

Questing to Build a New Home

By Randy Lubin, Diegetic Games

Info

Players: 2 - ∞ players can drop in and out and the facilitator also plays

Duration: 1-2 hours

Prep: Minimal, just printing and cutting out handouts

Materials: Printed handouts, pencils for each player, nametags (optional)

Pitch

This is a game about fantasy heroes who are exploring a world by going on quests. You were a guild of adventurers who were teleported to the far side of the world. You've established a base but know little of the surrounding region. You are determined to create a new home here, and improve the world.

Most of the game will take place in-character at the base. There, you will select and plan your quests and then share the quest's detail with other characters upon your return. When you go on a quest, you will step out of character and develop juicy details about the adventure: the obstacles you encounter, the way you overcome them, and the things you learn along the way.

Setup

Space

Make sure you have enough space for the players to cluster in small groups rather than sit in one big circle. Have a table where you can lay out all of the game materials. Consider designating a separate space where players can develop quest outcomes without bothering the other players.

Materials

Print and cut out the following:

- Character templates – enough for each player and maybe a few spare.
- Quests templates – at least four times the number of players
- The attached map

Gather enough pencils for each player and optionally nametags and a marker.

Game Script

The rest of the doc should be read to the players and you should follow the instructions within. By the end of it, you'll be all set to start the game.

Welcome

Welcome the players by reading the game's pitch. Let them know that they are free to leave and come back at any time and that they can invite friends to join part way through.

Safety

There are a few key points about safety that players should know:

- They can leave the game for any reason at any time
- They can ask each other to reduce intensity by saying "slow down"
- The players are more important than the game and your wellbeing is more important than anything game related – take care of each other!

Game Structure

We'll start with some initial story prep

- Creating our characters
- Creating a few locations
- Creating a few quests
- Introducing our characters

Then we'll begin the main section of play. Once play starts, we'll mostly be in-character at the base: hanging out, preparing for quests, and sharing stories after returning from quests.

When we go on a quest, we'll head off to the side of the room and develop the juicy details about the quest. This might be done solo or with a couple other players – it should take only a couple minutes. Then we'll return to the base and tell the other characters about the quest. If relevant, we'll update the map and create new quests.

Create Characters

Each player should grab a character sheet and fill in the blanks and circle a few personality / background options and one archetype. Just take a minute, you can figure out details during play.

If someone arrives after the game begins, one player should help them create their character and get them up to speed on the story so far.

Create Locations

Show players the blank map. This is the region we've been teleported to, though we don't know much about it yet.

Collective pick a place on the map and draw a big X – this is the location of our base. Decide on the nature of the base – is it a cave, a ruined castle, a village inn?

Take turns coming up with location names and adding labels to the map until you have 8 locations total. These can be natural features, ruins, cities, and other points of interest. Give a very brief description of the location when you add it to the map – this is likely only a rumor and none of you have been there. These locations should generally be closer to your base than far away.

Create Quests

Hand out quest sheets to each player. If you have under 4 players, give each player two quest sheets. Now, and throughout the game, we'll be creating quests for each other to undertake.

Fill out the top half of each sheet by circling the type of mission, creating a short but concrete goal, and listing some possible dangers. Leave the bottom half blank.

During the game, players can always create new quests that they think would be interesting.

More About Quests

Once the game starts, you may grab an available quest at any time. If you like, recruit another hero or two for the quest, make plans, and share any concerns or hopes for the adventure ahead.

When you're ready, all participating characters should leave the main play space and fill in the bottom half of the sheet. Circle whether the quest was a success or failure and then come up with some good details for twists along the way and highlights.

When you return to the base, share the story of your quest. If relevant, add new locations to the map based on places you visited and add new quests based on information gathered.

More about the Base

While you're at the base you're in character. In addition to talking about quests, find reasons to talk to each about your characters' backstories, your new life in this region, and your hopes and fears for the future.

How the Game Ends

Play continues until you're ready to do something else. An in-character way of checking to see if folks are ready to stop is by asking "Is this starting to feel like home?"

Introduce Characters and Quests

Before we begin play, each player should introduce their character and the quest(s) they've written.

All of the characters were teleported here together and you all know each other, some as acquaintances, some as friends, some as romantic partners. Go around and each player should choose one other character who they trust and respect the most – maybe they saved your life, mentored you, or you just have a great time together. Let that player know.

Each player should then share the quest(s) they've created. Just give a high level overview and then place all the quest sheets in a central location where players can easily grab them during the game.

We're now ready to play! Players should reenter the space in character and start going on quests when they're ready.

Quest

Type: Diplomacy Exploration Information
Security Supplies

Goal:

Dangers:

Quest Notes: Success Failure

Twists:

Highlights:

Notes:

Quest

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Security Supplies

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Dangers:

Quest Notes: Success Failure

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Security Supplies

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Dangers:

Quest Notes: Success Failure

Twists:

Highlights:

Notes:

Character

Name:

Pronouns:

Personality / Background:

Bold Caring Tactical Curious Cultured
Naïve Optimistic High-strung Jaded Timid
Noble Peasant Merchant

Archetype:

Bard Builder Diplomat Healer
Ranger Rogue Warrior Wizard

Notes:

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