

QUESTLANDIA REFERENCE TABLES

KINGDOM AMBITION

•	Conquest, Domination
◻•	Religious, Philosophical
◻••	Culture, Prestige
◻•••	Technological, Scientific
◻••••	Industry, Trade
◻•••••	Regulation, Control

KINGDOM TROUBLES

Clubs	<i>Civil Unrest, Revolution</i>
Hearts	<i>Sickness, Health</i>
Diamonds	<i>Wealth, Resources</i>
Spades	<i>War, External Conflict</i>

CHARACTER IDENTITY

A	Laborer	<i>Peasant, Slave, Swain</i>
2	Merchant	<i>Shopkeep, Trader, Peddler</i>
3	Warrior	<i>Knight, Soldier, Mercenary</i>
4	Messenger	<i>Courier, Go-between, Emissary</i>
5	Outcast	<i>Miscreant, Thief, Pariah</i>
6	Magician	<i>Enchanter, Diviner, Illusionist</i>
7	Virtuoso	<i>Master Creator, Maestro, Artisan</i>
8	Hero	<i>Adventurer, Champion, Superstar</i>
9	Holy Person	<i>Healer, Priest, Prophet, Monk</i>
10	Academic	<i>Scientist, Scholar, Philosopher</i>
J	Advisor	<i>Counselor, Mentor, Guide</i>
Q	Aristocrat	<i>Noble, Elite, Upper Crust</i>
K	Royalty	<i>King, Princess, Leader, Chief</i>

CHARACTER DRIVE

•	Knowledge, Truth
◻•	Love, Loyalty
◻••	Change, Progress
◻•••	Tradition, Preservation
◻••••	Adventure, Wanderlust
◻•••••	Honor, Glory

QUESTLANDIA REFERENCE TABLES

CHARACTER TRAITS

Striking	Highbrow	Seductive
Brawny	Pacifist	Commanding
Gentle	Subversive	Wealthy
Grouchy	Daredevil	Eccentric
Disabled	Old-fashioned	Notorious

CHARACTER WEAKNESS

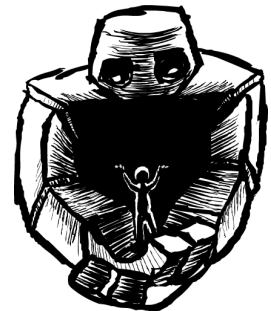
Give In	<i>Seek comfort in sex, food, alcohol, drugs</i>
Cheat	<i>Lie, twist truths, backstab, steal</i>
Check Out	<i>Withdraw, seek solitude or alienation, escape, flee</i>
Give Up	<i>Become depressed, do nothing, stop caring</i>
Lash Out	<i>Lose control, become violent, rage</i>
Show Off	<i>Become proud, vain, cocky, overconfident</i>

PROTAGONIST VICTORIES

Protagonist wins on a...
☐ - <i>Not possible (matching 1s are cleared away)</i>
☐ - <i>Change any player's misfortune token to a fortune token</i>
☐ - <i>Heal a relationship</i>
☐ - <i>Master an obstacle</i>
☐ - <i>Gain a boost</i>
☐ - <i>Resounding success. Fortune token.</i>

OPPOSITION VICTORIES

Opposition wins on a...
☐ - <i>Profound humiliation (all players take one misfortune)</i>
☐ - <i>Change protagonist's fortune token to a misfortune token</i>
☐ - <i>Exhaust a relationship</i>
☐ - <i>Receive a new obstacle</i>
☐ - <i>Receive a hindrance</i>
☐ - <i>Doom. Draw a new kingdom trouble. Misfortune token.</i>



THIRD ROUND RULES

During the third and final round, remember to use the special rules for dice outcomes:

In addition to the normal outcomes, take a fortune token for winning on a 3, 4, or 5 and a misfortune token for losing on a 3, 4, or 5.

QUICK REFERENCE RULES

❖ SETUP

- Create the **KINGDOM**
 - ... Kingdom ambition and troubles
 - ... Features and norms
 - ... Language and name
 - ... Initial ownership
 - Develop **CHARACTERS**
 - ... Draw cards (# of players +1)
 - ... Identity, starting luck, drive
 - ... Choose a character
 - ... Name, appearance, 2 traits, weakness
 - ... Establish **RELATIONSHIPS** with players to left and right
 - ... Declare **GOAL** and receive **2 OBSTACLES**
 - Make the **MAP**
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❖ SCENES

- Set the scene: **WHERE? WHAT? WHO?**
 - Declare your **SCENE GOAL**
 - Roleplay until there is a call for **RESOLUTION**
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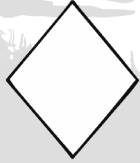
❖ RESOLUTION

- Roll protagonist dice
 - ... Start with 2 dice, add 1 die for each relevant **TRAIT, BOOST, RELATIONSHIP** and **MASTERED OBSTACLE**
 - Roll opposition dice
 - ... Start with 3 dice, add 1 die for each **WEAKNESS LEVEL, KINGDOM TROUBLE** at 3+, relevant **OBSTACLE**, and relevant **HINDRANCE**
 - The protagonist may engage in **WEAKNESS** to:
 - ... Reroll any number of protagonist's dice, OR
 - ... Reroll any number of opposition's dice
 - Match any 2 protagonist dice to the highest 3 opposition dice
 - ... Protagonist narrates victories
 - ... Opposition narrates losses
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❖ EPILOGUE

- Arrange each player's tokens, starting with a **FORTUNE**
 - ... Tokens should alternate between fortune and misfortune
- Tell a fortunately/unfortunately story token by token
 - ... Each player's final token tells a **KINGDOM EPILOGUE**

KINGDOM NAME



WEALTH



UNREST

AMBITION



HEALTH



WAR

KINGDOM FEATURES AND NORMS

NAME

IDENTITY

DRIVE

TRAIT

TRAIT



WEAKNESS



LEFT RELATIONSHIP



RIGHT RELATIONSHIP

PORTRAIT/NOTES

GOAL



OBSTACLES

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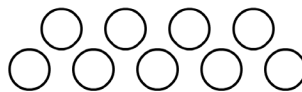
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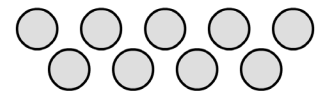
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BOOSTS

HINDRANCES



FORTUNE



MISFORTUNE