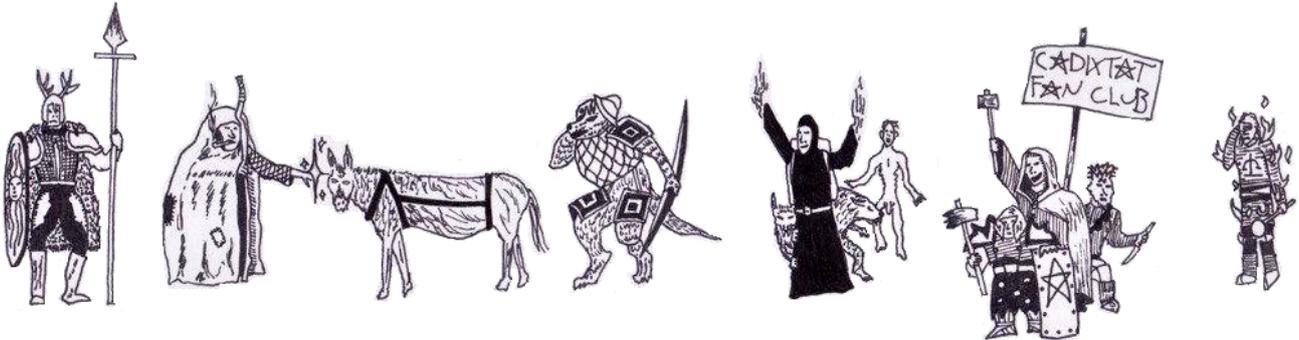


This document contains a table for extra questing motivations, intended for use in one-shot adventures and DCC funnels. The content is essentially system agnostic, although it includes rules annotations for DCC.



Quickstart Questing Motivations

Description: This is a table for free form questing motivations, intended for use as a support tool for emergent narrative, especially for one-shot and funnel adventures in the Dungeon Crawl Classics system, although it can certainly be used as a system agnostic tool for the same. The Judge should simply roll a d30 once per character (or possibly player, in case of DCC funnel groups¹) and consult the table for some pre-adventure motivation and tell the players why the character is setting out in their perilous journey. All of the results have been left very open ended, in order to allow Judges and players to fill in details in order to create narratives suitable for their table.

When the motivation descriptions call for the Judge to designate tasks, ordeals or treasure these need not be added into the adventure as additional content (and workload!). Rather, it is intended that these tasks can be completed during the normal course of the adventure or module, and should not require additional divergence from the natural path the delvers take through any dungeon in question. Indeed completing any adventure by themselves fills the parameters set by such an ordeal.

As the document is intended to be functional in a system agnostic sense most entries are left bare of details, although short rules suggestions have been given for Dungeon Crawl Classics. The motivations are not intended to award bonus experience, and any actual consequences of completing the side-quest style entries are left up to the Judge to decide.

¹ In this case the author has noticed that it may be useful to allow the player to pin the motivation on their best suited character, while treating the rest of the zeroes as a retinue for said impromptu leader.

Table A: Questing Motivations

D30	Motivation
1	<p>A Feverish Nightmare: Hounded by repeating nightmares, the character has been called to this place to end them, somehow. They begin the adventure exhausted (DCC: -1d on all physical activity) and remain so until they complete a certain horrifying task or survive some terrible ordeal during the course of the adventure. The specific event is left up to the Judge’s discretion, but the character will recognize it immediately from their dreams.</p>
2	<p>An Eldritch Pact: Some unfortunate circumstance in their youth has left the character indebted to a malignant force from the spirit world, and it demands payback. The character has been magically compelled to be here by their strange patron, and must complete the adventure or some mystical task thereof (set by the Judge) in order to avoid eldritch retribution.</p>
3	<p>An Offer They Couldn’t Refuse: The character has been driven here through extortion and threats by some mundane force. Whether this is the halfling mafia, some local half-orc bully or a particularly demanding father-in-law, the character is forced towards adventure (or a specific task decreed by the Judge) by a mundane, most likely fiscally driven reason. Failure to comply threatens them with destitution and debt!</p>
4	<p>The Dupe: Whether by a malicious prank by a travelling jester or by the mischievous magics of an errant trickster-gnome, the characters have been drawn to the dungeon by the deceitful promise of fabulous riches. The specific scheme of these lies is left up to the Judge, but the basic idea is that the character has been promised an unusually large extra reward for completing the adventure or some related task.</p>
5	<p>The Convict: The character is a convicted criminal. Whether they’re innocent or not is irrelevant. What matters is that their sentence has been suspended if they manage to complete the adventure. Should they succeed in doing so they are once again free and innocent in the eyes of the law. Further details are left up to the Judge.</p> <p>It should be noted that this result pairs well with <i>11. The Constabulary</i>, especially if that result is applied to another player, whose characters are here to make sure that the criminal does what they are required by the officials.</p>
6	<p>The False Map: The character has come into possession of a map, indicating treasure hidden in the region. They have joined the adventuring party to recover said treasure, but unfortunately the cryptic draft is downright deceitful! Whether the information is simply wrong (containing an obviously wrong floor plan for the dungeon) or also dangerous (containing false notes on how to survive local dangers) is left up to the Judge.</p>
7	<p>The Game of Whispers: The character is an inquisitive soul, who has heard rumours of the adventure from a “reliable” source. The Judge should give the player a single “hint” related to the adventure: this information is patently false however, and may prove to be dangerous. (wrapping the hint into a shell of false promise is a given here!).</p>

8	The Nag: The character has been pushed through the door of destiny by the nagging and prodding of someone close to them: a spouse, a parent or perhaps a strict guildmaster. They are here to “finally make something of themselves” and the shrill insults of their instigator egg them on into danger.
9	Completely Lost: The character has no idea how they ended up as part of the adventure. Whether by drunken misadventure, amnesia caused by a blow to the head or some arcane intervention, they completely lack any inkling of memory from at least the past week or so, and are understandably surprised to find they’ve become part of whatever expedition the adventure entails. This is an excellent avenue for introducing unusual and far away characters to the party, although further details are left up to the participants of the game.
10	The Rumour Mill: The character has been lured to adventure due to some strange stories and unusual gossip they’ve heard beforehand: myths of hidden treasure, rumours of glory through battle. The Judge is responsible for providing this extra bit of information, which has a 50% chance of being correct (for example, types of enemies found in a dungeon, a boss monster’s weak spot, or some hidden location of treasure are all great options).
11	The Rite of Passage: The character has come on the adventure to pass a rite of passage of some kind. Should they survive they will gain great renown and respect among their peers. Whether this is purely cosmetic and/comedic (“The Seat of the Grand Poobah of the Hermetic Order of Siblings”) or something more concrete (such as a new rank in the military or some actual secret order) is left up to the Judge to decide.
12	The Constabulary: The character is part of some local militia or guard group, who have been tasked by their superiors to complete this adventure. Whether success awards them some bonus reward or is simply a stipulation for further employment is left to the Judge, as are any additional qualifications for success (see result 5. <i>The Convict</i>).
13	A Morbid Fascination: Due to some incident or internal reason, the character has a fascination with danger or darkness. Whether they’re simply a daredevil in the search for new thrills or a brooding shadow in the lookout for ghoulish chills is left up to the player, but the character has joined the adventure since it promises to fulfil their obsession.
14	The Investigator: Incensed by whatever rumours of danger or threat posed by the challenges found in the adventure, the character has taken it upon themselves to “get to the bottom of this”, likely because they are frustrated by the inefficiency of whatever party passes for law and order in the region. They likely possess good initiative, common sense and a get-things-done attitude although this may vary, and further details are left to the group to decide.
15	Curiosity (Killed the Cat): Perusing manuscripts and consorting with unseemly individuals, the character has gleaned some useful and interesting information about the dungeon beforehand, and is eager to see the wonders hidden with their own eyes. The Judge should give the player one useful and correct piece of information about the dungeon (“ <i>There are living dead in the crypt.</i> ” or “ <i>The murals on the second sub-level contain a secret</i> ” for example): this is the focal point of the character’s interest.

16	The Path to Redemption: The character has a shady past but has chosen to leave it behind them, and have joined the adventure as an act of redemption. Whether this act of repentance is directed towards a higher power or simply driven by an inborn light is left up to the player, and the Judge should feel free to decree any possible consequences thereof.
17	The Bet: Perhaps unwisely, the character made a bet to complete the adventure or some smaller task thereof (Judge's discretion). Should they be successful they may be awarded a small sum of money from whoever they made the bet with (should they be able to track them down, of course). Details of the transaction are left up to the Judge's discretion.
18	The Promise: The character has made a solemn promise that they'll complete the adventure or some specific task in the course of the adventure. They've promised this to someone important to them (their father, the local burgomeister, a weeping widow) and fully intend to honour the oath. Further details and possible additional rewards (if any) are left up to the Judge's discretion.
19	The Inheritance: The character has been featured in the will of a wealthy relative or other patron, but actually accessing whatever has been bequeathed to them has the additional stipulation that they complete the adventure or some task in the course of it. Further details are left up to the Judge (DCC: allow character to purchase one mithril item or other premium piece of gear at cost after adventure is complete).
20	The Collector: The character has taken an assignment to collect something found in the adventure. The item might be old pottery fragments for a doddering antiquarian, plant samples for some enterprising herbologist or "completely harmless" pit vipers for a slimy snake oil salesman, but the desired item has no (obvious) value for any common merchant. Further details are left up to the Judge, but the character should be awarded some small sum of gold for their efforts, if successful.
21	The Mapmaker: Someone (an elven scholar, a dwarf prospector, a census official, etc.) has tasked the character to map out whatever region the adventure happens in and they have joined the party in order to do so. Details and specifics are left up to the Judge, but should the character survive they may be entitled to some sort of additional recompense based on the quality of their efforts. Particularly old-school Judges may use this result to designate the player who rolled this the official mapmaker for the whole adventure for additional verisimilitude.
22	The Tip-Off: Through channels illicit or arcane the character has divined some useful information regarding the treasures contained in the adventure. This should take the form of a short, cryptic sentence (" <i>There is gold beyond the locked brass doors!</i> " or " <i>The pond hides the jewels!</i> ", for example), the usefulness of which becomes apparent during the adventure itself. The character likely driven by greed and curiosity, although further details are left to the participants.
23	The Nemesis: The character is aware of some great monster found in the region (usually one of the more dangerous beasts or bosses found in the adventure). They know it because the evil-doer is responsible for some great slight against them, which the character has sworn to avenge. The character has at least a passing understanding of the nature of their nemesis, and gains some small bonus when fighting it (DCC: +1d on all rolls vs. nemesis).

24	<p>The Treasure Map: The character has somehow come to possess a treasure map which accurately describes some portion of the adventure, and indicates traps or treasure found there. The map is of course not complete, and is useful only as an aid when exploring the area. They have come here to put the item to good use; any further details are up to the participants.</p>
25	<p>The Relic Hunter: Through some suitably secret channels the character has found out that a valuable and/or magical item can be found in the region of the adventure. The details of this information are left to the Judge, but should probably consist of at least a basic description, origin and hints at current specific location.</p>
26	<p>The Slayer: Through some weird turn of destiny in their past the character is proficient at destroying whatever minor monsters can be found in the adventure (skeletons, bats, goblins, etc.). They have come here to eradicate this specific threat, and have some small bonus to do so (DCC: +1d against some enemy type found during the adventure). Further details are left up to the participants, and the Judge should decree whether this bonus persists on further adventures or is tied to this particular event.</p>
27	<p>Long Lost Family: The character is here to save someone important to them, be it a family member or a close friend. Whether this person is lost somewhere in the dungeon or maybe held ransom until the adventure is resolved is left up to the Judge, as are any other relevant details (DCC: reward the player with a loyal henchman, or possibly even an additional character should they successfully save the target of their quest).</p>
28	<p>The Mercenary: The character is part of some mercenary company, and has been sent here to sort out whatever issue or danger the adventure presents to the local countryside. Despite their probable inexperience the character is better equipped to face the dangers therein (DCC: give the character one random piece of additional equipment, weaponry or armour), and will likely put on airs of capability either way. Additional details on the character's contract are left up to the Judge.</p>
29	<p>A Mandate from the King: The adventurer is here on the mandate of an actual ruler, and has the documentation to back their claim. If they are successful in their quest they are guaranteed some additional reward: money, matter or perhaps a royal boon! The exact form of the reward is left up to the Judge's discretion, and may also be purposely worded vaguely to begin with.</p> <p>Note that this result is especially good for bequeathing the adventurers' some sort of a base of operations, should that seem desirable for the overall campaign experience.</p>
30	<p>A Holy Vision: The character has been guided here by a holy vision from a high deity. They are exceptionally driven to complete the adventure, and even somewhat protected by divine providence in their task (DCC: +1d on all saving throws during the adventure). The specific deity and any further rewards or connections are left up to the Judge's discretion and the players interest.</p>