



QUICKQUEST

ABOUT

- Are you looking to get started with Solo Roleplaying, but aren't sure where to begin?
- Are you feeling overwhelmed by the complicated rules and countless systems?
- Do you spend a lot of time prepping, but struggle to actually start playing?

This game is designed to make it as easy as possible for you to dive into solo roleplaying, and complete your first adventure.

You will learn a straightforward, novice-friendly, zero-prep, step-by-step framework for improvising fun storytelling-focused adventures, one 10-minute scene at a time.

In seven steps, you will complete your first mini-adventure, and learn how to improvise stories that can turn into a series of longer adventures or campaigns. You will start playing immediately, complete the game quickly, and see how simple and straightforward it can be.

Despite the simplicity, this framework has enough depth to support any story you can imagine, and works well for advanced players and long-term campaigns.

You should try this game if:

- You're new to solo roleplaying, and it feels complex and overwhelming.
- You get bogged down in worldbuilding and character creation, you prep a lot, but struggle to dive in and actually start roleplaying (people say "prep is play", but prep can also be a form of procrastination).
- You struggle with "paradox of choice" and "analysis paralysis" - you read many rulesets and supplements, but can't choose one. You're looking for a simple game to help you get started.
- You like games focused on storytelling, roleplay, and making up creative ideas (rather than crunchy mechanics).
- You're busy and want a simple way to play short 5-10 minute games.
- You're looking for a creative tool that will help you discover and develop worldbuilding and character ideas as you play.

HOW TO PLAY

GAMEPLAY FORMAT

As you play, you'll mentally switch between the two modes: **Narrator** and **Hero**.

- ◆ As a **Narrator**, you will describe the world around the hero, narrate the consequences of their actions, introduce challenges, and play the roles of the non-player characters.
- ◆ As a **Hero**, you will play the role of the main character of the story - describe their actions, pursue their goals, creatively overcome obstacles on their path.

You can play entirely in your imagination, but it's best to leave a record of your adventures:

- ◆ **Journaling:** Describe your story using regular prose (much like a writer would).
- ◆ **Bullet points:** Concise "log" summarizing the key events of your adventures.
- ◆ **Audio:** Improvise the story out loud, record it using an audio recording app.
- ◆ Video, a series of drawings, comics, screenplay - any format you can imagine.

CREATE YOUR CHARACTER

- ◆ Come up with the main hero of your story (name, personality, occupation, appearance).

Felix, charming and daring artifact hunter.
Dany, relentlessly optimistic kobold thief.
Torek, naive half-mammoth barbarian.
Salazar, devious skeleton wizard.

- ◆ Make a special ability (magic power, item, or skill) that will help you on your adventures.

Wand of telekinesis, grappling hook, invisibility potion, fire bow, pet familiar, disguise kit, bag of gold, super-strength, sharp-shooting, illusion spell, speaking with animals, forgery, political connections.

GAMEPLAY OVERVIEW

Your goal is to improvise a micro-adventure: a single, self-contained, 10-minute scene.

You do that by following these steps (described in detail on the next page):

1. LOCATION	2. CHARACTER
Where does the scene take place?	Who do you meet in this scene?
3. OBJECTIVE	4. OBSTACLE
What does the hero want, what are they actively trying to accomplish in this scene?	What makes it difficult to get what they want, what challenges or obstacles stand in their way?
5. ACTION	6. RESOLUTION
How does the hero attempt to overcome the obstacle to achieve their objective?	What are the consequences of their actions, do they succeed or fail and suffer a setback?

Once you understand how this gameplay works, you can repeat it to create a series of scenes that add up to longer adventures and campaigns.

1. LOCATION

- ◆ **Define the location** where the scene takes place (**adjective + noun**).

Old Shipwreck, Underground Lab, Spooky Mansion, Steampunk Castle, Orc Camp, Mountain Temple.

- ◆ **Describe the location** in a single sentence.

The Spooky Mansion looms in the moonlight, its windows dark and its walls covered in creeping vines.

2. CHARACTER

- ◆ **Make a character** whom you meet in this location (**adjective + occupation**).

Rowdy Pirate, Friendly Goblin, Mad Wizard, Runaway Princess, Sad Orc, Baby Dragon, Spider Queen.

This character may be a helpful ally, an antagonist, or someone in need of help.

- ◆ **Describe meeting this character** in one sentence, and say the **first line of dialogue** between you and them. The purpose of the dialogue line is to add some context to the scene (establish the reason the characters are here, what they're doing, or the relationship between them), and to make you dive into roleplaying as early as possible.

At the web-covered entrance to the mansion, Torek the Barbarian (the player character) faces off against the Spider Queen, a sinister figure with an aura of menace and eight faintly glowing eyes.

"So, we meet again, Spider Queen," the Torek says, gripping his spear tightly. "This place reeks of your dark magic."

3. OBJECTIVE

- ◆ **Come up with an objective** your hero will actively pursue during this scene - a goal they want to achieve, or a problem they need to solve.

Think small - it should be a task you can succeed or fail at by the end of the scene, not a long-term goal that requires complex planning.

It can be something the hero wants from the other character, something the other character prevents them from getting, or something the other character needs help with.

- ◆ When in doubt, use a McGuffin - an **Object, Person, Creature, or Information** the hero wants to obtain, that is kept at this location, and guarded by the other character.

Object: Obtain treasure, retrieve a stolen gadget, steal a vehicle, destroy a cursed portal.

Person: Rescue a captive, liberate a prisoner, arrest an outlaw, defeat a rogue wizard.

Creature: Capture a runaway pet, tame a wild beast, defeat a monster, exorcise a ghost.

Information: Location of a lair, secret potion recipe, clue to a mystery, a battle plan.

- ◆ **Introduce the objective** the hero will pursue during this scene using dialogue or description.

"I know The Orb of Shadows is hidden within this mansion," Torek says, determination in his eyes. "I need it to save my village from the eternal night your curse has brought upon us."

The Spider Queen hisses, her eyes narrowing. "You'll never find it, Barbarian. The darkness will consume you first."

4. OBSTACLE

◆ **Introduce an obstacle** that stands in the way of the hero getting what they want, a challenge they need to overcome.

Action: Defeat someone, chase or escape someone, sneak past someone.

Environmental: Explore, journey to, enter, or escape a dangerous or guarded place.

Social: Get what you want through persuasion, deception, intimidation, interrogation, trade.

◆ **Describe how the hero encounters the obstacle.**

Before the Spider Queen can react, Torek dashes past her, bursting through a side door into a web-covered hallway. He encounters giant spiders skittering about, blocking his path. "Your minions won't stop me," Torek growls, swinging his axe to clear the way.

5. ACTION

◆ **Decide how the hero will attempt to overcome the obstacle** to achieve their objective. This is the core of the scene, where you use creative problem solving to improvise fun action or roleplaying moments.

◆ **Describe what the hero says and does** to get what they want.

"There's no end to them," Torek mutters, realizing brute force won't be enough. "I need to find another way." He spots a chandelier above the hallway and decides to cut it down to crush the spiders. With a powerful throw, he severs the chain, and the chandelier crashes down.

6. RESOLUTION

◆ **Decide whether the hero succeeds.** You can just make a choice, or determine it by rolling the dice: set the difficulty number you need to beat based on how likely you think the character is to succeed (5-easy, 10-medium, 15-hard), and roll the dice.

◆ **Describe what happens as a result:**

◆ If the hero **succeeds**, they get what they want, resolving the scene (go to the next step).

◆ If they **fail**, they face a setback or a complication that escalates the conflict, making their problem worse, making their goal more difficult to achieve. You can make another attempt by trying a different strategy (go to the previous step), or decide that the scene ends in hero's failure (go to the next step).

Rolling a 15 on the dice, the chandelier crashes down, crushing the spiders and clearing the path. "Finally, a clear path," Torek says, panting. "Now, to find the Orb of Shadows."

7. CLIFFHANGER

◆ **End the scene on a cliffhanger** that leads the hero into the next scene: the character sets out on a journey to a new location, has to deal with the consequences of failure, or gets what they want, which creates a new problem/challenge/desire.

As Torek reaches the mansion's inner sanctum, he sees the Orb of Shadows on a pedestal. Just as he reaches for it, the Spider Queen appears, her many eyes burning with anger. "You may have defeated my minions, but you'll never leave here alive," she snarls, raising her hands to cast a spell. Torek, realizing he can't defeat her in a fair fight, grabs the orb and turns to run.

LONGER ADVENTURES

MISSIONS

To play adventures that are longer than a single scene, you can simply repeat the steps described above to create a series of scenes that add up to a story. But you can also take on **Missions** - overarching Objectives that take multiple scenes to complete.

ADVENTURE HOOK

Begin with an Adventure Hook - a scene that introduces the Mission the hero will strive to achieve by the end of the story, and draws them into action.

Define the **Location** where the adventure begins, and encounter a non-player **Character** who has a problem you need to go on a Mission to solve. When in doubt, your Mission is to go to another Location and obtain a McGuffin, guarded by the Antagonist.

Location: Ancient Anubis temple in the middle of an Egypt-themed fantasy city.

Character: A meek, elderly priest charged with taking care of the temple.

Mission: Retrieve the Scorpion Amulet (McGuffin) that has been stolen from this temple by the Evil Cultists (Antagonists), they're taking it to the Pyramid (your Destination) to resurrect their evil leader.

CHALLENGES

Formulate a 3-5 step plan for completing your Mission. Play one scene for each step:

- **Location** is the place you must go to in order to take the next step.
- **Objective** for each scene is to complete the next step of the plan.
- **Obstacle** is a challenge that makes taking the next step difficult.

To come up with a plan and obstacles for your first adventure, choose 3 steps from this list:

◆ Obtain the things you need to succeed at your quest.

Transportation, map, aid, weapon that can slay the antagonist, information about the location of the McGuffin or the Antagonist's weakness, witness who holds a clue to McGuffin's disappearance.

◆ Journey to the Location where McGuffin is kept.

Survive the journey, deal with environmental obstacles, dangerous creatures, or enemy patrols.

◆ Deal with an unexpected setback or complication during the mission.

Injury, equipment failure, betrayal, misinformation, ambushes, natural disasters, antagonist's actions.

◆ Enter the Location where McGuffin is kept, and find where it is.

Discover the entrance, overcome the minions, security system, traps, sneak in without being noticed.

◆ Overcome the Guardian to obtain the McGuffin.

Defeat them in combat, persuade them to give you what you want, sneak past them, trick them.

◆ Escape, return home to deliver the McGuffin.

Escape the collapsing lair, escape from the pursuit in a chase scene, protect McGuffin from danger.

CLIMAX

Overcoming the last challenge will be the story's climax (a scene where the final, most difficult challenge determines whether you succeed at your Mission).

PROMPTS

	LOCATION	CHARACTER	OBJECTIVE	OBSTACLE
1	Abandoned Tower	Eccentric Sage	Obtain item	Watchful guardian
2	Haunted Castle	Arrogant Spirit	Destroy item	Dangerous creature
3	Research Camp	Old Goblin	Defeat villain	Evil minions
4	Swamp Hut	Creepy Witch	Capture person	Untrustworthy ally
5	Mountain Lair	Curious Creature	Rescue captive	Authority figure
6	Desert Temple	Zealous Cultist	Steal information	Environmental hazard
7	Prehistoric Jungle	Cunning Thief	Escort person	Natural disaster
8	Underground Lab	Secretive Inventor	Liberate location	Blocked path
9	Hidden Lair	Wealthy Merchant	Create device	Trap or ambush
10	Pirate Ship	Humble Peasant	Escape enemy	Dangerous terrain
11	Spooky Manor	Reckless Warrior	Sabotage project	Cursed artifact
12	Flooded Tunnels	Scary Monster	Persuade person	Innocent bystanders
13	Steampunk Factory	Rowdy Bandits	Tame creature	Antagonist's action
14	Tropical Island	Corrupted Priest	Repair vehicle	Unwanted attention
15	Overgrown Town	Famous Actor	Capture creature	Security system
16	Animal Nest	Naive Child	Defeat monster	Distrustful locals
17	Bustling Tavern	Primitive Savage	Smuggle item	Poisonous plants
18	Infested Colony	Mysterious Vagrant	Intercept delivery	Magic spells
19	Deadly Swamp	Ruthless Leader	Spy on person	Equipment failure
20	Large Aircraft	Peaceful Monk	Infiltrate location	Sabotage
21	Bottomless Abyss	Impulsive Hunter	Heal creature	Unstable structure
22	Forbidden Citadel	Misguided Hero	Destroy location	Rampaging creature
23	Peaceful Farm	Long-lost Pirate	Find treasure	Sudden attack
24	Forgotten Ruins	Sneaky Ninja	Conceal creature	Angry mob
25	Old Battlefield	Odd Wizard	Negotiate deal	Ancient device
26	Sacred Cave	Secret Agent	Journey to location	Unknown disease
27	Government Building	Lonely Soldier	Spy on person	Blackmail

GAMEPLAY TIPS AND ADVICE

○ DON'T OVERTHINK ○

Don't treat this game as a serious writing project like writing a novel.

Approach it as a stream-of-consciousness improv:

Don't plan, play to find out what happens. Don't edit, don't pause, don't try to write well, don't worry about the plot holes or the quality of your ideas.

Use tropes and cliches, liberally steal ideas from the stories you like.

Don't take it seriously. Try really stupid and absurd ideas (the stupider - the better!)

Remember, you don't have to commit to any of the ideas for longer than a 10-minute scene.

○ CHARACTERS ○

Every new scene, you have an option to switch your protagonist. Instead of continuing as the hero you started out with, you can play as one of the characters they've met. It's a great way to experiment with roleplaying as different characters, and it helps you avoid overthinking and perfectionism at the character creation step - you can start with any random character, knowing you can switch any time if you get bored of them or when you discover a better idea.

○ WORLDBUILDING ○

To use this game as a worldbuilding tool, describe the locations you visit and your journey between them. Create and explore the world as you play, without planning it in advance.

To develop your world and explore character and location ideas, you can play a series of unrelated self-contained scenes that take place in the same world. Come up with a location and two characters for each scene, and play one of them as your hero.

○ CHARACTER PROGRESSION ○

To have a sense of progression, your character can gain a new special ability every time they achieve their goal (for example, obtain a valuable item, learn a magic spell, make an ally - anything that makes them stronger, anything useful in their future adventures).

○ TOOLS AND GAME SYSTEMS ○

Once you're comfortable with the basic mechanics, you can use the following tools to add more depth and mechanics to your gameplay:

- **Mirage** is a novice-friendly one-page system that adds enough mechanics to this gameplay to make it a full-fledged TTRPG, while still keeping it simple and rules-lite.
- **Strangeville Files** is a lighthearted, storytelling-focused game where you'll improvise supernatural mysteries in the style of Gravity Falls, Scooby Doo, Inside Job, X-Files, Men in Black, SCP Foundation. Try it out to play mysteries in this framework.
- **Worlds Weird and Wonderful** is a worldbuilding game about exploring the multiverse and creating weird ideas and worlds that defy our expectations (the style of "Rick and Morty" and "Gravity Falls"). Use it as a starting point for your adventures, and a great way to brainstorm interesting settings.
- **Story Deck** is a collection of prompts you can use to inspire Locations, Characters, and Objectives for your stories.

GAMEPLAY EXAMPLE

PLAYER CHARACTER

Sir Loren, an enthusiastic novice knight in shining armor.

1. LOCATION

The Old Tower stands tall and crumbling, with ivy winding around its stones, creaking in the wind.

2. CHARACTERS

Sir Loren smiles broadly at Alric, the Wise Old Wizard. Alric brushes his long white beard and peers at him skeptically.

"Alric, this place is incredible! I can't believe we finally made it."

3. OBJECTIVE

"The Amulet of Undeath is said to be hidden at the top of this tower," Alric says, stroking his beard. "But many have tried and failed to retrieve it. Are you sure you're up for the challenge?"

Sir Loren clenches his fist with determination. "I am more than ready. Let's find that Amulet!"

4. OBSTACLE

As they climb the winding stairs of the Old Tower, Sir Loren and Alric hear the growl of a beast. A massive, fire-breathing dragon, with glowing runes on its scales, blocks their path.

"We've got company," the Sir Loren whispers, drawing his sword.

5. ACTION

"Wait," Alric says, examining the runes. "These runes are clearly binding it here against its will. If we can break the spell, the dragon will be free."

"How do we break the runes?" the Sir Loren asks.

"A counterspell should do it," the Alric replies, beginning to chant. "Just keep it occupied for a moment!" Sir Loren leaps into action, trying to distract the dragon.

6. RESOLUTION

Rolling a 12 on the dice, Sir Loren successfully dodges the fire, and attracts dragon's attention, giving Alric the time to complete his counterspell. The runes on the dragon's scales fade away. The dragon, now free, looks at them gratefully before spreading its wings and flying out of the tower.

"It worked!" the Sir Loren exclaims. "Now, to find the Amulet."

7. CLIFFHANGER

As they reach the top of the tower, they find an old chest with the Amulet inside. Just as Sir Loren reaches out to take it, Alric grabs the Amulet. "I need this for my own plans," Alric sneers, stepping back. Sir Loren looks at him in shock. "What are you doing?"

"This is where we part ways," Alric replies, a sinister gleam in his eye, casts the entanglement spell on Sir Loren, and walks away, as Sir Loren struggles against the vines.