

# DICEY QUEST™

## Rules

### The Basics

Dicey Quest is a cooperative storytelling game following a simple cycle:

1. As the adult, you're the **Dicey Master (DM)**. You'll describe the current scenario — often based on past choices and actions.
2. Players describe their characters' actions. As the DM, you'll describe **Friend** and **Villain** actions.
3. You describe the results of these attempts — often asking players to roll a die for an **Action Check** to see if they're successful.
4. Repeat and build the story together.

Each game begins with characters setting off on a **Quest**. Along the way, they'll explore **Locations**, solve **Problems**, and encounter **Friends** & **Villains**. Characters will use 3 action types to solve problems: **Smarts** (🎲), **Strength** (👊), & **Spells** (🔮).

As the DM, you'll share the card art, read the flavor text, and help build a shared story with the players.

### Create a Character

To get playing right away, first time players are encouraged to use a starter character card (Grom, Nyla, or Ood). After that first game, players should create their own with a character sheet.

#### 1. Use a Character Sheet to name characters.

The name can be anything except the player's actual name. Are they human, orc, elf, something else? What do they look like? How do they move? Have the players draw their character if there's time.

#### 2. Distribute Roll Bonus and Check Numbers.

**Level I** characters are fresh to questing. Level I characters have 13 points to distribute between their Check Numbers. For example: 🎲4, 👊4, 🔮5. Players then add 1 point to a Bonus Roll number. (For example, Gerky chooses: 👊+1). Level I characters can carry and use only one tool at a time. After completing one quest at level I, a character advances to Level II.

**Level II** characters add 2 more points to their Check Numbers. For example, if Gerky adds 1 point each to smarts and spells, she'll now have: 🎲5, 👊4, 🔮6. Players then add 2 points to their characters' Bonus Roll numbers (for example: 🎲+1, 👊+1). Level II characters can carry two tools — but still only use one at a time. After completing two quests at Level II, characters advance to Level III.

**Level III** characters add 3 more points to their Check Numbers. For example, if Gerky adds 1 point to strength and 2 points to spells, she'll now have: 🎲5, 👊5, 🔮8. Players then add 3 points to their characters' Bonus Roll numbers (for example: 🎲+1, 🔮+2). Gerky is now a powerful wizard-type! Level III characters can carry three tools — but still only use one at a time. After completing three quests at Level III, characters gain a special marker prize (Coral Crown? Your call).

#### 3. Buy something from Aleister's Shop.

Players start with **3 Gold Pieces (GP)** to buy a tool or spell. Write down the tool or spell with the associated action's Roll Bonus. Card levels (upper-right, text side), and items from the shop should align with the character's level or below.

## 8 Cards in a Quest

Dicey Quest cards may be used in any combination to create a wide variety of stories. You'll need 8 cards for a Quest + a shop card nearby:

- 1 **Quest**
- 2 **Problems**
- 1 **Friend** (≤ character level)
- 2 **Villains** (≤ character level)
- 2 **Locations**

These cards will serve as a rough outline for the story you'll tell together. Stories begin with presenting the **Quest**. Ask if the characters want to buy anything at the **Shop**. As they set out, a **Friend** might join them. As the adventurers travel through different **Locations**, they'll encounter **Problems** and **Villains** along the way. In the end, they might have a setback or face a boss. And, despite all odds, they prevail!

## Action Checks

If a character tries to open an unlocked door, you can assume they're successful. If a character is trying to pick or break down a *locked* door — roll for an **Action Check**. Whenever there's any doubt of an action's success, roll the die!

To make an Action Check, roll the die for a number and add the related **Roll Bonus** (i.e. if it were smarts-related, 🧠+1). If the sum meets or beats the **Check Number** aligned with the action, the Action Check is a success! The higher the Check Number, the more difficult the Action Check.

For Characters, Friends & Villains, think of the Check Number as defense. One successful Action Check roll overcomes a Problem or defeats a Villain. A successful Action Check against Friends or Characters has consequences (you'll make up) — but doesn't end them.



The Roll Bonus, Action type, and Check Number always align. For example, a Smarts Action Check might have a Smarts Roll Bonus (i.e. 🧠+2) added to the die roll.

Problem and Location cards offer ideas for Action Checks. For example: 🧡5 Climb wall. When faced with a problem, characters should be encouraged to think of their own solutions too.

If a player's Action Check fails, you'll likely need to mitigate with something positive. Instead of saying, "your trap doesn't work, it's Yeti's turn," say, "the trap doesn't catch, BUT it does injure and slow the Yeti."

## Action Types

### Smarts 🧠

Characters should be able to talk or think their way out of any situation. Smarts actions generally involve non-violent solutions.

Some Smarts Action Checks include:

**Know, Hide, Sneak, Steal, Scare, Trap, Charm, Persuade, Trick, Trade, Investigate, Ambush, Pick locks, Disguise...**

### Strength 🧡

A character doesn't feel like using their words? They can use their muscles to solve problems!

Some Strength Action Checks include:

**Run, Lift, Block, Disarm, Fight, Break, Throw, Push, Block, Climb, Swim, Squeeze, Disarm, Hold, Flip, Break, Jump, Carry...**

### Spells ⚡

Spells are powerful and unpredictable. To see if a spell is successful, we roll an Action Check. Many spells have an additional effect — open to the DM's interpretation.

All characters have the spell, **Spark** (⚡+0), which is basically a shock of static electricity. Stronger spell scrolls can be found or bought.

Some spells bought or found include: **Fireball, Sleep Dust, Lighting Bolt, Eagle Wings, Disguise, and Tsunami.**



## First Quest Start:

### The Little Lost Owlbear

Use these 8 cards to tell your first story:

- The Little Lost Owlbear (Quest)
- Breexis, the Scout (Friend)
- Waterdrip Caves (Location)
- Mosquito Swarm (Villain)
- Injured Travelers (Problem)
- Owlbear (Villain)
- Deep Dark Forest (Location)
- Ugg, the Dragon Rider (Villain)



Consider this a rough outline to riff off of. Use as much or little as you'd like. Text in *Italics* is meant to be read aloud.

*Late one stormy night, you're eating a bowl of [what food?] at the Old Goat Inn. In between cracks of lightning, you hear the sound of crying outside.*

If the character(s) look, they'll find a baby owlbear sniffing.

*The Little Lost Owlbear* says, "I was playing in the woods with my gem spoon and someone on a big dragon swooped down, grabbed me, and dumped me here! And stole my gem spoon!" The owlbear looks at you with big sad eyes and says, "Please help me find it and get back to my mom!?"

Assuming the characters want to help, you've got a quest! As the story develops, share the card artwork with players.

*As you're talking to the little owlbear you hear a loud crash. A window breaks as two men are thrown through it onto the wet grass outside. By the bar you see a very tall orc laughing. "I don't think they'll try pickpocketing the next lady trying to buy a pie," she laughs.*

*Breexis* notices you looking, walks over, and introduces herself. She offers you a slice of pie if you can beat her at paper rock scissors [or other game]. After you've played a few rounds, she gives you some pie and asks about your little owlbear friend. "You guys are fun," she says. "Do you like adventuring?!"

As the DM, you'll be playing Breexis. Join their quest and head outside.

*As you all step outside, the rain has stopped. The clouds have parted to*

*reveal a full moon which lights up the forest around you. Breexis breathes in the night air and at that moment, you all hear the sound of huge leathery wings! Ugg, the Dragon Rider, lands with a thud in front of your group. "You know, I like the spoon, but I think I'd like a new pet too! I think an owlbear would be a great addition to our group. I'll raise you up to be as ferocious as my dragon, Igor, here!" Igor, the dragon, gives a sad, bored look.*

The characters have no extra weapons or tools. But **Ugg, the Dragon Rider**, is wearing a Rainbow Helmet (+2 Check # 🌈) and Iron Shield (+2 Check # 🛡️). This means there's almost no way characters can win against her. If they somehow do, she still escapes with the baby owlbear. This helps set the tone that not every roll will be a success.

*Ugg flies away on her dragon with the baby owl bear away to a distant land. "I bet I know exactly where they're headed... the old **Waterdrip Caves!**" says Breexis. "I heard Ugg was hiding out there with a bunch of stolen treasure like that gem spoon and captive 'friends' like that dragon. If we hurry we can probably get there by tomorrow night! Although it is already late..."*

At this point, Breexis might ask the character(s) if they'd rather rest or start on their quest: find the gem spoon AND rescue the baby owlbear.

Whenever they decide to leave, they'll have to pass through the **Deep Dark Forest** where they'll likely encounter a **Mosquito Swarm**. These mosquitoes could be a simple battle. Or maybe there's some way you capture and use them as weapons? *Breexis gets bit by an especially big mosquito and flies into a rage. "I hate mosquitoes!" she screams.*

If the group helps the **Injured Travelers**, Consider some way for the Travelers to circle back and help in the final scene. When you encounter (Mama) **Owlbear** maybe you'll start out in battle and have to explain to her that you're trying to save her cub.

When you finally track Ugg down in the **Waterdrip Caves**, your team should have plenty of help to defeat her. You'll save the baby owlbear, free her dragon, and get that gem spoon back. You're heroes! Too bad that helmet and shield got smashed in the battle.

Recap the story by laying the cards and celebrating the characters' success. Take a moment to hint at future quests... What was that sound just now? Did something huge just crash into the mountain?

### Quest Reward

Your good friend, Medusa Machintosh is at home [where?]. She's sick with [what?]. Medusa needs medicine from the town doctor to revive her. The doctor's office is 5 minute walk but Medusa is too sick to go out. Will you help her? As soon as the heroes arrive at the doctor's office, a **Villain** (DM's choice) rushes in, steals the medicine, shouts, "Cool looking bottle, I'll keep it!" and runs away into the night laughing. Medicine is in the last **Location**. May or may not be guarded by that same **Villain**.



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**Quest Reward**  
**Lucky Snake Pendant** (+1🐍), or 3 GP each.

**Quest Reward**  
**Owlbear Whistle** (+0🦉), Call **Owlbear** for help, 3 min), or Very big hug and thank you with a delicious **Pinecone Pie** for dessert.



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- Level III**
- 12 GP • **Rainbow Helmet** (+2 Check #🐉)
  - 12 GP • **Incredibly Cool Cape** (+3🐉)
  - 12 GP • **Glove Trap** (+3🐉)
  - 21 GP • **Rainbow Prism Spectacles** (+4🐉)
  - 12 GP • **Iron Shield** (+2 Check #🐉)
  - 15 GP • **Long Sword** (+3🐉)
  - 12 GP • **Rope** (+3🐉)
  - 12 GP • **Crossbow** (+2🐉, Distance)
  - 15 GP • **Giant's Club** (+3🐉)
  - 12 GP • **Lighting Bolt** (+2🐉)
  - 12 GP • **Wizard's Hat** (+2 Check #🐉)
  - 12 GP • **Eagle Wings** (+0🦅 Fly, 9 min)
  - 12 GP • **Disguise** (+0🦊, Be anyone, 9 min)
  - 12 GP • **Tsunami Wave** (+2🐉, Water blast)
  - 13 GP • **Make Toad** (+0🐸, 6 min)
  - 16 GP • **Conjure Big Hand** (+0👊, 6 min)
  - 16 GP • **Blinding Light Blast** (+2🐉)
  - 21 GP • **Betrend** (+3🐉 or +3🐉, 9 min)

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**Action Checks**

If there's any doubt of an action's success, roll the die for an **Action Check**. Add the character's related **Roll Bonus** (i.e. +2🐉) to the **Check Number** (i.e. 🐉4), they succeed!

The higher the **Check Number**, the more difficult the **Action Check**. On **Friend** & **Villain** cards, think of this as their defense.

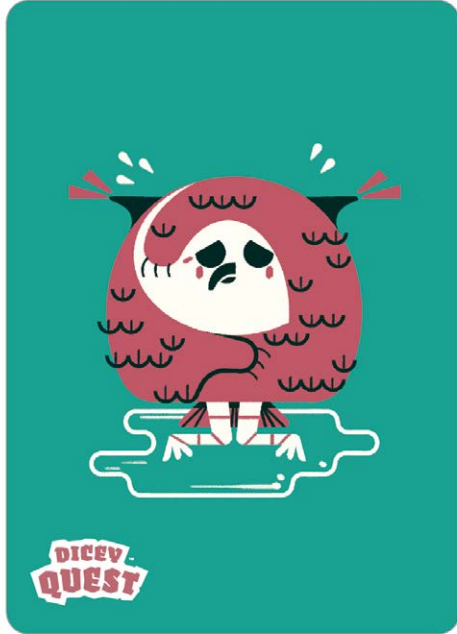
The action used for the **Roll Bonus** and **Check Number** is 4. They add the +2🐉 **Roll Bonus** from the Giant's Club they have. The door is smashed to splinters! Villains have **Action Ideas** for what they might try.

2🐉 • **Rock stomp**  
 4🐉 • **Boulder throw**

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### Aleister's Shop

How does it work? Ask a friend or try it to find out. There may be more items in the back room.

- Level I**
- 3 GP • **Tipline Trap** (+1🐉)
  - 3 GP • **Charm Flute** (+1🐉)
  - 3 GP • **Wooden Sword** (+1🐉)
  - 3 GP • **Bear Gloves** (+1🐻)
  - 3 GP • **Lighting Bolt** (+1🐉)
- Level II**
- 5 GP • **Boost Potion** (+4🐉, 3 min, One use)
  - 9 GP • **Net Trap** (+2🐉)
  - 8 GP • **Charm Trombone** (+2🐉)
  - 5 GP • **Boost Potion** (+4🐻, 3 min, One use)
  - 7 GP • **Short Sword** (+2🐉)
  - 8 GP • **Bow & Arrows** (+1🐉, Distance)
  - 5 GP • **Boost Potion** (+4🐉, 3 min, One use)
  - 8 GP • **Fireball** (+2🐉)
  - 8 GP • **Sleep Dust** (+0🐉, 3 min)

### Actions on a Turn

(Ideas & examples)

Trap	Scare	Charm
Run	Disarm	Fight
Spark (+0🐉) or other Spell	Assist, Move, Search, Camp, Heal	



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**Behemoth Bats** Friend 1

These three bats are named: Tasi, Lars, & [whor?]. They each have a wingspan as wide as a house and teeth like swords. Despite their appearance, they mostly just want to chill and eat [what?]. They try and avoid fights but aren't above throwing massive rotting fruits when they need to defend themselves.

**Kill Bonus & Action Ideas**

- +1 ♀ • Hypnotic bat dance
- +2 ♀ • Dive bomb target
- Kotten fruit throw
- Bat bite

**Kill Bonus & Action Ideas**

A massive and powerful orc scout greets you with a crushingly big hug and smile. "Hey, it's been a long time! Do you remember me?" From where? Breexis strives to be a helper and problem solver in all situations. Sometimes she's unaware of her own strength, leading to some funny mishaps.

**Kill Bonus & Action Ideas**

- +2 ♀ • Charm with good jokes [what?]
- Tripwire traps
- Talk the group out of a squeeze
- +1 ♀ • Lift something huge
- Throwing something massive

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3 4 5

**Breexis, the Scout** Friend 1

Nigel is the size of your thumb, yet mighty. He can be found tending to his mushroom orchards, herding cats, and [what else?]. He can be a bit cranky at first but warms up quickly.

Nigel also has a 6 sisters who own a [what?] mining operation deep in the mountains.

**Kill Bonus & Action Ideas**

- +0 ♀ • Disorienting cricket chorus
- Blinding blast
- Tiny tripwire
- +2 ♀ • Toe pinch
- +1 ♀ • Summon herd of cats

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DICEY QUEST

3 4 5

**Nigel, the Gnome** Friend 1

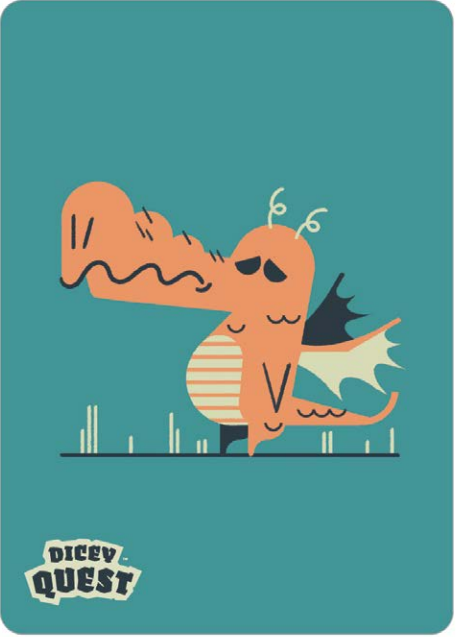
While you're walking [where?], a small shadow passes over you. With a loud crash, a small copper dragon lands 20 feet in front of you. "I recognized you from the sky. You rescued me from those poachers 2 summers ago! Now I've got another problem. I kind of lost both halves of my grandma's magic pendant. Without it, she won't be able to [do what?]"

Each half of the brooch is hidden somewhere in the last two Locations.

**Quest Reward**

**Scary Helmet (+1 ♀),** or delectable Stinged Dragon Cake, or Bronze Statues worth 4 GP each.

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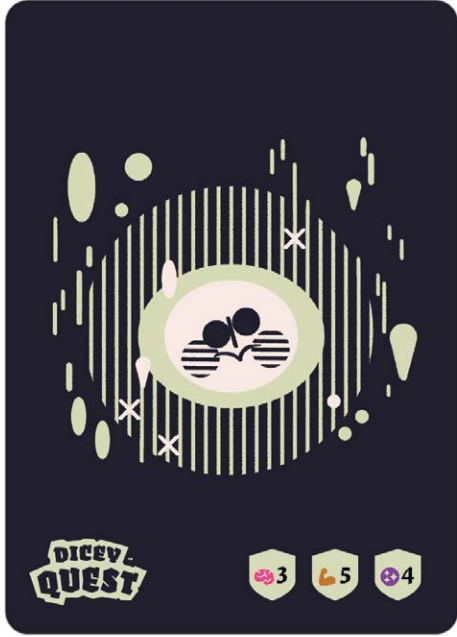
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**The Dragon's Lost Pendant** Quest 1

**Quest Reward**

**Scary Helmet (+1 ♀),** or delectable Stinged Dragon Cake, or Bronze Statues worth 4 GP each.

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**Wil o' the Wisp**  
 Villain ♦♦♦♦ I




**Roll Bonus & Action Ideas**  
 +0♦ Light trap  
 +0♦ Weak electric shock  
 +3♦ Hypnotize target, 1 min  
 +3♦ Sparkle attack  
 • Bright flash: Blind Character, 1 turn

**Treasure**  
 Light essence worth 1 GP per Character or **Magic Candle** (+0♦, Bright light, 2 min).

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**Air Squids**  
 Villain ♦♦♦♦ I



**Roll Bonus & Action Ideas**  
 +1♦ Surprise teleporting trap  
 +0♦ Psychic chirp  
 +0♦ Tiny tentacle attack  
 +2♦ Mystical air ink cloud  
 • Oil slick, Trips one Character, 1 turn

**Treasure**  
 1 GP per Character or **Vial of Squid Ink** (Unknown effects).

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**Mosquito Swarm**  
 Villain ♦♦♦♦ I




**Roll Bonus & Action Ideas**  
 +2♦ Maddening sound [what is it?]  
 +1♦ Stinger bite  
 • Head butt crash  
 • Big sting + Character drops tool, 1 turn

**Treasure**  
 Crystal wings worth 1 GP per Character

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**Anika, the Fixer**  
 Friend ♦♦♦♦ III



**Roll Bonus & Action Ideas**  
 +2♦ Fix or invent contraptions  
 • Talk to animals  
 +1♦ Hoof kick  
 +2♦ Call animal to help, 3 min  
 • Make friends invisible, 2 min

**Treasure**  
 Anika has recently traveled from [where?] in search of a rare metal to help repair the windmill of her home village. She is half-human and half [what animal?] and is very handy at inventing and fixing contraptions.

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**Treasure** ♦♦♦ 1  
**Wind Elemental**  
 Villain

*This elemental was brought into this world by an ancient sorcerer [who?]. Wind Elemental has one goal: to blow down all that stands!*

**Kill Bonus & Action Ideas**  
 ♦+0 ♦ Fearsome wind  
 ♦+1 ♦ Wind flip target upside down  
 ♦+2 ♦ Blow Character up in the air and drop  
 ♦+2 ♦ Blow Character back 40 ft

**Treasure**  
 1 GP per Character or **Little Tornado** (+0), Send target up in the air, 1 min.)

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**Treasure** ♦♦♦ 1  
**Mushroom Bandits**  
 Villain

*These bandits try to steal from those unlucky enough to get too close to their underground lair. They love collecting tools and socks [why?]. These bandits have an underground lair full of treasure and fear all magic.*

**Kill Bonus & Action Ideas**  
 ♦+1 ♦ Tunnel traps  
 ♦+1 ♦ Swipe 1 Character's tool, 1 min  
 ♦+1 ♦ Pokey stick attack  
 ♦+1 ♦ Tiny kicks and punches  
 ♦+1 ♦ Earthquake

**Treasure**  
 1 GP per Character or Toothpick Spears (+1).

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**Treasure** ♦♦ 1  
**Purple Pudding**  
 Villain

*In the world of slimes and puddings, Purple Puddings are plentiful. They are territorial and don't like others in their space. [why?]*

**Kill Bonus & Action Ideas**  
 ♦+0 ♦ Ceiling slime trap  
 ♦+2 ♦ Slime barb  
 ♦+2 ♦ Slime-tooth bite  
 ♦+1 ♦ Turn 1 Character's tool to slime, 1 min  
 ♦+1 ♦ Poisonous slime trap

**Treasure**  
 Small Slime Essence (+0), Turn target's tool to slime, 1 turn), or **Rusky Armor**.

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**Treasure** ♦♦ 1  
**Evil Rug**  
 Villain

*Of all the things sorcerers enchanted, who knew rugs would be so vicious? You almost never notice a bad one, until it flips you over!*

**Kill Bonus & Action Ideas**  
 ♦+1 ♦ Surprise slip trap under Characters  
 ♦+1 ♦ Taunting  
 ♦+1 ♦ Wrap and smother  
 ♦+1 ♦ Start electricity blast  
 ♦+1 ♦ Fight and flip

**Treasure**  
 Sapphires worth 1 GP per Character or **Mysterious Thread** (+0), Unknown effects).

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DICEY QUEST

Problem I-III



**Action Check Ideas**

- ➊ Know the ice wall was built by giants to keep their huge sheep corralled.
- ➋ If using a rope, avoid falling when snaps.
- ➌ Climb up and over the wall with no rope.
- ➍ Find and blow on an old magical horn which crumbles the ice wall.

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DICEY QUEST

Problem I-III



**Action Check Ideas**

- You look up and see a sky full of falling stars. After a moment, you realize these aren't stars falling from the sky. They're actually giant fiery Meteors raining down on you.
- ➊ Know hiding under a large rock is safest.
  - ➋ Find large rocky cave to hide in until the shower passes.
  - ➌ Find a small glassy black meteorite buzzing with some kind of unknown magical energy [what?].
  - ➍ Avoid getting hit by a flaming meteoroid.
  - ➎ Crack a meteoroid in half like you were hitting a ball with a bat.

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DICEY QUEST

Problem I-III



**Action Check Ideas**

- A loud noise surprises everyone. Rocks explode into the air as a fast moving river of red hot lava flows down a hill directly in front of your path. You don't see many routes with dry rock to cross the river.
- ➊ Know water can usually cool molten lava into solid rock.
  - ➋ Heal target burnt by the lava.
  - ➌ Hop across the rocks in the lava.
  - ➍ Find a massive dead tree to cut down and bridge the river.
  - ➎ Avoid slipping into the lava or lose 1 HP.

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**Roll Bonus & Action Ideas**

- +1 ♣ Ear-splitting roar
  - +2 ♣ Scaly giant claw
  - +2 ♣ Dragon bite
  - +2 ♣ Green flame (Dragon)
  - +2 ♣ Lightning bolt (Ugg)
- This dragon just wants to be loved and play fetch. It's easy to charm.

**Treasure**  
Rubies worth 3 GP per Character or Ugg's Trident (+3 ♣).

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**Problem** 1-III

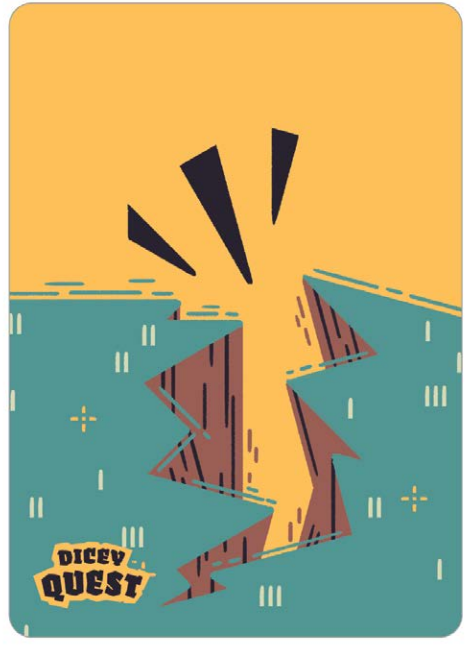
## Surprise Earthquake



The earth around you begins rolling like a wave. There is a noise like thunder as the ground beneath your feet splits in two. The earthquake interrupts whatever activities the Characters were doing.

**Action Check Ideas**

- 4 Know there can be smaller aftershocks after a large earthquake.
- 6 Find the source of the quake: a volcano.
- 4 Avoid falling into a crevasse, losing 1 HP.
- 5 Avoid being struck by a falling tree or rock, losing 1 HP.
- 4 Prevent a sleeping **Sand worm** from waking up. Will be grumpy if it does.



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**Problem** 1-III

## Stream of Slime



A stream of slime blocks your way. Where this slime comes from, nobody knows [guess?]. Different things happen to people who touch the slime: Some get burned, some go crazy, and some become the slime!

**Action Check Ideas**


- 4 Know covering your legs with mud will allow you to walk through the slime.
- 6 Find invisible bridge and cross over.
- 4 Use fallen trees to redirect the slime flow.
- 5 Use **Spark (+0)** to cure target who is beginning to turn into a slime monster after touching the slime.



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**Problem** 1-III

## Wall of Riddles



A living wall blocks your path. It's voice booms out, "Answer one of these riddles of mind, might, & magic before you pass:"

1. "It belongs to you, but your friends and family use it more. What is it?"
2. "If you don't keep it, it will break. What is it?"
3. "What are two things you can never eat for breakfast?"
4. "What can you catch, but you can't throw?"

**Action Check Ideas**

- 4 Know 1's answer: "Your name."
- 4 Know 2's answer: "A promise."
- 5 Know 3's answer: "Lunch & dinner."
- 5 Know 4's answer: "A cold."



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**Problem** 1-III

## Pitfall



The ground beneath you gives way, and you fall to the bottom of a very dark and rocky pit. The only way out appears to be by climbing slippery rocks back to the hole you fell through. There is some old looking machinery in the corner.

**Action Check Ideas**

- 5 Know that machinery is an old magic cloud elevator from a dwarven mine.
- 6 Find and activate old dwarven magic cloud elevator (might not stop at surface).
- 5 Avoid slipping while climbing out or sprain ankle, 3 min.






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**Injured**  
Problem I-III



On the path, you come across two injured people. They look badly hurt [how?]. What do you do?

Ask Characters what they'd like to do. If it's one of these options read the flavor text:

**Ignore them and continue:** The injured travelers sink off into the wilderness.

**Help them and continue:** You help patch them up and heal them and they promise to repay your kindness in the future.

**Help them and ask them to join you:** Travelers share a Charm Hat (+1 Check # [how?]).


**Action Check Ideas**

- 3) Avoid an ambush by that monster.
- 4) Know they were attacked by a monster.
- 5) Avoid an ambush by that monster.



**DICEY QUEST**

**Three Doors**  
Problem I-III



You find three doors leading to three worlds. Read Flavor text after door is chosen.

**1st Door:** This door opens to a large field of blue grass under a bright pink sky. Half of a broken key lays in the middle.

**2nd Door:** A black sky looms above a large field of ice. Half of a broken key lays in the middle.

**3rd Door:** This door opens to a forest. Above you, is a mirror image of that forest with your reflection. In the forest is a locked box.


**Action Check Ideas**

- 5) Know these doors used to be a part of a wizard's castle that has long since passed.
- 4) Break the box open without a key.



**DICEY QUEST**

**Untimely Injury**  
Problem I-III



You've suffered an injury...

Choose one of the following for a Character:

- Broken wrist or finger [how?]. Makes it hard to hold and use tools.
- Sprained ankle [how?]. Makes it hard to walk.
- Head injury from a crash or falling tree/rock. Makes it hard to think straight.
- Other: snake bite, dragon elbow, etc?

A full camp rest will heal any of these, though the injury may affect the Character for the rest of this Quest.


**Action Check Ideas**

- 5) Know most towns have doctors.
- 4) Search and find the herbs to create a salve to speedy healing.



**DICEY QUEST**

**Wall of Brambles**  
Problem I-III

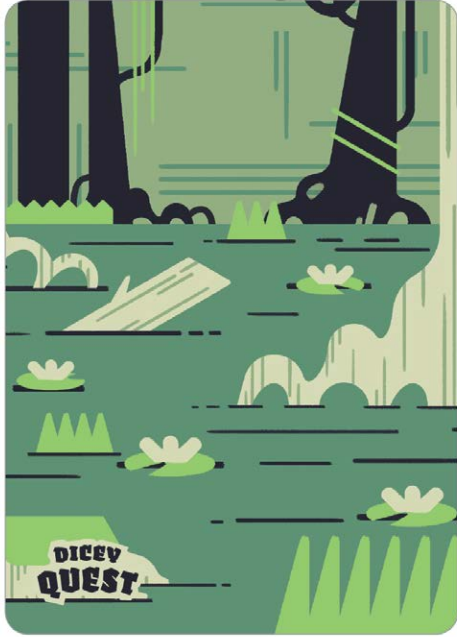


Massive thorny brambles block your way. These vines look different from other plants around them [describe].

**Action Check Ideas**

- 4) Know these brambles were planted by a sorcerer to block travelers from passing.
- 5) Avoid getting caught by fast-moving thorny vines or lose 1 HP.
- 6) Find a nearby farmer and ask to borrow some large goats to eat up the brambles.
- 4) If Character has a sharp tool, cut a path.
- 5) Cast Spark (+0) to remove enough of the vines to move through.





DICEY QUEST



Location  
I-III

## Swamp of Dreams

Your party enters into the swampest of swamps [describe the water]. Here you may have a hard time believing what you see.

### Possible Findings

- Characters suddenly realize they've been walking with squirrels and not their friends.
- Purple fog with strange sounds and lights.
- Each Character is separated and must defeat a **Mosquito Swarm** on their own.
- **Rusty Sword (+0)** next to **Quicksand**.

### Action Check Ideas

- **3** Befriend helpful alligator.
- **6** Repair a rowing boat stuck in mud.
- **4** Find herbs to make a sleeping potion.

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DICEY QUEST



Location  
I-III

## Red Hot Lava Fields

This was once a beautiful mountain valley full of sheep and clover. But ever since the mountain blew its top [when, how?], it's been torn apart by rivers of lava and fire. Now, nothing grows here.

### Possible Findings

- A solitary sparking plant [why?]
- Tiny lava puddles full of tiny fire newts.
- A lava tube cave that was a home [who?]
- A heavy iron hatch door on the ground.

### Action Check Ideas

- **4** Find bridge over river of lava.
- **6** Find and open water dam, flooding the fields and cooling most of the lava.
- **5** Dodge falling volcano rocks or (injury).

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DICEY QUEST



Location  
I-III

## Endless Desert

This desert is so large, you can't see where it ends. Everywhere you look there are strange rock formations [describe] cover the landscape.

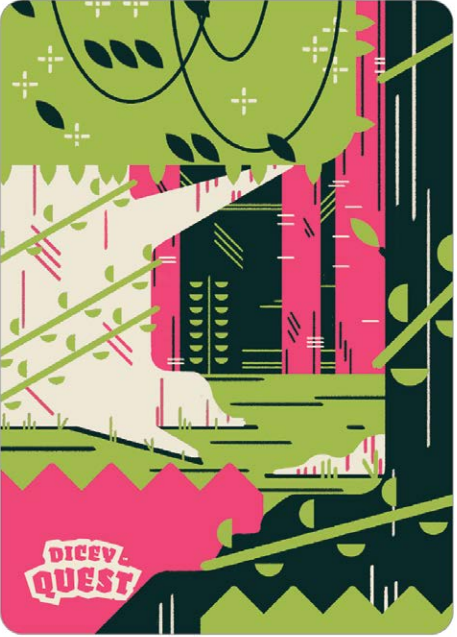
### Possible Findings

- Group of friendly goat shepherds. They offer a night's lodging and food under their tent.
- An enormous & ancient broken statue head.
- A library half buried in sand [what books?].
- A cactus shaped like a person [draw it].

### Action Check Ideas

- **5** Avoid getting lost in a canyon maze.
- **4** Befriend some friendly scarab beetles.
- **6** Genie who offers one wish lasting 5 min.

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DICEY QUEST



Location  
I-III

## Deep Dark Forest

Dense layers of trees you've never seen [describe] surround you. Vines dangle from above. In many parts, the only light comes from strange glowing flowers. Has anyone ever been here?

### Possible Findings

- Dense trees make travel difficult.
- Night: Stars that look unusual. A comet streaks across the sky. Friendly fireflies.
- Circle of singing toadstools [sing! what?]
- A lake with an old rowboat on the side.

### Action Check Ideas

- **4** See a locked chest at the lake's bottom.
- **5** Fish in the lake and catch a bass.
- **4** Break through an impasse of fallen trees.

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**DICEY QUEST**

1-III

## Dundle's Castle



Busy castle home to Queen Dundle and her subjects. Famous for its tasty cheese wheels and thriving restaurant scene.

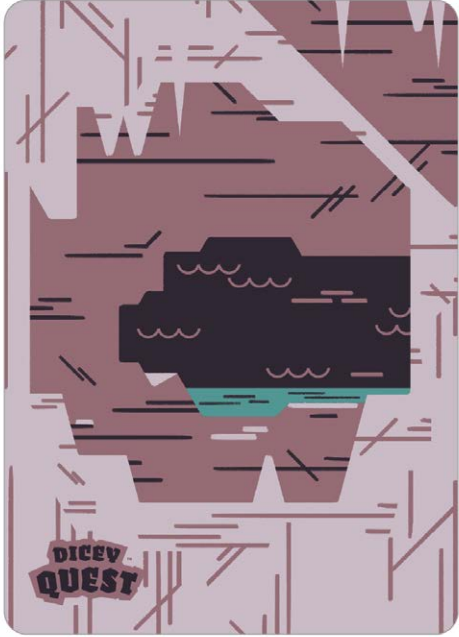
**Possible Findings**

- Great hall: Tall ceilings; suits of armor; old portraits on the wall. Some eyes move.
- Throne Room: Queen Dundle welcomes you.
- Castle basement: Storage; junk [describe].
- Old Goat Inn: Best gnuel in the castle.
- Guard tells you of a nearby monster that's been causing trouble and asks for your help.

**Action Check Ideas**

- 6 Bargain down to 2 GP off all items at the Tools Shop.

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**DICEY QUEST**

0-III

## Waterdrip Caves



A large rock hides the entrance to the caves. Massive stalactites hang from the ceiling. You hear water dripping in the distance.

**Possible Findings**

- Underground lake. Helpful salamanders here.
- Bats' Bedroom; 4 friendly Behemoth Bats.
- Chest with glowing Rope (+1L).
- Small glowing statues [describe] along path.

**Action Check Ideas**

- 5 Find secret passage at dead end.
- 4 Find wooden chest with 2 GP.
- 6 Climb old rope leading to ceiling hatch.
- 5 Avoid losing 1 GP from thieving frogs.

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**DICEY QUEST**

1-III

## Moonlit Temple



By the moonlight, you see an ancient temple in ruins. It appears empty. On many of the rocks are an ancient runes [describe/draw].

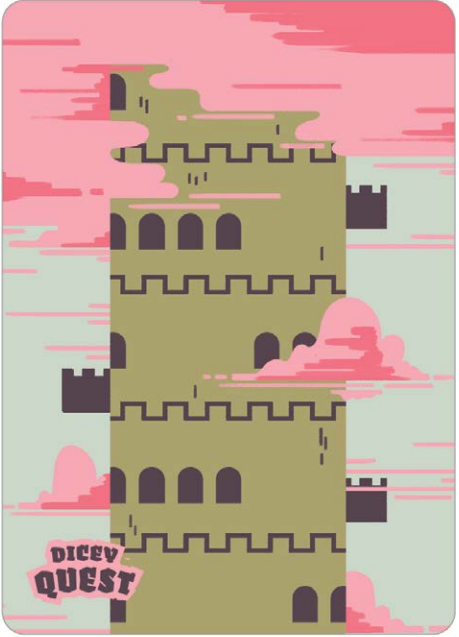
**Possible Findings**

- Main chamber with old strange paintings.
- 7 crickets singing & dancing around a fire.
- Exit through courtyard with a fountain.
- Dead End. Odd chicken art on wall [what?].
- Tiny human shaped footprints outside.

**Action Check Ideas**

- 6 Translate runes leading to treasure map.
- 4 Push aside door to Waterdrip Caves.
- 4 Avoid awakening the sleeping statues.

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**DICEY QUEST**

1-III

## Tallest Tower



Rising up in front of you, is a tower so high it fades into the clouds above. The exterior is strange [describe]. The tower looks empty, but was that a light in one of the windows?

**Possible Findings**

- Stables floor: Horses and maybe a keeper.
- Library floor: Desk with treasure map [draw].
- Storage floor: Boxes, crates, & barrels.
- Rooftop: Box with small Net Trap (+1L).
- Vine leading to Castle in the Clouds.

**Action Check Ideas**

- 3 In a storage room, a crown worth 2 GP.
- 4 Open a door into a totally new Location.
- 4 Avoid pit trap or suffer injury (4 min).

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3  
6  
6

**Owlbear** Villain ♦♦♦ II

Owlbears aren't half owl and half bear, Owlbears are ALL owl and ALL bear. These feathery beasts can be friendly or feroctious. Owlbears are very protective of their cubs. They shy away from magic.

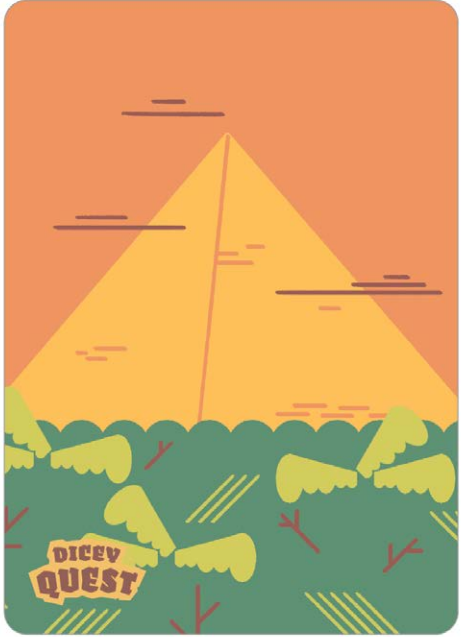
**Kill Bonus & Action Ideas**

- +2 ♦ Ambush trap dive bomb
- +3 ♦ Terrifying "Hot-hot!"
- +3 ♦ Claw or beak attack
- +0 ♦ No suggested Spell Actions
- +0 ♦ Wing wind + Character disabled 1 turn

**Treasure**

Joins your Quest, or Gives you Portable twig nest or Meal of grubs and bugs.

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**Perfect Pyramid** Location I-III

Rising up from the ground is a perfectly smooth 3-sided pyramid. The surface looks like perfectly carved [what?]. At first glance, it does not appear to have an entrance.

**Possible Findings**

- Baby hawks sliding down the outside walls.
- Maze of tunnels leading to a room where a statue [describe] clutches a small locked box.
- Room full of small cat mummies. Friendly?
- Carvings of planes, stars & the pyramid.

**Action Check Ideas**

- 3 ♦ Find a lake of oil below the pyramid.
- 6 ♦ Find a secret passage to the top.
- 4 ♦ Avoid injury from attacking hawk.

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**Abandoned Pepper Mines** Location I-III

Someone [who?] spent a lot of time digging something out of the earth in these mines. Was it pepper? Was it [what?]. It looks like nobody has been down here for a long time.

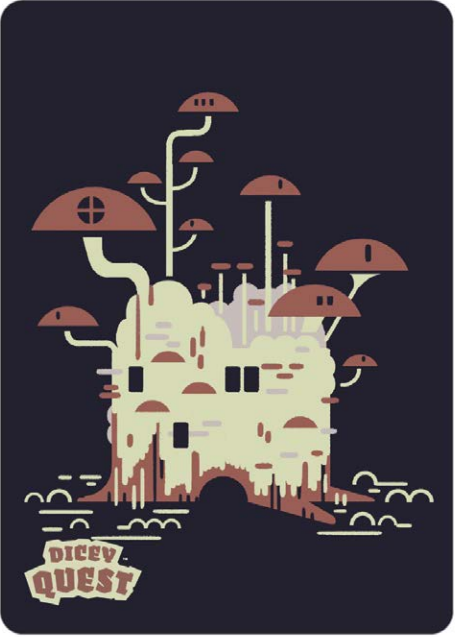
**Possible Findings**

- Strange paintings [what?] on the walls.
- Jewels embedded in the rock.
- A heavy barrel full of white pepper.
- A very old dusty skeleton clutching a ruby.
- Family of **Kobold Miners** eating dinner.

**Action Check Ideas**

- 4 ♦ Find secret tunnel leading to a home.
- 6 ♦ Open sealed door of small treasure room.
- 5 ♦ Use **Spark (+0)** to see in the dark.

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**Mushroom Palace** Location I-III

Several mushroom domes rise out of the ground [describe the exterior]. The palace has a spongy door just big enough to crawl through.

**Possible Findings**

- A glowing mushroom nursery garden outside.
- Room full of paintings of ant royalty.
- Welcomed into court of Queen Mush and King Ant where they ask you to help find some lost cats. Might be in the forest.
- Talk to a leaf farmer. Help them harvest.

**Action Check Ideas**

- 5 ♦ Charm Queen Mush and get help
- 6 ♦ Receive **Health Elixir (+0)**, unknown).
- 4 ♦ Use portal to go to new **Location**.

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