPONS & EQUIPMENT -

Longbow: *Special Skill.* Use [HOLE] to make ranged attacks (DEX) with a +2 modifier.

Dagger: *Special Skill.* Use [BACKWARDS] to make melee attacks (DEX) with a +1 modifier.

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

- TALENTS -

Ranger Competencies: You automatically succeed when identifying common plants and wildlife; finding warmth and shelter in the wilderness; keeping your bearings to avoid being lost; recalling a herbal remedy to address unpleasant symptoms.

Eagle Companion: You are accompanied by an eagle which performs favors for you that are within its capabilities. If the eagle ever needs to make a test, throw with [FAR] and no characteristic, talent or equipment modifiers. If your Animal Companion dies or runs away, you gain a new one after a week-long period of mourning.

Tree Hugger: *Stunt.* Add [BLIND] to gain +2 on Nature (INT) tests related to forests and woodland creatures.

Fashion Sense: Without testing, you can always understand a character's wealth and status by studying their clothes. You gain a free Push on Craft (DEX) tests to reproduce another character's clothes.



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 and Ancestry: Dragonfall Human (+1 CHA, 20 health, 3 Pushes)

Class: Air Elementalist (+1 AGI, +2 AWA, +1 Push, Air Elementalist Competencies, 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 STR, +1 AWA, Superiority Complex)

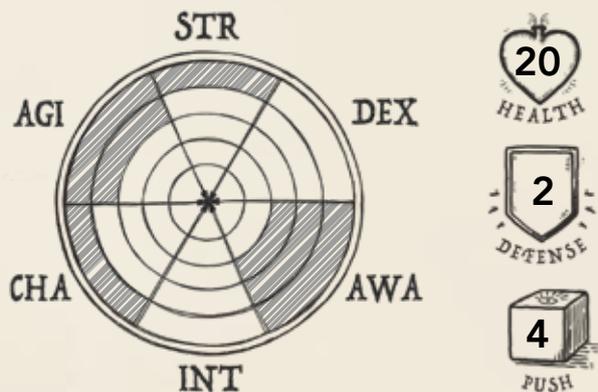
Drive **Furball Liberation Front**

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. (+1 AGI, Animal Expert)

Extra Gear: Warhammer, medium armor, badass cape

- STATS -



- WEAPONS & EQUIPMENT -

Warhammer: *Special Skill.* Use [PUNCH-TABLE] to make melee attacks (STR) with a +2 modifier.

Dagger: *Special Skill.* Use [BACKWARDS] to make melee attacks (DEX) with a +1 modifier.

Badass Cape: *Stunt.* Add [BACKWARDS] to gain +2 on Intimidation (CHA) tests.

Medium Armor: +2 Defense (bonus included above)

- TALENTS -

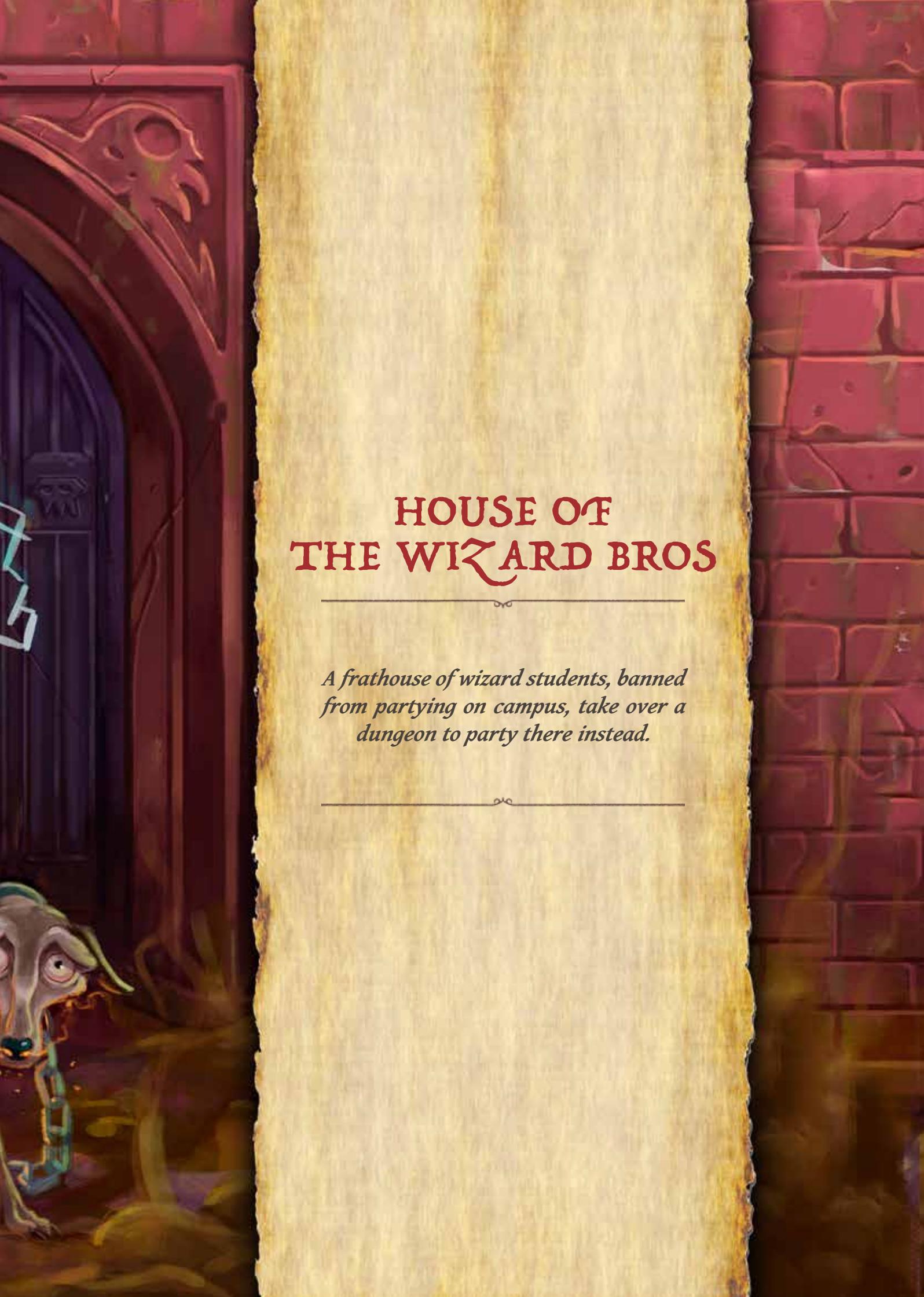
Air Elementalist Competencies: You automatically succeed when calling up a gentle breeze to dry your clothes and billow a cape dramatically; detecting when weather is about to get much better or worse; perceiving when a creature or object has been transformed by magical power; identifying an Ancient Seal of Air.

Gust of Wind: *Special Skill.* 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 Airmaster (AWA) test using [TWIRL].

Superiority Complex: *Stunt.* Add [BLIND] to gain +2 on opposed tests.

Animal Expert: *Stunt.* Add [CURTSY] to gain +2 on 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 3 Stealth (AGI) 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 3 Investigate (AWA)** or **Trivia (INT) 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 (CHA) 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 scarper, 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 (CHA) 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.

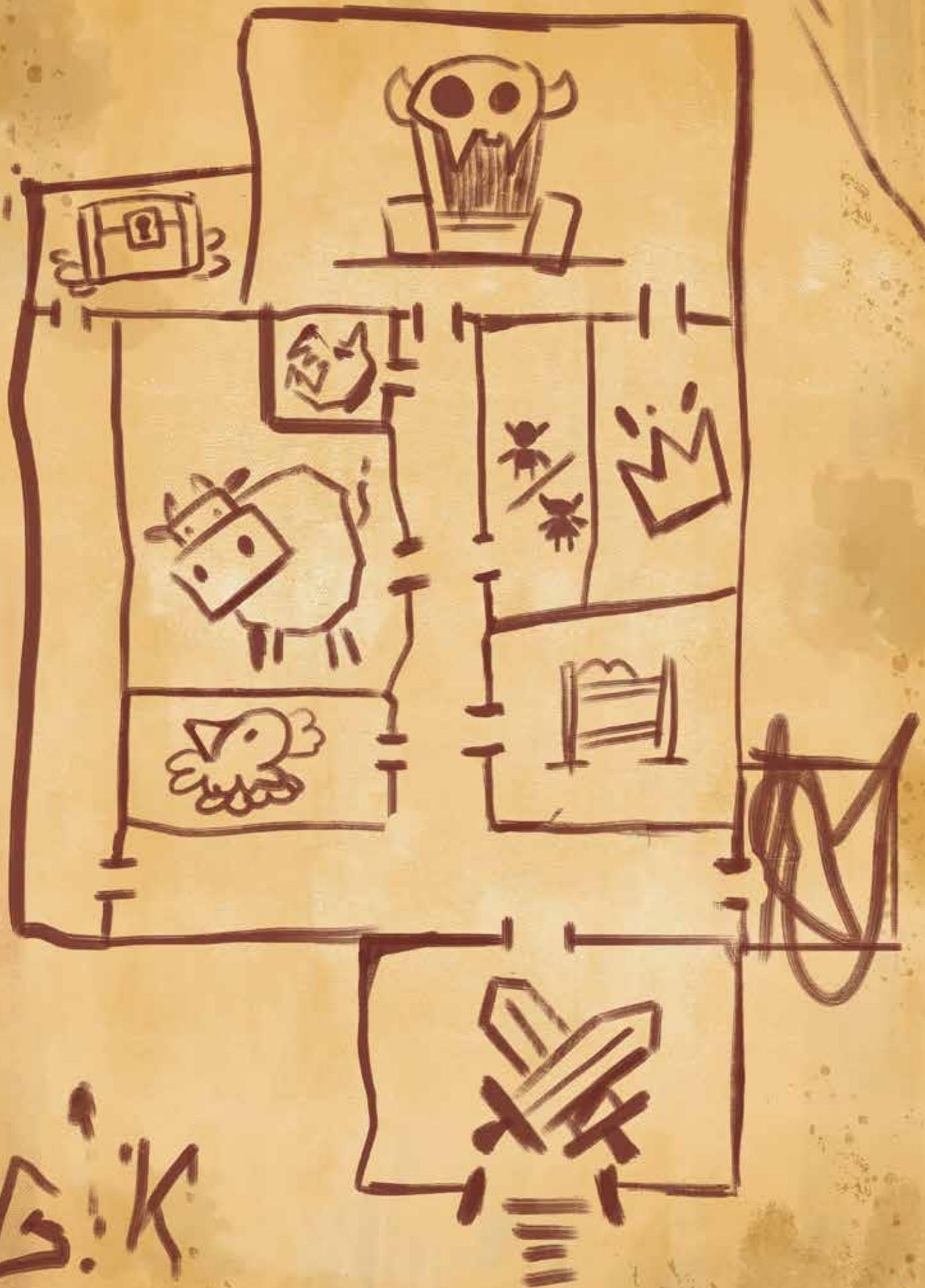
The wizard bros have set up this trap as a reverse of the classic flaming-bag-of-poop prank. Anyone who steps on the poop immediately bursts into flames. There's a kennel nearby, from which the goblin boss' pet hot-dog pokes their head out sheepishly. Characters who Succeed on a **difficulty 3 Nature (INT) 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 Balance (AGI) test** to avoid stepping in the poop, then a **difficulty 9 Arcana (INT) test** to successfully dispel the wards from the door. Failing either of these tests applies the **On Fire** condition (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).

When a dungeon fighter has the **On Fire** condition, they lose 4 health at the start of every turn (ignoring defence), and add [JUMP] to all tests. Putting out a burning character usually requires a **difficulty 3 Resist (STR) test**, by the dungeon fighter or their allies, but Failing to put out an ally may result in the "helping" dungeon fighter catching 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 (INT)** test confirms that 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 (INT)** 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 (CHA)** test should attract its attention. Whilst attempting this gambit, the cloth-waving dungeon fighter gains the **Exposed** condition (adding [CURTSY] to their tests), and the manotaur will commit all of its actions to charging the character using its Bull Rush talent (page 61).



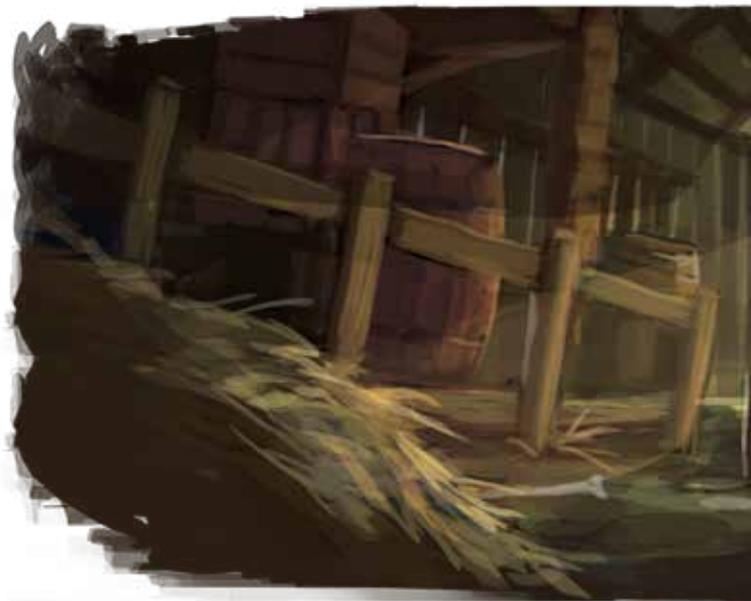
If you interrupted the fight in the reception room with a terrifying "MOOOO!", the manotaur has already escaped the cow barn by the time the dungeon fighters reach the main corridor, and their job will be a lot more complicated.

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 they Succeed on a **difficulty 4 Tinker (DEX)** 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 the **Cautious** condition (add [LITTLE-FINGER]) to dungeon fighters who proceed carefully, and the **On Fire** condition (add [JUMP], 4 health lost per turn) to dungeon fighters who don't.

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 (add [NOSE] from the **Suffocating** condition), 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 (INT)** 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.



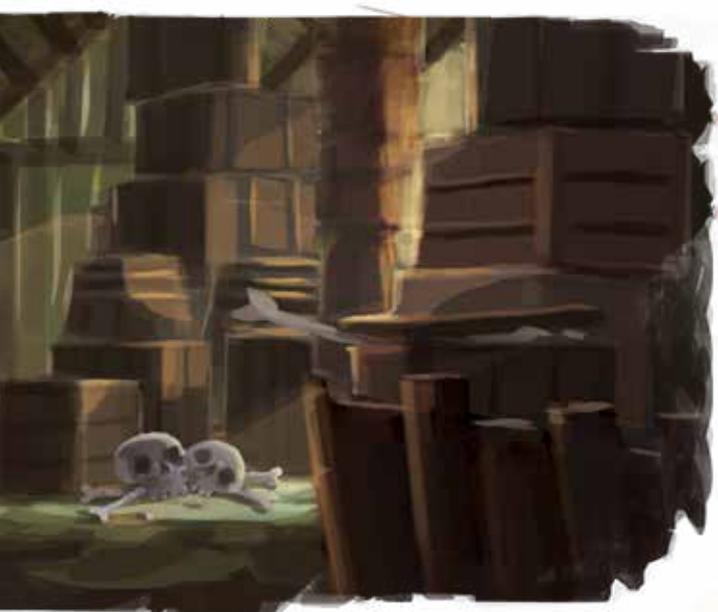
HAZY MEMORIES (SECURITY CORRIDOR AND TREASURY)

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 Deceive (CHA) test**), or convince him they just want to talk (**difficulty 5 Charm (CHA) 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 (CHA) 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. Unfortunately, the dagger's luminous sheen is so bright that it risks blinding its bearer when drawn from its scabbard. If the dagger is only partially drawn from its scabbard, it can also be used as a light source. Alternatively, it confers the following *Special Skill* — use [BACKWARDS] and [BLIND] to make melee attacks (DEX) or ranged attacks (DEX) with a +4 modifier.
- ◆ A **Talisman of "Not It!"**, worn as a pendant. Once per day, 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 (INT) test** can identify the Talisman's effects before the dungeon fighters choose who gets to wear it.
- ◆ A **Portal Dowsing Rod**. This is 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**, page 52).

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**. 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 4 Reflexes (AGI) test** using the Two-Fingers Shot [2FGR] and Jump Shot [JUMP] throw restrictions. For more detailed info, please refer to the box on the right.

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.

◀ AMULET OF WINGING ▶ ANCIENT SEAL

So rad, so deadly. The ultimate frisbee is an unstable Ancient Seal of Air, which partially transforms the target into a bird.

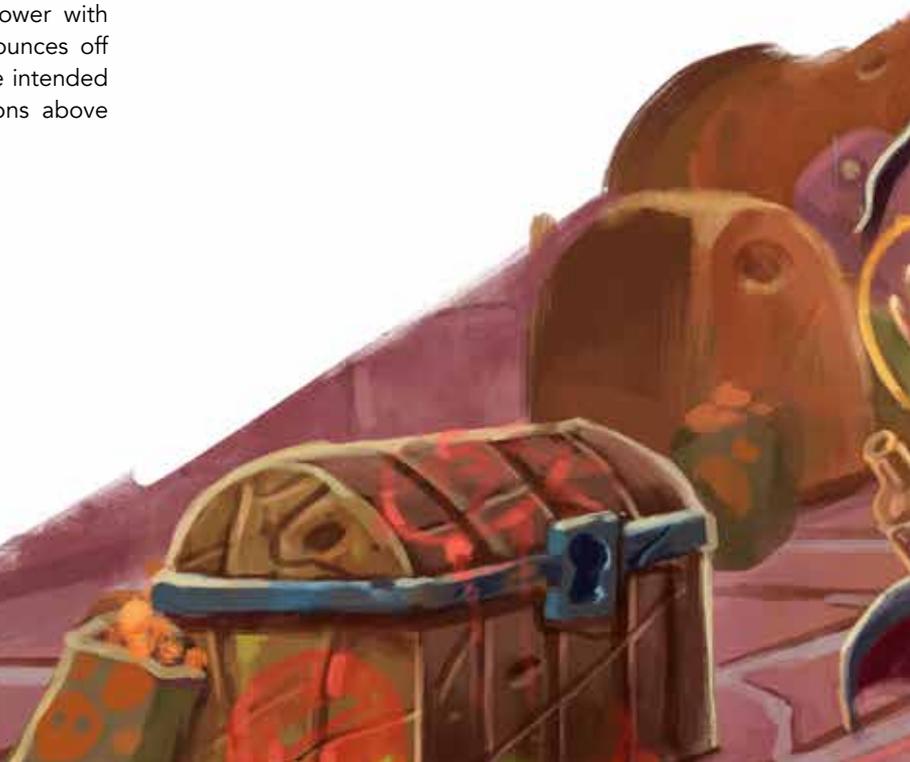
Special Skill. Use [DICE-SPIN] to make ranged attacks (DEX) with a +1 modifier. Three times per day, if this weapon inflicts damage, the weapons also partially transforms the target into a bird, and inflicts one of the following effects on the target chosen by the owner of the amulet (if the target is willing no damage is needed to apply the effect):

- Granting large angel wings to the owner. This allows the target to fly up to the ceiling, out of range of any melee attacks.
- Replacing the target's arms with chicken wings, too small to fly with. Apply the **Chicken Wing** condition by adding [ELBOW-LEVER].
- Replacing the target's legs with spindly bird legs. Apply the **Chicken Leg** condition by adding [EYE-LEVEL].
- Replacing the target's head with a turkey head. Apply the **Disoriented** condition (add [HEAD]). The target can't say anything except to cluck like a chicken.
- Reverse all previous transformations by the Amulet.

If an attack test made by the Amulet of Winging Succeeds, the Amulet rebounds to the thrower after working its effects. If the attack test Fails, the Amulet instead lands near the target of the attack.

The amulet of winging is an unstable artifact and could also produce other unwanted effects.

Un-reversed transformations usually expire after 1 day, though transformations may become more permanent if worked upon the same target multiple times."



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.
- ◆ **Ratings for each characteristic**, which SDMs use when the creature is taking an action, or making an opposed test against the dungeon fighters.
- ◆ 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**. The space above the heart can be used to track the monster's current health score, as it reduces and is regained over the course of the adventure.
- ◆ **Weapons** the character uses, along with their special skills and bonus modifiers. The total of the character's attack characteristic and weapon bonus is included for convenience.
- ◆ **Talents** that apply special rules when interacting with the monster, which may include special skills or stunts.
- ◆ For some creatures, alternative versions 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**.

58



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.

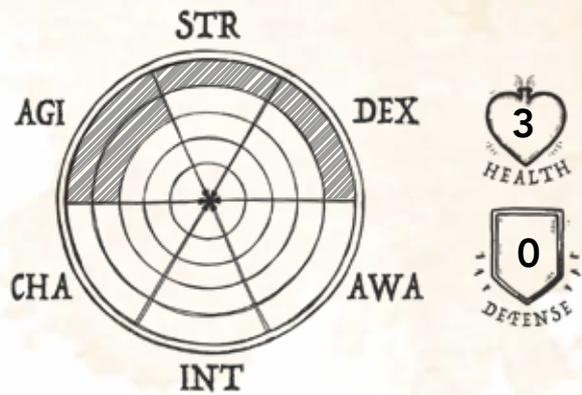
And if in the distance you hear a faint sound, like a desperate cry coming from a small room, know that it's a goblin, and you've made it cry. Because goblins are not blackheads. First of all, they are green, and above all they are useful, sometimes fundamental. The silent underclass of Middlewhere provide 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.

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.



Goblin

- STATS -



- WEAPONS & EQUIPMENTS -

Rusty Dagger: Special Skill. Use [UNDER-TABLE] to make melee attacks (DEX) with a +1 modifier (+2 attack total).

- ATTACKS & TALENTS -

Mobbing Up: Goblins make up for their individual weakness by attacking with sheer weight of numbers. When a goblin takes their turn during combat, all other goblins act at the same time (but cannot act again later in the turn). As an action, a goblin 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 +3 and defense total to 4:

Goblin Sword: Special Skill. Use [UNDER-TABLE] to make melee attacks (STR) with a +2 modifier (+3 attack total).

Heavy Armor: +3 Defense. Add Encumbered condition [WRIST-ON-TABLE] to all tests using (AGI) characteristic.

Shield: +1 Defense, which stacks with armor.

HEROIC GOBLIN

Heroic goblins increase their Charisma and Strength to +2 (raising their attack total to +3). They also gain the talent below:

Inspire the Mob: As an action, make a **difficulty 4 Perform (CHA)** test. Success increases the benefit of the Mobbing Up ability to +2 per helping goblin (instead of +1), until the fight ends or the heroic goblin is defeated



Heroic Goblin



HOT DOG

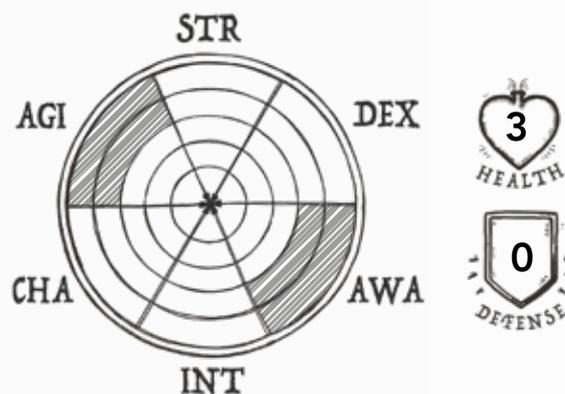
“Please clean up after your d-”

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.

- STATS -



- ATTACKS & TALENTS -

Canine Jaws: *Special Skill.* Use [HEAD] to make melee attacks (STR) with a +1 modifier (+1 attack total).

Explosive Dogshit: Stepping around a pile of hot-dog excrement is a **Reflexes** (AGI) test, with the difficulty set by the concentration of poop. Characters who Fail gain the On Fire condition. Whilst On Fire, a dungeon fighter loses 4 health at the start of every turn (ignoring defense), and applies [JUMP] to all tests. Putting out a burning character usually requires a **difficulty 3 Resist** (STR) test.

MANOTAUR

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

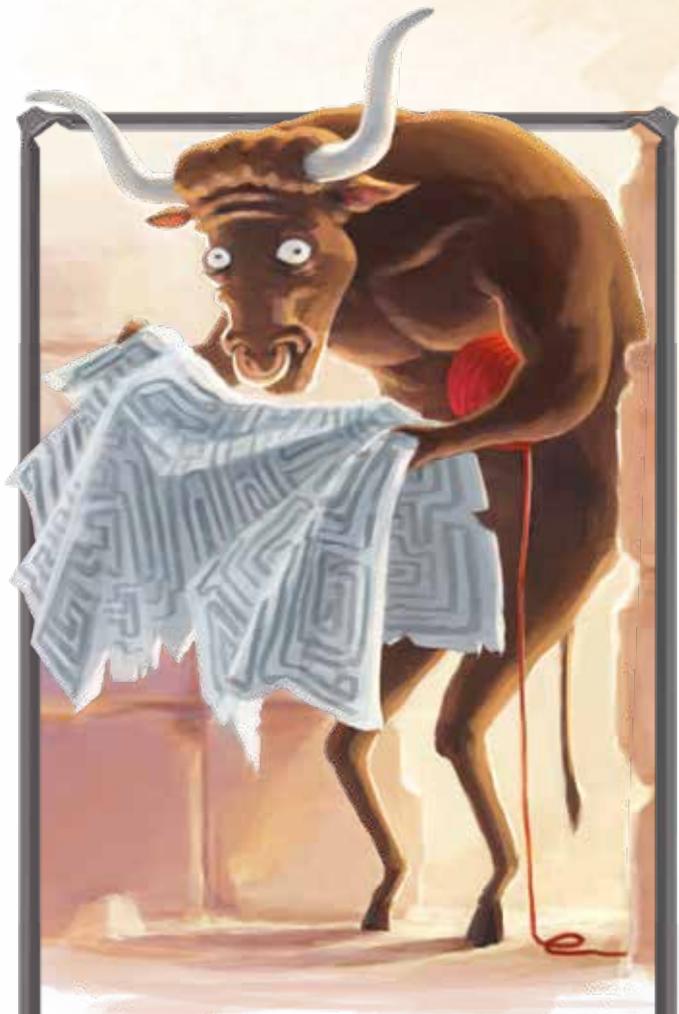
Ancient saying of Lynt’s valleys

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...

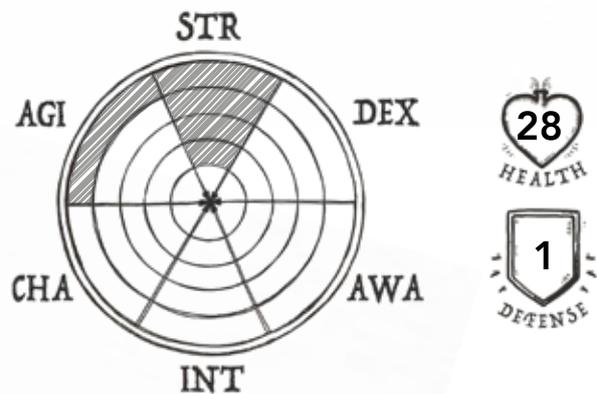
Nature is a wonderful thing, but if left too free to express itself it can produce unexpected results. Like manotaurs. The manotaur is a gigantic, placid hybrid of man and cow, who, if they could, would spend their days grazing grass and calmly looking around. After years of observation, Protectorate 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.



- STATS -



- ATTACKS & TALENTS -

Bull Horns: *Special Skill.* Use [HEAD] to make melee attacks (STR) with a +2 modifier (+6 attack total).

Bull Rush: As an action, a manotaur can charge directly towards a dungeon fighter. This is a **Smash** (STR) test opposed by the target’s **Reflexes** (AGI), instead of a usual attack test. If the manotaur succeeds, it inflicts 12 damage on the target, reduced by defense as normal, and knocks the target to the floor. If the manotaur fails, it runs into whatever was behind the dungeon fighter — if this was a wall or a heavy obstacle, the manotaur loses 6 health and gets the Disoriented (add [HEAD]) condition for 2 rounds.

PHOENIX

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

*Overheard conversation between naive
peasants in Highbrow*

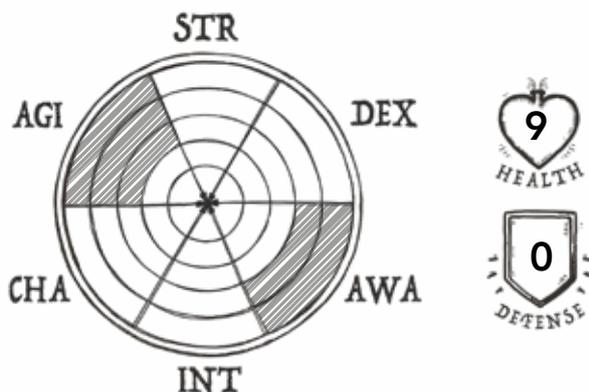
Take a turkey, set it on fire, and watch it run around the farmyard lighting up everything it touches without suffering any apparent damage: this is the recipe for the phoenix, a creature that would be perfectly harmless if only it lived underground with the fire elementals. Unfortunately, it is not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

- STATS -



- ATTACKS & TALENTS -

Turkey Beak: *Special Skill.* Use [HEAD] to make melee attacks (STR) with a +1 modifier (+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 (AGI) test** or gain the On Fire condition. As an action, phoenixes may force all creatures in melee range to make this test. Whilst On Fire, a dungeon fighter loses 4 health at the start of every turn (ignoring defense), and applies [JUMP] to all tests. Putting out a burning character usually requires a **difficulty 3 Resist (STR) test**.



THE WIZARD BROS

Tome, Lyre, Toenail and Sprog

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

Tome, eating chips on the throne

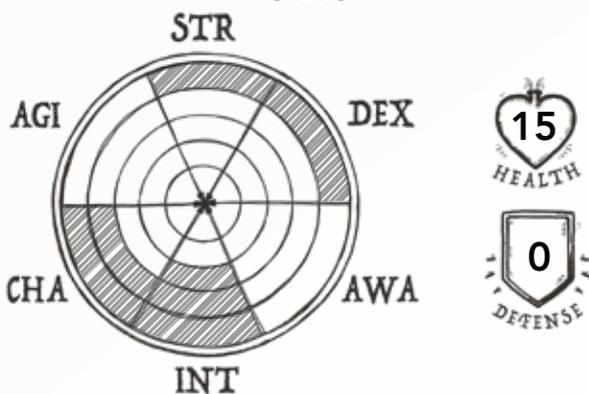
Starvard University reckons itself the most prestigious academic institution in the Protectorate of Magic, and Ligma-Meta-Pappa is its oldest fraternity. The brotherhood

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!

- STATS -



- WEAPONS & EQUIPMENTS -

Wand: *Special Skill.* Use [DICE-SPIN] to make ranged attacks (INT) with a +2 modifier (+5 attack total).

Dagger: *Special Skill.* Use [BACKWARDS] to make melee attacks (DEX) with a +1 modifier (+2 attack total).

Amulet of Winging: See page 54 for suggested effects. The amulet can be passed from one WizBro to the other, and the holder gains the item.

- TALENTS -

Magic Missile: *Stunt.* Add [DOUBLE-BOUNCE] to ignore target’s defense on Wand attacks.

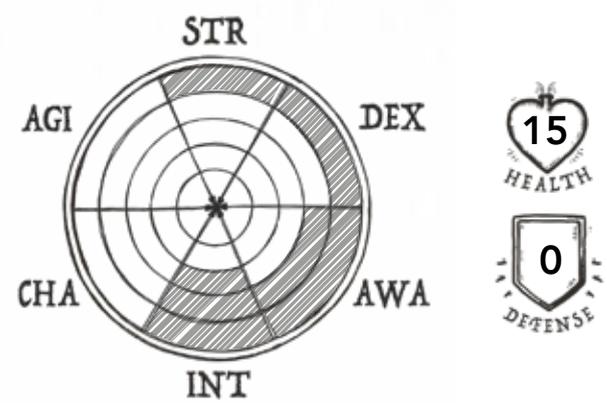
Mindfuckery: *Special Skill.* Tome can make a Telepathy (INT) test with [HEAD] to assume telepathic command of a dungeon fighter. The target opposes with **Willpower** (INT). If Tome Succeeds, he controls the dungeon fighter on their next turn.





Toenail

- STATS -



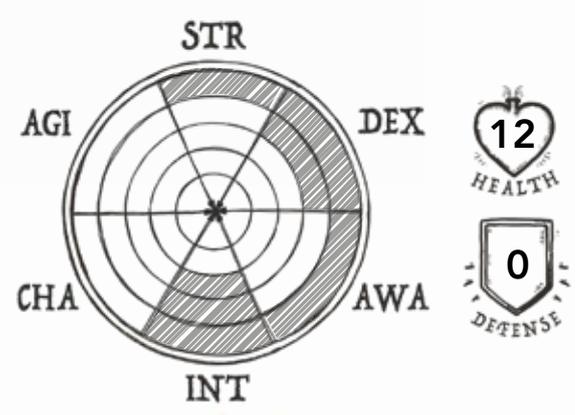
- WEAPONS & EQUIPMENTS -

Wand: *Special Skill.* Use [DICE-SPIN] to make ranged attacks (INT) with a +2 modifier (+5 attack total).
Dagger: *Special Skill.* Use [BACKWARDS] to make melee attacks (DEX) with a +1 modifier (+2 attack total).

- TALENTS -

Magic Missile: *Stunt.* Add [DOUBLE-BOUNCE] to ignore target's defense on Wand attacks.
Telekinesis: *Special Skill.* Toenail can make a **Telekinesis** (INT) test with [FAR] 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.

- STATS -



- WEAPONS & EQUIPMENTS -

Dagger: *Special Skill.* Use [BACKWARDS] to make melee attacks (DEX) with a +1 modifier (+3 attack total).

Sprog





- WEAPONS & EQUIPMENTS -

Wand: *Special Skill.* Use [DICE-SPIN] to make ranged attacks (INT) with a +2 modifier (+5 attack total).

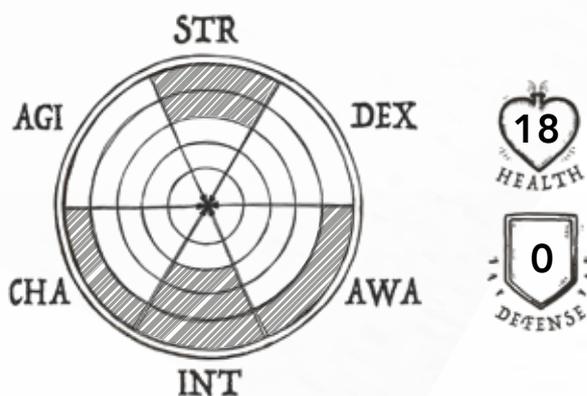
Dagger: *Special Skill.* Use [BACKWARDS] to make melee attacks (DEX) with a +1 modifier (+1 attack total).

- TALENTS -

Magic Missile: *Stunt.* Add [DOUBLE-BOUNCE] to ignore target's defense on Wand attacks.

Portal Jump: *Special Skill.* Lyre can make a **Teleport** (INT) test with [JUMP] to teleport himself or another character to anywhere else in the dungeon. The difficulty is 3 if the target is willing, or opposed by **Resist** (STR) if the target is unwilling.

- STATS -





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Contacts

For any additional information or contact, please write to:

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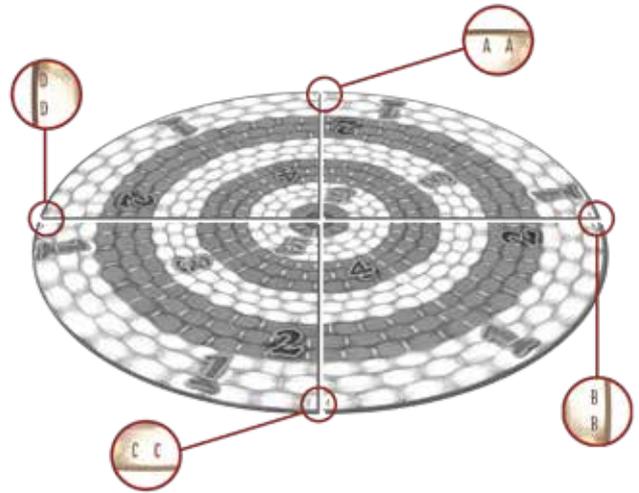
HORRIBLE
GUILD

APPENDIX & PRINTABLES

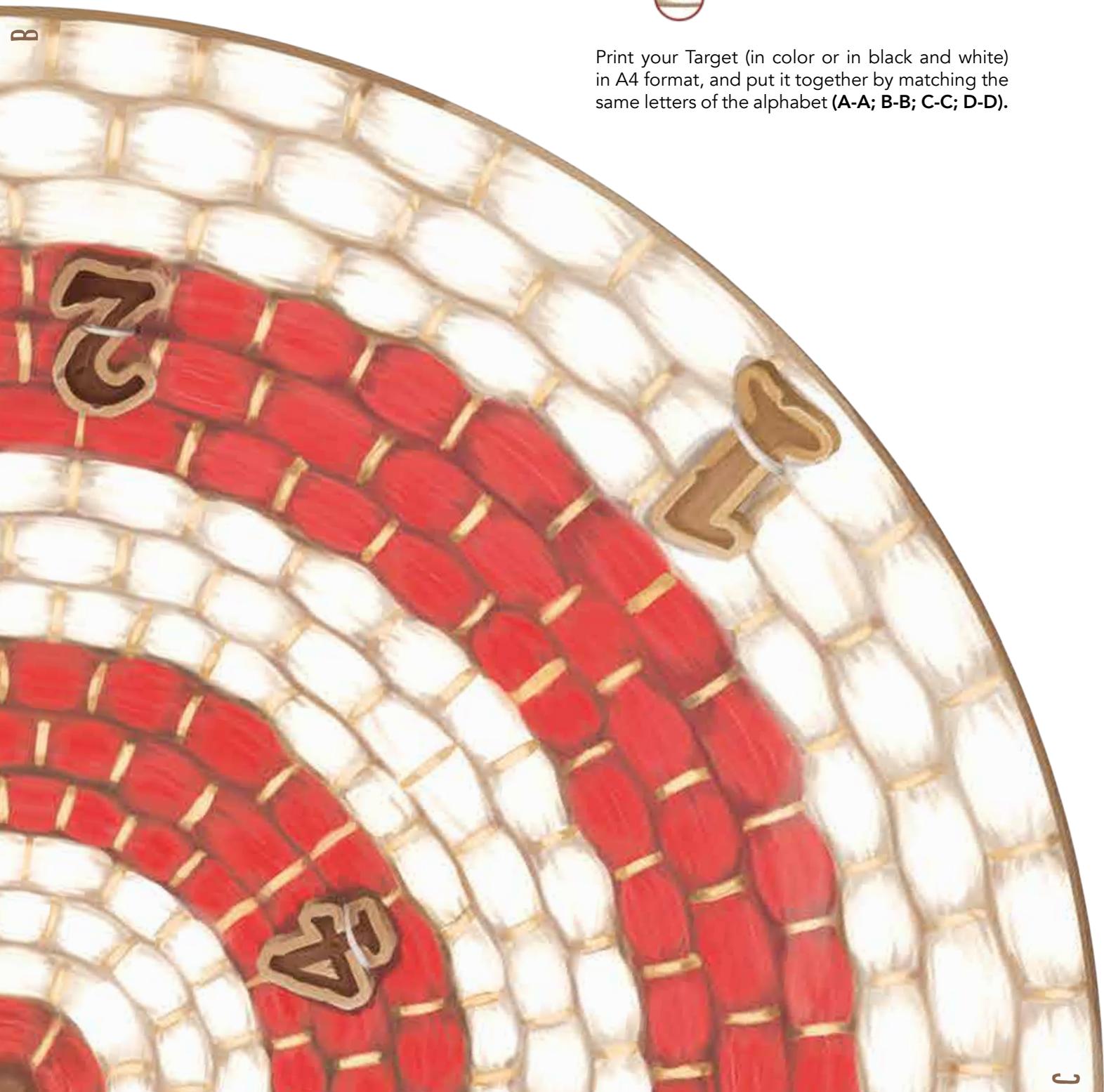
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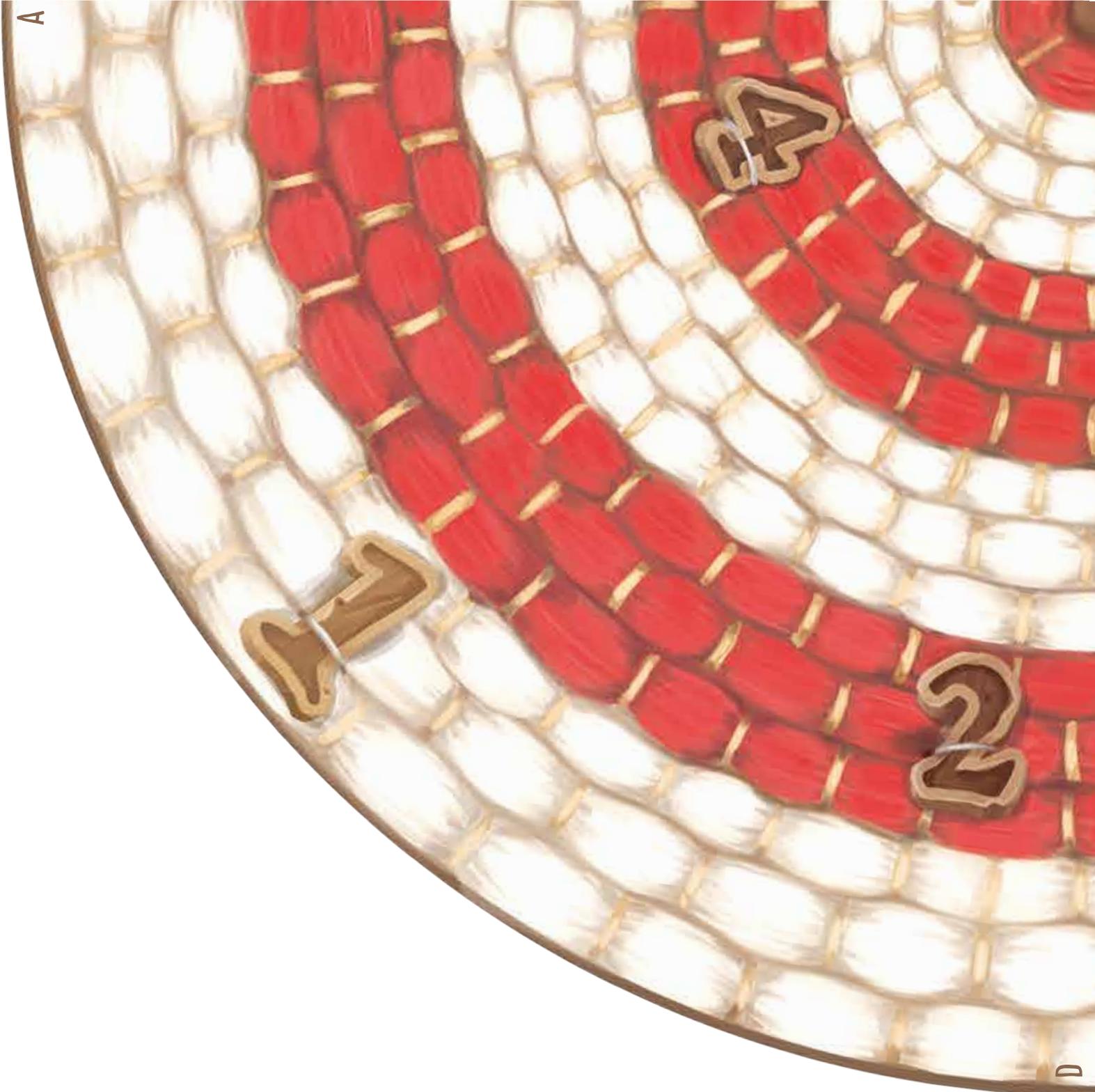
SETTING THE TARGET



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



NAME WILROND

PLAYER

ARCHETYPE

LOVER NOT A FIGHTER.
You prefer to resolve
encounters without violence
if you can help it.

BARD 1 Elf (Ary Reverie)
CLASS LEVEL ANCESTRY (CULTURE)

DRIVE

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



TALENTS

BARD COMPETENCIES _____
 INSPIRATION _____
 CANT WE ALL GET ALONG? _____
 SHARING IS CARING _____

WEAPONS

SPEAR
 NAME [DOUBLE-BOUNCE] STR +2 [2]
 THROW CHA. BONUS TOTAL
 EFFECT _____
 DAGGER
 NAME [BACKWARDS] DEX +1 [2]
 THROW CHA. BONUS TOTAL
 EFFECT _____
 NAME _____ []
 THROW CHA. BONUS TOTAL
 EFFECT _____

EQUIPMENT

LUTE:
 Stunt. Add [SLIDE] to gain +2 to Perform
 (CHA) tests.
 LIGHT ARMOR:
 +1 Defense (bonus included above).

GOLD

5



NAME MARGARHILDA

PLAYER

ARCHETYPE

UNDERDOG.

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

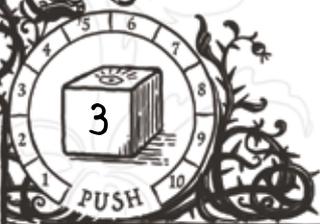
SPIRITIST 1
CLASS LEVEL

Dwarf (Forgegrad)
ANCESTRY (CULTURE)

DRIVE

PUB CRAWLER.

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



TALENTS

- SPIRITIST COMPETENCIES
- HARD AS ROCK
- LAY ON HANDS
- MOB BREAKER
- LIQUID COURAGE

WEAPONS

GREATAXE			
NAME	STR	BONUS	TOTAL
[X-SHOT]	+3		[5]
THROW	CHARA.	BONUS	TOTAL
EFFECT			
NAME			[]
THROW	CHARA.	BONUS	TOTAL
EFFECT			
NAME			[]
THROW	CHARA.	BONUS	TOTAL
EFFECT			

EQUIPMENT

- LIGHT ARMOR:
- +1 Defense (bonus included above).
- HOLY TEXT.



GOLD
5

NAME MARVIN

PLAYER

ARCHETYPE

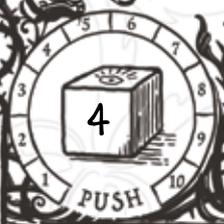
NERD.
You were well tutored in a variety of topics, and are discerning enough to put that expertise to good use.

WIZARD 1
CLASS LEVEL

Human (Protectorate)
ANCESTRY (CULTURE)

DRIVE

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



TALENTS

WIZARD COMPETENCIES

MAGIC MISSILE

THROW THE BOOK AT THEM

FOLLOW THE LEADER

WEAPONS

WAND
NAME (DICE-SPIN) INT +2 [5]
THROW CHARA. BONUS TOTAL
EFFECT

DAGGER
NAME (BACKWARDS) DEX +1 [2]
THROW CHARA. BONUS TOTAL
EFFECT

NAME []
THROW CHARA. BONUS TOTAL
EFFECT

EQUIPMENT

TOME OF MAGIC:
Stunt. Add [HEAD] to gain +2 on Arcana (INT) 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)

ANCESTRY (CULTURE)

DRIVE

ONE LAST SCORE.

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



3
PUSH

4
DEFENSE

25
HEALTH

TALENTS

WARRIOR COMPETENCIES

TAUNT

SIGNATURE WEAPON

EVERY SHILLING COUNTS

WEAPONS

LONGSWORD

NAME	[UNDER-LEG]	STR	+2	[5]
THROW		CHARA.	BONUS	TOTAL

EFFECT

NAME			[]
THROW		CHARA.	BONUS TOTAL

EFFECT

NAME			[]
THROW		CHARA.	BONUS TOTAL

EFFECT

EQUIPMENT

HEAVY ARMOR:

+3 Defense (bonus included above). Add Encumbered condition [WRISTON TABLE] to all tests using (AGI) characteristic.

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.

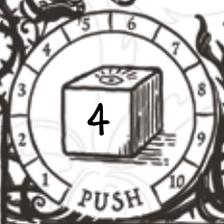
ROGUE 1
CLASS LEVEL

Batrachian (Frogwarts)
ANCESTRY (CULTURE)

DRIVE

WRITING A MEMOIR.

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



TALENTS

ROGUE COMPETENCIES

FROG LEAP

BACKSTAB

GOOD MANNERS

GO BIG OR GO HOME

WEAPONS

DAGGER

NAME	[BACKWARDS]
THROW	DEX +1 [2]
CHARA.	BONUS TOTAL

EFFECT

SET OF THROWING DARTS

NAME	[FAR]
THROW	DEX +1 [2]
CHARA.	BONUS TOTAL

EFFECT

NAME

THROW	CHARA.	BONUS	TOTAL
[]			

EFFECT

EQUIPMENT

LOCKPICKS:

Stunt. Add [TWO FINGER] to gain +2 on Tinker (DEX) tests to pick locks.

PACK OF CARDS.

LIGHT ARMOR:

+1 Defense (bonus included above).

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.

RANGER 1
CLASS LEVEL

Human (Lynt)

ANCESTRY (CULTURE)

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.



3
PUSH

1
DEFENSE

25
HEALTH

TALENTS

RANGER COMPETENCIES

EAGLE COMPANION

TREE HUGGER

FASHION SENSE

WEAPONS

LONGBOW

NAME [HOLE] DEX +2 [5]
THROW CHARA. BONUS TOTAL

EFFECT

DAGGER

NAME [BACKWARDS] DEX +1 [4]
THROW CHARA. BONUS TOTAL

EFFECT

NAME

THROW CHARA. BONUS TOTAL

EFFECT

EQUIPMENT

LIGHT ARMOR:

+1 Defense (bonus included above).

GOLD

10

NAME TINA THUNDER

PLAYER

ARCHETYPE

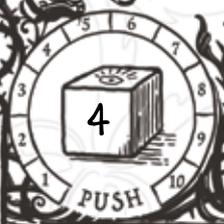
BRAT OF LEGENDS.
Everybody in your bloodline has reached legendary status, and you are self convinced that you're entitled to it too.

AIR ELEMENTALIST 1
CLASS LEVEL

Human (Dragonfall)
ANCESTRY (CULTURE)

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.



TALENTS

AIR ELEMENTALIST COMPETENCIES

GUST OF WIND

SUPERIORITY COMPLEX

ANIMAL EXPERT

WEAPONS

WARHAMMER

NAME [PUNCH-TABLE] STR +2 [3]
THROW CHARA. BONUS TOTAL

EFFECT

DAGGER

NAME [BACKWARDS] DEX +1 [1]
THROW CHARA. BONUS TOTAL

EFFECT

NAME

THROW CHARA. BONUS TOTAL []

EFFECT

EQUIPMENT

BADASS CAPE.

Stunt. Add [BACKWARDS] to gain +2 on Intimidation (CHA) tests.

MEDIUM ARMOR.

+2 Defense (bonus included above).

GOLD

5