

# ALPENGARD QUICKQUEST

Hail, Alpengard Adventurer!

By popular demand, I have created a basic, quick-to-execute, rules-light, simplified-for-ease version of *Alpengard* that goes with the basic character scroll, which is ideal for introducing the *Alpengard* core mechanic to newer or younger players – or those who just want a pared-down version so they can have fun slaying monsters after a long day at work.

This document references those stats in *Alpengard: Tales and Adventurers* that have been modified. If you see something missing on the basic character scroll that you are used to seeing on the main character scroll (such as your character's "climate/acclimatization/preferred weather"), it means it is not included in the basic version.

For any *Alpengard Quickquest* definition that uses "you" or "your" (e.g. "your tier", "grow with you"), it is referring to your player character (PC), unless it specifically says otherwise (e.g. "if you are the GM").

For any reference that says something like "see Chapter 5", it is referring to that chapter in the core rulebook, *Alpengard: Tales and Adventurers*. For any reference such as "see Lifeskills" or "see Special Powers", it is instead referring to a section in this document.

Cheers, and Keep Questing!

–Secg

## TAKING ACTIONS

*Alpengard Quickquest* uses all the same actions as its parent game, namely ambulation, utilization and adjuvant actions, plus rites (rituals, ceremonies, liturgies), with a couple optional adjustments:

- » GMs are encouraged to be loose with required actions for utility powers, such as *seedladder* or *illusory mendacity*. If a player wants to try an action that normally requires "ambulation and utilization", let the player give it a shot with an ambulation or utilization action (one or the other, not both), or an adjuvant action if it makes sense for the situation.
- » Instead of being super consistent with how much time a rite (ritual, ceremony or liturgy) requires, GMs are encouraged to set reasonable amounts of time (from minutes to hours) that make sense within the flow of gameplay.

## FOLK AND KINDRED

In *Alpengard Quickquest*, you will use all aspects of folk and kindred (see Chapter 4), except that your Lifeskill Training Levels and Lifeskill Magic Bonuses will be applied differently (see Lifeskills). Due to reduced harm categories, your kindred harm resistances may have changed (see Harm Yields). Folkish powers are also optional (see Special Powers).

## KALL

You will use all aspects of your kall (see Chapter 5), except that your Lifeskill Training Levels will be applied differently (see Lifeskills). Additionally, you automatically gain certain magic attack powers, but will not gain as many special powers over the course of your adventuring career (see Magic Attacks and see Special Powers).

## TIERS AND LEVELS

*Alpengard Quickquest* only uses tiers (see Chapter 2 and Chapter 3), so your character's growth will be measured from tiers 1–10 (not in levels 1–30). Any statistics that normally contain levels have been modified to be based on your tier.

## TONGUES

No changes to how the tongues (languages) you can speak/understand are determined (see Chapter 2).

## ROOTTRAITS

For *Alpengard Quickquest*, you start at tier 1 with your 1 folkish roottrait point (see Chapter 4), plus 5 roottrait points to assign as you wish (6 total at tier 1). Every time you rise in tier, you gain 3 additional roottrait points to assign as you want. At each tier, you must adhere to the normal maximum scores for each roottrait, per Table 3.1 (see Chapter 3).

## DEFENSES

No changes to how your defenses are determined (see Chapter 2).

# ALPENGARD QUICKQUEST

## HASTEN

No changes to how your hasten modifier is determined (see Chapter 2).

## SPEEDS

The basic character scroll only lists your walking sprint and stride speeds, which are calculated normally (see Chapter 2). The GM can make judgment calls about other speeds, such as swimming and climbing, as well as jump distances, relative to your training level in the appropriate lifeskills (see Chapter 6) and if you happen to be a faun (see Chapter 4).

- » Under the normal *Alpengard* rules, swimming speeds are governed by the *dive* lifeskill. Since *dive* has been combined with *toil* for *Alpengard Quickquest*, *toil* will also govern swimming speeds (see Lifeskills).

## PNEUMA

Because *Alpengard Quickquest* does not use levels, your pneuma is calculated as follows:

- **Basic Pneuma:**  $(4 \times \text{tier}) + (1 \times \text{Glint})$

## GRIT

Since *Alpengard Quickquest* does not use levels, your grit is calculated as follows:

- **Basic Grit:**  $5 + (4 \times \text{tier}) + \text{Brawn} + \text{folk grit bonus} + \text{kall grit bonus}$

## HARM YIELDS

No changes to how your harm yields are determined (see Chapter 2 and Chapter 4), except *Alpengard Quickquest* does not use soulual harm (no *logos/chaos* or *charis/hubris* harm) and also uses a reduced number of harm categories—*whelm*, *gleam* and *gloom* harm have respectively been absorbed into *wreck*, *flare* and *frost*. If your kindred grants you harm resistance to an absorbed category (see Chapter 4), change/add the resistance to the new category, except if your kindred gives you resistance to *whelm*. If your kindred gives you resist *whelm* 2, then it becomes resist *wreck* 1 (it does not become resist *wreck* 2, since *wreck* is by far the most valuable category, as more attacks inflict *wreck* harm than any other category). But if your kindred only gives you resist *whelm* 1, it is not enough to justify giving you resist *wreck* 1 in its place—instead choose resist 1 in any other physical harm category that makes sense for your kindred (*flare*, *frost*, *rasp*, *rot*, *shake*, *shock*).

- **Example:** If your character would normally have resistant *frost* 1 and resistant *gloom* 1 (e.g. tree faun), your character instead gains resistant *frost* 2.
- **Example:** If your character would normally have resistant *whelm* 2 (e.g. high dweorg), your character instead gains resistant *wreck* 1.
- **Example:** If your character would normally have resistant *whelm* 1 (e.g. south scealc), your character instead chooses resistant 1 in another category that makes sense for your kindred, such as resistant *rot* 1.

## ENTWINE

*Alpengard Quickquest* does not use entwinement slots (see Chapter 8). Instead, you can entwine  $1 + [\text{tier}]$  magic objects; the GM can just allow the magic objects to grow with you as you rise in tier, per listed empowerment ranks for each item.

- **Example:** A rope of *clawing* might work at medial (tiers 1–4), greater (tiers 5–7), and apex (tiers 8–10).

## BURDEN

*Alpengard Quickquest* does not use burden weights (see Chapter 7 and Chapter 9). Instead of keeping track of exactly how much weight you can wear, bear or carry, *Alpengard Quickquest* “wings it” in terms of how much weight you can trug. To reward your character for your choice of folk and putting points into your Brawn score, the GM can allow your character to carry more or less equipment—dweorgs (most gear), then oercs, then scealcs, then aelfs, then fauns (least gear).

- **Example:** If your character is an aelf with a 1 Brawn score, the GM could severely limit how much gear you can carry and could restrict you to only wearing lesser armor or light armor (see Chapter 7).

## LIFESKILLS

No changes to how your lifeskills are calculated (see Chapter 6), but there are changes to how they are determined:

# ALPENGARD QUICKQUEST

- » The normal 30 lifeskills (see Chapter 6) have been condensed into just 20 lifeskills:
  - *Chip, hew, smith, taw* and *weave* have been combined into one new lifeskill: *craft* (primary roottrait: Smart; secondary roottrait: Brawn) – the *craft* lifeskill governs cutting, shaping, sculpting, forging, tanning, weaving and otherwise working with or engineering any material (wood, stone, metal, leather, cloth, straw, glass, wax, etc.).
  - *Farlore* and *nighlore* have been combined into one new lifeskill: *lore* (primary roottrait: Smart; secondary roottrait: Wise) – the *lore* lifeskill covers all worldly and otherworldly knowledge, from geography, geology, history and sociology to religion, faiths, philosophy and cosmology, as well as culinary details about exotic edible creatures.
  - *Deepfare, landfare* and *seafare* have been combined into one new lifeskill: *wayfare* (primary roottrait: Wise; secondary roottrait: Brawn) – the *wayfare* lifeskill encompasses wilderness survival, travel and ecology on land, underground, and on both freshwater and saltwater, including sailing and fishing.
  - *Dive* has been absorbed into *toil*, though the adjusted *toil* now uses the normal *dive* roottraits (primary roottrait: Brawn; secondary roottrait: Lithe) – the adjusted *toil* lifeskill includes athletics, climbing and swimming.
  - *Mash* has been absorbed into *brew* – the adjusted *brew* lifeskill incorporates crafting and handling acids, toxins, chemicals, potions, wines, beers, grogs and meads, plus purifying exotic liquids (or blood) for consumption.
  - *Wile* has been absorbed into *mingle* (with no potential armor penalty) – the adjusted *mingle* lifeskill covers cultural and social assimilation, investigating, disguising, blending into crowds, and inconspicuously trailing others.
- » You automatically gain standard training in all 20 lifeskills.
- » At tier 1, you start with 1 training level to apply to any lifeskill you want (raising it from standard to improved training), plus bonus lifeskill training levels for your folk and kall (raising chosen lifeskills from standard to improved training). Every time you rise in tier, you gain 1 lifeskill training level to apply to any lifeskill you wish. As usual, you also gain an additional 1 lifeskill training level for each 1 point you put into your Smart score.

Based on the reduced 20 lifeskills, your options for folk Lifeskill Training Levels and Lifeskill Magic Bonuses are:

- **Aelf:** Upgrade to improved training in any two of these lifeskills – *barter, cook, craft, farm, look, lore, tumble, wayfare*. Also apply a separate +1 power bonus to any two of these lifeskills.
- **Dweorg:** Upgrade to improved training in any two of these lifeskills – *barter, cook, craft, heed, herd, lore, search, wayfare*. Also apply a separate +1 power bonus to any two of these lifeskills.
- **Faun:** Upgrade to improved training in any two of these lifeskills – *barter, cook, craft, flaunt, lore, lurk, mend, wayfare*. Also apply a separate +1 power bonus to any two of these lifeskills.
- **Oerc:** Upgrade to improved training in any two of these lifeskills – *barter, brew, cook, craft, lore, toil, trick, wayfare*. Also apply a separate +1 power bonus to any two of these lifeskills.
- **Scealc:** Upgrade to improved training in any two of these lifeskills – *barter, cook, clout, craft, lore, mingle, wayfare, writ*. Also apply a separate +1 power bonus to any two of these lifeskills.

Based on the reduced 20 lifeskills, your options for kall Lifeskill Training Levels are as follows, but you must choose different ones than those you chose for your folk Lifeskill Training Levels (upgrading them from standard to improved):

- **Assaulter:** Upgrade to improved training in any two of these lifeskills – *craft, herd, look, wayfare*.
- **Druid:** Upgrade to improved training in any two of these lifeskills – *farm, lurk, mend, toil*.
- **Exarch:** Upgrade to improved training in any two of these lifeskills – *clout, flaunt, heed, mingle*.
- **Monk:** Upgrade to improved training in any two of these lifeskills – *barter, cook, trick, tumble*.
- **Wizard:** Upgrade to improved training in any two of these lifeskills – *brew, lore, search, writ*.

## WEAPON ATTACKS

Instead of noting multiple weapon stances for each weapon (see Chapter 5), just choose a single stance for your weapon and only list it on one line. For simplicity, the GM could consider only allowing your PC to wield one weapon at a time, rather than paired melee or double melee weapons.

## MAGIC ATTACKS

Magic attack options have been simplified (see Chapter 5). Only clerics (druids, exarchs, monks, wizards) can wield magic attacks, since clerical-assaulters (assassins, bards, paladins, rangers, sentinels) have been eliminated (see Special Powers):

- » At tier 1, you automatically gain your kall's three Dawning-tier magic attack powers, plus you gain *arcane ray* in one energy type of your choice (though *arcane ray* is normally a Beginning-tier power). The statistics for *arcane ray* have been slightly altered, including a new additional power option, per the below *arcane ray* entry under "Universal".

# ALPENGARD QUICKQUEST

- » In the case of those magic attacks that come in multiple versions in the core rulebook (see Chapter 5), you will only have access to one version of those attack powers, as described below.
  - ❖ Per the below entries under “Druid” and “Monk”, the versions of *icewind* and *balance of essence* that affect 1 zone 2×2×2 are available, but stats have been altered to inflict reduced variable harm, with increased fixed harm mods.
- » In the case of those magic attack powers that inflict *whelm*, *gleam* or *gloom* harm in the core rulebook (see Chapter 5), the below adjustments reflect the altered harm categories.
- » For each magic attack’s additional power options, only the “persist” option is available, and all other additional power options have been eliminated. This includes the removal of additional power options based on your choice of *way* power (e.g. *way of the shaman* for a druid), and the *way* powers have been slightly altered to bring flavor to *Alpengard Quickquest* while keeping things simplified (see Special Powers).

Based on your kall, you gain the following magic attacks with the noted restrictions/adjustments:

- **Universal:**

- *Arcane Ray*: Maximum Targets—1 Target; Standard Base Harm—1d8 [*Per Chosen Energy*]; Improved Base Harm—5 [*Per Chosen Energy*]; Advanced Base Harm—8 [*Per Chosen Energy*]; Bonus Harm—1×(Fixed Mods)
  - ❖ Since the *whelm*, *gleam* and *gloom* harm categories have been eliminated, *arcane crushray*, *arcane radianceray* and *arcane shadowray* are unavailable to you. Your harm category reflects the chosen energy for your *arcane ray*—*wreck* (*forceray*); *flare* (*fireray*); *frost* (*iceray*); *rasp* (*acidray*); *rot* (*poisonray*); *shake* (*thunderray*); *shock* (*lightningray*)
  - ❖ Additional Power Option: Adjuvant action | expend 2 pneuma | You shoot a second ray; you can divide the 2 strikes between two targets, or combine them against one target (separate strike and harm rolls for each).

- **Druid:**

- *Icwind*: Maximum Area—1 Zone 2×2×2; Standard Base Harm—1d8 *Frost*; Improved Base Harm—5 *Frost*; Advanced Base Harm—8 *Frost*; Bonus Harm—¾×(Fixed Mods) (↑)
- *Ravenous Swarms*: No alterations.
- *Sporeclouds*: Maximum Targets—3 Targets; Standard Base Harm—1d4 *Rot* + 1d4 *Shock*; Improved Base Harm—3 *Rot* + 3 *Shock*; Advanced Base Harm—4 *Rot* + 4 *Shock*; Bonus Harm—½×(Fixed Mods) (↑)
- *Arcane Ray*: Choose from *arcane forceray*, *fireray*, *iceray*, *acidray*, *poisonray*, *thunderray* or *lightningray*.

- **Exarch:**

- *Dreadveils*: Maximum Targets—2 Targets; Standard Base Harm—1d6 *Flare*; Improved Base Harm—4 *Flare*; Advanced Base Harm—6 *Flare*; Bonus Harm—¾×(Fixed Mods) (↑)
- *Entomb the Forsaken*: No alterations.
- *Lightningrod*: Maximum Area—2 Zones 3×1×1; Standard Base Harm—1d4 *Shake* + 1d4 *Shock*; Improved Base Harm—3 *Shake* + 3 *Shock*; Advanced Base Harm—4 *Shake* + 4 *Shock*; Bonus Harm—¼×(Fixed Mods) (↑)
- *Arcane Ray*: Choose from *arcane forceray*, *fireray*, *iceray*, *acidray*, *poisonray*, *thunderray* or *lightningray*.

- **Monk:**

- *Balance of Essence*: Maximum Area—1 Zone 2×2×2; Standard Base Harm—1d4 *Flare* + 1d4 *Frost*; Improved Base Harm—3 *Flare* + 3 *Frost*; Advanced Base Harm—4 *Flare* + 4 *Frost*; Bonus Harm—½×(Fixed Mods) (↑)
- *Inexorable Curtain*: Standard Base Harm—1d4 *Wreck*; Improved Base Harm—3 *Wreck*; Advanced Base Harm—4 *Wreck*; Bonus Harm—½×(Fixed Mods) (↑)
- *Inspirational Platitudes*: Maximum Targets—4 Targets; Standard Base Harm—1d4 *Shake* + 1d2 *Rot*; Improved Base Harm—3 *Shake* + 2 *Rot*; Advanced Base Harm—4 *Shake* + 2 *Rot*; Bonus Harm—¼×(Fixed Mods) (↑)
- *Arcane Ray*: Choose from *arcane forceray*, *fireray*, *iceray*, *acidray*, *poisonray*, *thunderray* or *lightningray*.

- **Wizard:**

- *Bladestorm*: Maximum Area—1 Zone 4×2×2; Standard Base Harm—1d4 *Wreck* + 1d4 *Rasp*; Improved Base Harm—3 *Wreck* + 3 *Rasp*; Advanced Base Harm—4 *Wreck* + 4 *Rasp*; Bonus Harm—¼×(Fixed Mods) (↑)
- *Fireorbs*: Maximum Area—2 Zones 1×1×1; Standard Base Harm—1d10 *Flare*; Improved Base Harm—7 *Flare*; Advanced Base Harm—10 *Flare*; Bonus Harm—¾×(Fixed Mods) (↑)
- *Moaning Oubliette*: Standard Base Harm—1d4 *Shake*; Improved Base Harm—3 *Shake*; Advanced Base Harm—4 *Shake*; Bonus Harm—¼×(Fixed Mods) (↑)
- *Arcane Ray*: Choose from *arcane forceray*, *fireray*, *iceray*, *acidray*, *poisonray*, *thunderray* or *lightningray*.

Normally in *Alpengard Quickquest*, you will not gain any other magic attacks as you rise in tier. But if the GM wants to let you gain powers like *doomstars* or *pyreswath*, simply mark down their details on the back of your basic character scroll.

# ALPENGARD QUICKQUEST

## SPECIAL POWERS

At tier 1, you automatically start with 1 *way* power for your kall, along with access to 2 other special powers from those powers lists available to you, per Table 5.10 (see Chapter 5). Every time you rise in tier, you gain access to 1 new special power of your current tier or below. The universal cleric *way* powers have been eliminated (*way of the cultist*, *way of the diviner*, *way of the priest*, *way of the warlock*), and all the assaulter *aspect* and *vow* powers have also been eliminated.

- » Online *Alpengard Quickquest* pregens do not list folkish powers; GM's discretion whether to retain or eliminate them.
- » Available *way* powers have been adjusted to fit *Alpengard Quickquest*; their "additional power options" (which cost pneuma to execute) have been replaced by fixed bonuses to appropriate lifeskills (0 pneuma). Cleric *way* powers do not come with automatic accesses to other kall powers (e.g. no automatic *grace of nature* for druid *way of the witch*).
- » Two new assaulter *way* powers have been added in place of the *aspect* powers: *way of the harrier* and *way of the robber*.
- » At the appropriate tiers, assaulters automatically get *weapon cyclone* [tier 3], *weapon tornado* [tier 6] and *weapon hurricane* [tier 9] (see Chapter 5).
- » For clerics, instead of special advantages with specific magic attack powers (such as a druid with *way of the oracle* gaining boosted additional power options with *icewind*), the below cleric *way* powers grant you an extra +1 power bonus to your strike and harm mods for specific magic attack powers – this extra +1 power bonus to harm is applied after you multiply your total fixed harm mod by the fraction associated with the attack power.
  - ❖ **Example:** If you play a wizard and take *way of the augur*, you gain an extra +1 power bonus to your strike and harm mods for *moaning oubliette* (see below). For *moaning oubliette* (see Magic Attacks), your Bonus Harm is calculated as  $\frac{1}{4} \times (\text{Fixed Mods}) (\uparrow)$ . If your total fixed mod for magic harm is +5, you would multiply +5 by  $\frac{1}{4}$  and round up, resulting in a +2 fixed mod ( $5 \times \frac{1}{4} = 1.25$ ; rounds up to 2). Under normal *Alpengard* rules, all fixed mods would be included in your total magic harm fixed mod before applying any multipliers, so the extra +1 for *moaning oubliette* would create a +6 harm mod, still resulting in a +2 fixed mod ( $6 \times \frac{1}{4} = 1.5$ ; rounds up to 2), which would not boost your harm mod for *moaning oubliette*. In *Alpengard Quickquest*, you instead apply the extra +1 harm mod after multiplying by  $\frac{1}{4}$ , for a total +3 harm mod for *moaning oubliette* (+2 mod, +1 extra = +3).
- » For clerics, the *magic channeling* power has been eliminated, so you can freely pick up and use any conduit. You still automatically gain *arcane omen*, *arcane radiance*, *arcane shadow*, *arcane sigil*, *magic countering*, *magic deciphering* and *magic sensing*, but not *rune of ruse*. You also automatically gain your cleric kall's healing power (druid: *restorative nutrients*; exarch: *sanctified rehabilitation*; monk: *ultimate rejuvenation*; wizard: *surgery of the cosmos*). Lastly, if you are a druid, monk or wizard, you automatically gain *expulsion*, and if you are an exarch, you automatically gain *exorcism*.
- » It is recommended that GMs not bother with the nuances of grappling (*grappling – standard*, *grappling – improved*, *grappling – advanced*). Just use counter-challenge rolls with melee weapon strike mods to resolve grappling contests.
- » For powers that grant bonuses based on fractions of roottraits or fractions of tiers, the GM can instead replace them with fixed mods to eliminate ongoing calculations, such as a fixed +2 mod for assaulter powers like *close ranks*.
- » Many special powers need changes to fit *Alpengard Quickquest*, like those that inflict harm of eliminated harm categories, and there are far too many to list here (see Chapter 5). GMs can use their best judgment as situations arise.

Based on your kall, you choose one of the below *way* power options:

- **Assaulter:**
  - *Way of the Bombardier*: You gain a +2 power bonus to your strike mod for barrage weapon attacks, a +1 power bonus to your hasten mod, and a +1 power bonus to your *look* checks.
  - *Way of the Harrier*: You gain a +1 power bonus to your harm mod for melee weapon attacks and strike mod for barrage weapon attacks, a +1 power bonus to your Fettle defense, and a +1 power bonus to your *tumble* checks.
  - *Way of the Fighter*: You gain a +2 power bonus to your strike mod for melee weapon attacks, a +1 power bonus to your Nimble defense, and a +1 power bonus to your *toil* checks.
  - *Way of the Robber*: You gain a +1 power bonus to your strike mod for melee weapon attacks and harm mod for barrage weapon attacks, a +1 power bonus to your Mindful defense, and a +1 power bonus to your *trick* checks.
  - *Way of the Skirmisher*: You gain a +1 power bonus to your strike mod for melee and barrage weapon attacks, a +1 power bonus to your walking sprint speed, and a +1 power bonus to your *lurk* checks.
- **Druid:**
  - *Way of the Oracle*: You gain a +1 power bonus to your strike mod for magic attacks, a +1 power bonus to your hasten mod, and a +1 power bonus to your *wayfare* checks. For *icewinds*, you gain an extra +1 power bonus to your strike and harm mods.

# ALPENGARD QUICKQUEST

- *Way of the Shaman*: You gain a +1 power bonus to your harm mod for magic attacks, a +1 power bonus to your walking sprint speed, and a +1 power bonus to your *herd* checks. For *ravenous swarms*, you gain an extra +1 power bonus to your strike and harm mods.
- *Way of the Witch*: You gain a +1 power bonus to your harm mod for magic attacks, a +1 power bonus to your Mindful defense, and a +1 power bonus to your *farm* checks. For *sporeclouds*, you gain an extra +1 power bonus to your strike and harm mods.
- **Exarch:**
  - *Way of the Curate*: You gain a +1 power bonus to your strike mod for magic attacks, a +1 power bonus to your hasten mod, and a +1 power bonus to your *mend* checks. For *lightningrod*, you gain an extra +1 power bonus to your strike and harm mods.
  - *Way of the Friar*: You gain a +1 power bonus to your harm mod for magic attacks, a +1 power bonus to your walking sprint speed, and a +1 power bonus to your *writ* checks. For *dreadveils*, you gain an extra +1 power bonus to your strike and harm mods.
  - *Way of the Templar*: You gain a +1 power bonus to your harm mod for magic attacks, a +1 power bonus to your Mindful defense, and a +1 power bonus to your *clout* checks. For *entomb the forsaken*, you gain an extra +1 power bonus to your strike and harm mods.
- **Monk:**
  - *Way of the Ascetic*: You gain a +1 power bonus to your harm mod for magic attacks, a +1 power bonus to your hasten mod, and a +1 power bonus to your *search* checks. For *inexorable curtain*, you gain an extra +1 power bonus to your strike and harm mods.
  - *Way of the Guru*: You gain a +1 power bonus to your harm mod for magic attacks, a +1 power bonus to your max walking speed, and a +1 power bonus to your *minge* checks. For *inspirational platitudes*, you gain an extra +1 power bonus to your strike and harm mods.
  - *Way of the Seer*: You gain a +1 power bonus to your strike mod for magic attacks, a +1 power bonus to your Mindful defense, and a +1 power bonus to your *heed* checks. For *balance of essence*, you gain an extra +1 power bonus to your strike and harm mods.
- **Wizard:**
  - *Way of the Augur*: You gain a +1 power bonus to your strike mod for magic attacks, a +1 power bonus to your Mindful defense, and a +1 power bonus to your *brew* checks. For *moaning oubliette*, you gain an extra +1 power bonus to your strike and harm mods.
  - *Way of the Enchanter*: You gain a +1 power bonus to your harm mod for magic attacks, a +1 power bonus to your Fettle defense, and a +1 power bonus to your *barter* checks. For *bladestorm*, you gain an extra +1 power bonus to strike and harm mods.
  - *Way of the Sorcerer*: You gain a +1 power bonus to your strike mod for magic attacks, a +1 power bonus to your hasten mod, and a +1 power bonus to your *lore* checks. For *fireorbs*, you gain an extra +1 power bonus to strike and harm mods.

To facilitate players' creativity, GMs are encouraged to "wing it" with each power's effects, especially when playing with kids. Be careful not to give them too much latitude so that things become overpowered, but let them have creative fun.

## WEAPONS • ARMORS AND SHIELDS • EQUIPMENT

You are welcome to start your PC with whatever equipment and money your GM allows (see Chapter 7). As previously mentioned, the GM can bring a touch of realism by allowing PCs to carry more (or less) based on their folk and Brawn scores, but *Alpengard Quickquest* does not have burden penalties. With that said, any penalties to your lifeskills, speed and Nimble defense from armors and shields will still apply normally, per Table 7.1 (see Chapter 7). Outside of that, unless your GM objects, if you need a piece of gear that seems reasonable, such as a torch or a rope, just assume you have it.

- At tier 1, you start with common-quality equipment. The GM may let you find superior or exceptional equipment (see Chapter 7), but *Alpengard Quickquest* does not specify special materials (e.g. iron versus steel versus starsilver). Yet if the GM wants to apply the benefits of a special material like crystalwood or skullstone... that is great – go for it!
- Armors and Shields: For protective armaments, you do not combine the resist *wreck* and resist *whelm* listed in Table 7.1 (see Chapter 7); just go with the listed resist *wreck*.
  - ❖ **Example:** Superior chain armor grants resist *wreck* 11; -4 lifeskill penalty; -2 speed penalty; -1 Nimble penalty.

# ALPENGARD QUICKQUEST

## THE SPIRIT OF POWERS

Sometimes players may want to use magic or special powers in ways that go against their intended usage, even if this is not specifically prohibited in the power descriptions (see Chapter 5). In such cases, GMs can use their best judgment as to whether the use of the power is appropriate.

- ❖ **Example:** The magic power *arcane shadow* allows the invoker to conjure an area of pitch blackness in an aura of range 0-5, attaching it to an object as its source-point. Although *arcane shadow* can certainly be used in combat, such as by attaching *arcane shadow* to a chair next to a group of foes (indirectly blinding them), this power is not intended to allow the invoker to directly blind an opponent. A clever player might try to have her PC attach a range-0 *arcane shadow* to the tip of an enemy's sword, effectively blinding her enemy unless he drops his sword (hoping he has another weapon handy); this goes beyond the intended scope of *arcane shadow*, and to teach her a lesson, the GM could have an opposing cleric invoke *arcane shadow* on the tip of the PC's wand... which she needs to wield her magic; she would have to drop her wand, leaving her completely unarmed (most clerics do not carry more than one conduit at a time). At that point, the players and GM could probably agree that *arcane shadow* should not be allowed to be placed directly onto creatures or onto equipment being carried or wielded by creatures, even though this is not directly stated in the power description.

## THE RULE OF PNEUMA

Whether you are playing *Alpengard* or *Alpengard Quickquest*, you are delving into an imaginative world of magic and wonder. If you are the GM and your players want to do something creative, whether making changes to an existing special/magic power or conjuring a new special magic/power, you can always just invoke the Rule of Pneuma. The Rule of Pneuma simply stipulates that if a player wants to have her or his PC execute an effect that goes beyond or outside the scope of an established special/magic power, the GM can charge the PC an appropriate amount of additional pneuma.

- ❖ **Example (0-1 pneuma):** A friend of mine was running *Alpengard Quickquest* with his family when one of his young daughters asked if she could transform *doomstars* (normally flaming meteors) into huge blocks of ice that explode upon impact and unleash swarms of penguins that peck everything around them. Answer = yes!