

QUICK QUEST

ABOUT

This is a simple, lighthearted, play-by-post roleplaying game for 2 people. Our goal is to improvise a fun scene.

1. SETUP

One player is a **Narrator**, the other player is a **Hero**.

Narrator rolls on the random tables to generate a **location** where the scene takes place (to generate a prompt - roll twice and pick the one you prefer). Describe the world around the hero to establish the scene.

Rolls for 2 prompts and picks "Ancient Castle".

The castle's throne room is dusty and abandoned. Torn banners hang from the walls. Moonlight streams through broken windows.

Hero rolls on the **characters** table, and describes their character (name, appearance, personality, occupation, and any special abilities/skills/powers/items their character has).

Rolls for 2 prompts and picks "Eccentric Wizard".

I'm Wizzo the Wizard. After spending first 80 years of my life reading books in my tower, I put on my best traveling slippers, and went outside to see the world and seek adventure. I have a magic staff I can use to create illusions.

Then, roll on the **targets** table to define an **objective** you actively pursue in this scene (a goal you strive to achieve, or a problem you must solve). Think small - it should be a task you can accomplish at this location, and succeed or fail at by the end of the scene, not a long-term goal that requires planning.

Rolls for 2 prompts and picks "Legendary Weapon".

I'm here to claim the Demon-slayer Sword rumored to be hidden in the throne room!

2. ACTION

Narrator introduces an **obstacle**, that stands in the way of the hero getting what they want, a challenge they need to overcome. Describe how the hero encounters the obstacle.

As you approach the throne, a ghostly knight materializes, translucent and glowing blue. "None may claim the blade who hasn't proven their courage!" He draws his spectral sword, blocking your path.

Hero describes what they say and do to overcome the obstacle and achieve their objective. If the outcome is uncertain, set the difficulty number you need to beat (5 - easy, 10 - medium, 15 - hard), and roll the dice (d20) to determine the result.

I use my staff to create an illusion of a massive dragon, and act out a heroic battle where I slay it in the end.

"I have proven my courage, spirit! Let me pass!"

I'll set difficulty at 10 (medium). I roll the dice and get an 8.

3. RESOLUTION

Narrator describes the outcome of the action.

If the hero beats the difficulty number, their action succeeds. 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.

The ghost squints at your illusion. "A cheap parlor trick!" He swings his blade through your illusion, dispersing it. Now he advances on you, sword raised. "Face me with real courage, or flee like a coward!"

The scene ends when the hero successfully achieves their objective, or conclusively fails at it.

TIPS AND GUIDELINES

For both players:

- Try to keep the scene contained to a single location, the scene should resolve in the same location where it started.
- Keep your messages short (no longer than 1-2 tweets).

For the Narrator:

- Make sure both the successes and the failures move the story forward (the Hero should either get closer to or farther away from their objective).
- Experiment with different kinds of challenges: action, stealth, social, environmental, etc.
- When the Hero successfully reaches an objective, they gain a new ability (reward them with a new item, skill, ally, etc.)

For the Hero:

- Make the objective small and specific. It should be a task the hero can accomplish at this location, and succeed or fail at by the end of the scene. Avoid being vague, introducing mysteries, or long-term goals that require planning.
- Try different approaches to overcoming the obstacles: use social skills (like persuasion, deception, or intimidation), take physical action (like fighting, running, or sneaking), use your special abilities, or creatively use the environment to your benefit.

CONTINUE THE STORY

If you want to create longer stories, just continue playing and improvise the next scene.

The players switch their roles (if you played as a Narrator, you'll play the next scene as a Hero, and vice versa).

You can setup the next scene's **location** and **objective** using prompts, or establish them organically, based on how the previous scene has ended.

If the previous scene has ended with Wizzo successfully obtaining the sword, the next one can take place in a forest, and the objective can be to get through the dangerous forest and bring the sword to a demon-infested village.

Discover long-term objectives as you play. After resolving a scene, ask: what problem or opportunity does this reveal?

Hero:

Set goals that take multiple scenes to achieve. Proactively look for quests - find people you can help, problems you can solve, places you want to explore, opportunities you want to pursue.

Narrator:

Introduce adventure hooks that create long-term objectives for the Hero to pursue. Have the Hero encounter a problem that needs to be solved, a character in need of help, a valuable opportunity, or an evil plan that's unfolding.

Challenges:

Once the Hero has a long-term objective, the objective of each scene is to take the next step closer to their goal, and overcome a challenge on their path.

Climax:

The adventure ends after the Hero resolves the final, most important and difficult challenge required to reach their goal, takes the last step determines the outcome of their quest.

COME PLAY WITH US!

Come join our community to find other friendly and creative people to play with:

<https://rpgadventures.io/discord>

RANDOM TABLES

LOCATIONS

1	Ancient	Castle
2	Dangerous	Wilderness
3	Exotic	City
4	Sacred	Temple
5	Occult	Lair
6	Cursed	Swamp
7	Abandoned	Camp
8	Steampunk	Workshop
9	Hidden	Library
10	Criminal	Office
11	Haunted	Tower
12	Unnatural	Factory
13	Peaceful	Farm
14	Guarded	Ruins
15	Extravagant	Cathedral
16	Royal	Ship
17	Remote	Outpost
18	Infested	Village
19	Crowded	Tavern
20	Magic	Academy

CHARACTERS

1	Eccentric	Wizard
2	Honorable	Warrior
3	Cunning	Outlaw
4	Wealthy	Merchant
5	Pompous	Priest
6	Humble	Peasant
7	Arrogant	Noble
8	Daring	Pirate
9	Famous	Artist
10	Misguided	Cultist
11	Primitive	Savage
12	Imposing	Ruler
13	Charming	Rebel
14	Wise	Scholar
15	Curious	Child
16	Hideous	Monster
17	Mysterious	Outcast
18	Grumpy	Hunter
19	Cheerful	Viking
20	Elegant	Vampire

TARGETS

1	Magic	Scroll
2	Hidden	Treasure
3	Experimental	Technology
4	Priceless	Art
5	Secret	Message
6	Legendary	Weapon
7	Forbidden	Tome
8	Lost	Map
9	Holy	Relic
10	Unusual	Plant
11	Dangerous	Package
12	Fake	Document
13	Rare	Creature
14	Advanced	Vehicle
15	Stolen	Key
16	Unique	Tool
17	Exotic	Substance
18	Feared	Information
19	Supernatural	Experiment
20	Captured	Person