



## INTRODUCTION

**Legend Quest** is a fantasy role-playing game. It is set in a fantastic place where magic works and heroes live. Dragons, ogres and singing swords are all a part of the game. It is the players that become the knights, wizards, scouts or whatever they wish. **Legend Quest** takes imagination, for the players must picture everything that is happening. There is no board, no joystick and no action figures. **Legend Quest** takes place in the mind, and anything is possible.

### Legend Quest Gold Edition

When **Legend Quest** reached the ripe old age of ten, we started to think about re-editing the book and re-releasing it. Just as the original book took years to play-test and edit, the “new” version took more time than expected as well. The “gold edition” incorporates additions discussed in supplements and things that needed tweaking from the original rules. It also adds back several of the creatures listed in the first edition of the book but cut due to space considerations before the second edition. The rules are the same as the original ones, with some better explanations. If you notice the changes, you can consider yourself an expert.

### What’s Role-Playing?

For those who are new to role-playing games, role-playing is completely different from most other games. It is not up to the spinner to call the shots. There are dice, players, paper and pencils. In a role-playing game, each player assumes the role of a character in a fantasy world. The player declares what the character will try to do, and the dice show how well the character did it.

In a role-playing game, one person is the game master, and the rest are players. Players have a character that represents them in the game world. The player acts out the life of the character, or at least the more exciting pieces of the character’s life. Each character has certain skills, equipment, characteristics and goals. Characters are as life-like as the players can make them. It is only through the character that the player can affect or learn about the game world. The character’s main goal is to stay alive. After that comes the quest for power and knowledge. Characters will normally band together in a “party”, which will then seek its collective fortune by adventuring.

While each of the players controls one character, the game master controls all the rest. The game master (GM) must create a world of action and adventure for the players to explore. The GM must populate this world with interesting people for the characters to meet and either work

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with or against. Normally, the game master is the person most familiar with the rules. Being a GM demands a lot of preparation before the game is actually played. The game master must walk into each playing session ready for anything the players will want to do. This is a very big job, because in **Legend Quest** anything can happen!

In a role-playing game, the characters can attempt to do just about anything. This book of rules will describe how they go about trying to do these things and what their chances are of doing so. The idea of a role-playing game is that the characters are reacting just as a real person would in that situation. Through role-playing, people can act out the lives of knights and knaves, wizards and wanderers, or just about any hero they wish.

The main goal of **Legend Quest** is to have fun. Every group of players will be different, with different ideas on what is fun. Some will like to role-play every moment of their characters' lives, while others would rather go slay dragons. Some may want tricks, traps and riddles to challenge them, while others would rather outwit the locals in a bar. In role-playing, any of these can happen, and usually all will.

### Glossary

The following words may be unfamiliar to most players, or may have different meanings than may be expected. This glossary is intended to help give new players a starting point to help them to understand the rules.

**Accuracy** - The ease or difficulty of casting a particular spell.

**AoE** - Abbreviation for area of effect, the space or number of people within the effects of a spell.

**Attribute** - One of the six standards by which a character is measured. The six attributes are Strength, Knowledge, Endurance, Willpower, Agility and Psyche.

**Base** - The accuracy, range and area of effect of a spell if no control levels are used to add marginal modifiers.

**Campaign** - A series of adventures, in which the party remains basically the same.

**Character Points** - Points used to create or improve a character.

**Control Levels** - Skill allowing focus in a specific spell. Control levels allow the caster to utilize marginal modifiers.

**CoS** - Abbreviation for chance of success.

**Die Multiplier** - The amount by which a die roll is multiplied to arrive at the die total. Used mainly for damage.

**Fatigue** - The amount of mental damage a character can withstand. Casting fatigue is the Fatigue damage taken while casting a spell. Sustaining fatigue is the Fatigue damage for maintaining a spell that has already been cast.

**Formula** - An alchemist spell. For the purposes of this book, the terms "spell" and "formula" can typically be interchanged.

**GM** - Abbreviation for game master.

**Marginal Modifier** - Increases to a spell's base accuracy, range and area of effect. Marginal modifiers are gained through the use of control levels and are listed after the slash in the spell descriptions. Marginal modifiers for alchemist and enchanter spells affect the casting time or the accuracy.

**Melee** - Combat that involves hand to hand and throwing attacks.

**Non-Player Character** - A character controlled by the GM.

**Party** - A group of adventurers working together.

**Player Character** - The player's representative in the game world. Who the player is role-playing.

**Power Levels** - Typically power level. The amount of magical energies that a spell caster can gather for spell casting. Common abbreviation is Pow.

**Race** - The type of being the character is, such as elf, dwarf or human.

**Range** - 1. Combat that involves projectile combat with held and aimed weapons.

2. The distance between two opponents. Used in magic and ranged combat.

**Spell Specific** - Relating only to one spell, not the entire classification. Control levels are always spell specific, while talismans may or may not be.

### Accomplishing a Task

A die roll simulates almost every action in Legend Quest. There are three basic types of actions that a character can attempt to accomplish: standard, resisted and assisted. Each of these types of actions is handled in similar, but different ways.

**Standard tasks** are those actions in which the character is working alone without any help or interference from the outside. This includes most of the everyday activities such as lifting, craftsmanship and cooking. When attempting a standard task, follow the steps below to arrive at the character's chance of success:

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- 1.) Find the skill that most closely approximates the task on the skills list. (See **Skill Descriptions**.)
  - 2.) Find the base attribute for that skill.
  - 3.) Multiply the character's attribute score in the base attribute by 10% for the character's base chance of success.
  - 4.) Multiply the skill levels in the skill by 5% and add this to the base.
- OR If the character has no skill levels in the skill, subtract a 15% non-skilled modifier.

In standard skill task rolls, this will be the formula to produce the chance of success:

$$\text{Chance of Success} = (\text{base} \times 10\%) + (\text{skill levels} \times 5\%)$$

If the task should use a straight attribute and not a skill, then skip step 4. This would be a task such as Strength for lifting or Agility for dodging.

Example: *Adderack the Bowyer is making arrows. The skill for making arrows is Weaponcraft. The base attribute for Weaponcraft is Knowledge. Adderack has a Knowledge of 6 and therefore receives a 60% base chance of success. Adderack also has three levels in Weaponcraft and therefore adds 15% to his base for a total chance of success of 75%. ( $\{Knowledge \times 10\% \} + \{3 \text{ levels} \times 5\% \} = 75\%$ )*

*Cudor Mayhem is also making arrows, but Cudor has no Weaponcraft skills. Like Adderack, Cudor has a Knowledge of 6 and therefore receives a 60% base chance of success. Since he has no Weaponcraft skill levels, Cudor must subtract 15% (the non-skilled modifier) from his base for a total chance of success of 45%. ( $\{Knowledge \times 10\% \} - 15\% = 45\%$ )*

*Boslo wishes to try to lift a large stone. Boslo has a Strength of 6, and there is no skill appropriate for lifting stones. Therefore, Boslo's chance of success is 60% ( $Strength \times 10\%$ ).*

**Resisted tasks** are those actions in which the character is working alone but is being opposed by some outside force. This includes most of the combat and adventuring tasks. When attempting a resisted task, follow the steps below to arrive at the character's chance of success:

- 1.) - 4.) Follow the first four steps above.
- 5.) Subtract 5% x the resisting character's appropriate attribute or apply the object's resistance modifier.

In resisted skill task rolls, this will be the formula to produce the chance of success:

$$\text{Chance of Success} = \text{Standard Task} - (\text{resisting attribute} \times 5\%)$$

Again, if the task should use a straight attribute and not a skill, then skip step 4. In some cases, it is possible for characters to use skills to help them resist. In these cases, subtract an additional 5% x the resisting skill levels used from the chance of success.



Example: *Selem the Dark is attacking a guard with a dagger. The melee weapon skill dagger uses a base attribute of Strength. The guard will be resisting her attack with his Agility. Selem has a Strength of 6, and 3 skill levels with a dagger. The guard has an Agility of 4. Selem multiplies her base attribute by 10% for a base chance of success of 60%. She then adds 15% for her three skill levels. From this she must subtract 20% due to the guard's resisting attribute. Selem has a total chance of success of 55%. ( $\{Strength \times 10\% \} + \{3 \text{ levels} \times 5\% \} - \{Agility \times 5\% \} = 55\%$ )*

*Boslo wishes to try to lift a huge stone. Boslo has a Strength of 6, and there is no skill appropriate for lifting stones. This stone however is so large that it has a -20% modifier. Boslo's chance of success is 40% ( $\{Strength \times 10\% \} - \text{the } 20\% \text{ resistance modifier}$ ).*

**Assisted tasks** are those actions in which the character is receiving help from an outside source, with or