

To narrow down your choices quickly, put a stone next to each quest, and then have everyone (taking turns or simultaneously) remove any they aren't interested. Don't worry about whether other players might like those quests. Just remove any that don't interest you. When you get down to only two or three quests, discuss and vote.

You can also roll to pick a quest at random. Roll one six-sided die for the row, one for the column (1-3 for the first, 4-6 for the second).

## **the Anomaly**

Investigate the strange phenomenon and decide what to do about it

## **the Defense**

Protect our dungeon from the so-called "heroes"

## **the Disaster**

Save as many people as possible as well as their most important possessions

## **the Dungeon**

Overcome the dangers of the dungeon

## **the Expedition**

Go where no one has gone before

## **the Haunted House**

Find out what causes the eerie incidents

## **the Investigation**

Solve the crime

## **the Move**

Organize the move and arrive at our new home

## **the Party**

Organize and celebrate an amazing event

## **the Restaurant**

Open a successful restaurant

## **the Ritual**

Invoke the supernatural

## **the Road Trip**

What matters is the journey, not the destination

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# **Pick Your New Quest**