

DAUNCEON
DEGENERATES
HAND OF DOOM



Quest & Roleplay Generator
by Melo Lee

Quest / Roleplay ideas Generator ♣

by Melv "Annoying Plastic" Lee v1.1

D6 / D66 Tables for Dungeon Degenerates (Suitable for Solo)

Features:

1. Light on rules resources
2. Roll to generate Quest / Side quest ideas
3. Allow Solo Roleplay by including Oracle tables

♣ How to use: ♣

1. Generate quest ideas or Roleplay ideas: (See Die Wurst 2 article)
 - Roll on **Quest Generator tables** and draw cards from the relevant deck or roll on tables when seeing *Italics* words
2. Generate **NPC**:
 - Drawing an unused random character card or roll on relevant tables.
3. Introduce **Action / Attribute Test** using the DD system:
 - Define / Roll on test difficulty level. An Action will require player to roll under the attribute with 2D6s and the higher of the 2D6 will need to meet the task level requirement.

I.e. A **DANGEROUS** task to **SUBDUE** a Naga will require player to roll 2D6 less than their **STR** and the higher of the 2D6 to be a 3+

4. Join the dots by asking and answering Questions

Examples:

- Why the NPC wants you to deliver the Item to a Location?
- Is there any sinister plot / twist behind the quests?

Roll on the Oracle tables if answer is not clear.

Example of Play:

1. When entering the Roleplay phase (see Die Wurst 2 article), the PC (player characters) can decide to go to the Inn and ask for jobs.
2. An NPC (or unused character) may offer a job (Roll on Quest Generator tables). Add flavour by rolling on NPC description to dress up the NPC.
3. The PC can decide to accept, refuse, straight up attack / rob the NPC (your usual murderhobo move) or any action you want
4. Interaction with **NPC** is all based on your imagination or you can roll on **NPC Reaction table** or use the **Action table** to generate ideas on what the NPC will do. Introduce action test when you believe the action has some level of difficulties or would generate interesting story plots.







I.E. if you decide to **Bargain** with **NPC** for more reward, you can do a **Morale Test**. You can either:


- a. Decide the test difficulty by rolling / picking on test difficulty table.
 - b. Roll against the **NPC** stats - roll on **Morale** for both PC and the NPC to see who succeed / has a higher roll of the 2D6. I.E. If your PC roll a 2 & 1 against MRL 4 and the NPC roll a 4 & 1 against their MRL 7, Both Characters will pass the MRL test but the NPC will “Win” the contest due to higher D6 score of 4 vs 2.
5. Complete the quest for rewards or keep the quest items yourself but there may be consequences (Roll or pick from Quest fail consequence tables)


Like any roleplaying game, Game Balance is all up to you the **Würstmaster**.


Some people play for the story, some people play for the pain.
It's up to you to decide.

QUEST GENERATOR

D6 Roll	Quests / Goals
1	Protect / Guard 
2	Attack / Destroy 
3	Find / Recover 
4	Discover / Explore 
5	Steal / Capture 
6	Survive / Escape 

Protect / Guard 	
D6 Roll	Quests / Goals Details
1	<i>LOCATION</i> from <i>FACTION</i> attack
2	Deliver <i>ITEM</i> to <i>NPC</i> at <i>LOCATION</i>
3	<i>ITEM</i> at <i>LOCATION</i> from <i>NPC</i> / <i>ORGANISATION</i>
4	<i>RELIC</i> for D3 turns
5	Escort <i>NPC</i> from your location to <i>LOCATION</i>
6	the Secret Identity of an <i>NPC</i>

Attack / Destroy 	
D6 Roll	Quests / Goals Details
1	Powerful Hostile <i>NPC</i> at <i>LOCATION</i>
2	<i>LOCATION</i> protected by D3 <i>NPC</i>
3	<i>RELIC</i> Guarded by D3 <i>Epic Monsters</i>
4	An <i>ORGANISATION</i> at <i>LOCATION</i>
5	A <i>CULT</i> that worships the <i>FACTION</i> God / leader
6	Reroll

Find / Recover 	
D6 Roll	Quests / Goals Details
1	Important <i>NPC</i> at <i>LOCATION</i>
2	Missing <i>NPC</i> at <i>LOCATION</i>
3	Path to <i>LOCATION</i>
4	Lost / Stolen <i>ITEM</i>
5	Rare <i>MONSTER</i> at <i>REGION</i>
6	Magical <i>CONSUMABLE</i>

Discover / Explore

D6 Roll

Quests / Goals Details

1	New path - Explore all connected roads from <i>LOCATION</i>
2	<i>ITEM</i> at <i>LOCATION</i>
3	Secret <i>WEAKNESS</i> of an NPC
4	Catacomb of a powerful <i>NPC</i>
5	A New Ritual to Spread / Contain Hand of Doom
6	Truth about a Legend

Steal / Capture

D6 Roll

Quests / Goals Details

1	<i>JEWELRY</i> from <i>NPC</i>
2	<i>RELIC</i> from <i>NPC</i>
3	Important <i>NPC</i>
4	Map / Scroll from <i>LOCATION</i> / <i>NPC</i>
5	Spellbook from <i>LOCATION</i> / <i>NPC</i>
6	<i>MONSTER</i> from a <i>FACTION</i>

Survive / Escape

D6 Roll

Quests / Goals Details

1	Manhunt by <i>NPC</i>
2	Plague for D6 turns
3	Prison for D6 turns
4	Frenzy <i>NPC</i> attack
5	<i>War</i> between 2 <i>FACTIONS</i>
6	Curse by a Vengeful Warlord / Witch / Wizard

REGION / LOCATION

REGION

D6 Roll	Region
1	Wetlands
2	Lowlands
3	Highlands
4	Badlands
5	Current Region
6	Current Region

HIGHLANDS

D66 Roll	Locations
11-15	The Windmill
16-24	North Bridge
25-33	Tunnel of Terror
32-42	Pigskin Port
41-45	Temple of Madness
46-54	Bandit Camp
55-66	The Watch Tower

WETLANDS

D66 Roll	Locations
11-14	Gutfish Ford
15-23	Sunken Village
24-32	Stone Circle
33-36	The Black Tree
41-44	Fishmonger Camp
45-52	Dusk Hall
53-56	Ghost Gate
61-66	Tower Island

BADLANDS

D66 Roll	Locations
11-22	Last Chance
23-33	Skull Bridge
34-44	The Hell Pit
45-55	Goblin Fortress
56-66	Crystal Crater

LOWLANDS

D66 Roll	Locations
11-14	Brüttelburg
15-22	Hag's Fork
23-26	Hunt Lodge
31-34	East Bridge
35-42	Witch Hill
43-46	Crossroads
51-54	The Holy Order
55-62	The Graveyard
63-66	The Catacomb

ITEMS

GENERAL

D6 Roll	Item Type
1-2	Any Item
3-4	Consumable
5	Weapon / Armor
6	Relic

Consumable

D6 Roll	Consumable Type
1-2	Food
3	Alchemical
4	Herb
5	Ammo / Shot
6	Fungus

Weapon / Armor

D6 Roll	Weapon / Armor Type
1	Blade
2	Shield
3	Head
4	Body
5	Gauntlet
6	Ammo / Shots

Quest Rewards & Failure Consequence

Roll a Quest Twist for every D6 test fail (Decide at start of Quest)

Success Rewards

D6 Roll	Rewards
1	Gain D3 Items / Gain D6 x Quest Level Gold
2	Gain D3 Luck
3	Gain D3 x Quest Level Exp
4	NPC Favour - Test requirements -1 at LOCATION
5	NPC Follower - Gain a follower
6	Reduce Danger / Test Level

Failure Consequence

D6 Roll	Consequence
1	Lose D3 Items
2	Lose D6 x Character Gold
3	Lose D3 x Quest Level Exp
4	NPC Detest - Test requirements +1 at LOCATION
5	NPC Hatred - Hunted by an NPC for D6 Turns
6	Increase Danger / Test Level

Quest Twist

D6 Roll	Quest Twist
1	Reward is Halved
2	Immediately Fail current quest and start another
3	Danger / Task Difficulty Level Increases
4	Friendly NPC turned Hostile
5	Defeated Hostile comes back to with Full HP
6	Roll 2 Twists

ROLEPLAY

Test / Task Difficulty - Roll 2D6 on Test Attribute - Result lower than Attribute & Highest Dice high than Test difficulty = Success

Test / Task / Quest Difficulty

D6 Roll	Task Difficulty Level	Higher D6 Req	Quest Progression
1	Easy	1+	3 Boxes
2	Troublesome	2+	2 Boxes
3	Dangerous	3+	1 Box
4	Formidable	4+	3 Strikes
5	Extreme	5+	2 Strikes
6	Epic	6+	1 Strike

Typical Action / NPC Action

3D6 Roll	Action	Attribute Test
3	Detect Weakness	PER
4	Bribe / Seduce	MRL
5	Persuade / Bargain	MRL
6	Rally / Summon	MAG
7	Climb / Lift	STR
8	Acrobat	AGL
9	Recover / Heal	CON
10	Aim / Target	PER
11	Sneak / Hide	AGL
12	Intimidate	STR
13	Explore	PER
14	Curse / Lift Curse	MAG
15	Taunt	CON
16	Identify / Source Magic	MAG
17	Steal	AGL/PER
18	Subdue	STR/AGL

NPC GENERATOR

Roll on tables below or use any unused Degenerate Character

NPC Type

D6 Roll	Type
1	Town Folks / Locals
2	Merchants
3	Aristocrats / Nobles
4	Law / Puritans
5	Psycho / Wild / Freak
6	Monster

NPC Faction

2D6 Roll	Lowlands	Wetlands	Highlands	BadLands
2	Cult	Filth	Construct	Cult
3	Filth	Filth	Filth	Daemon
4	Fishoid	Fishoid	Fishoid	Filth
5	Heretic	Fishoid	Heretic	Goblin
6	Human	Heretic	Human	Goblin
7	Law	Heretic	Human	Human
8	Puritan	Reptilian	Human	Orc
9	Puritan	Troll	Human	Orc
10	Undead	Undead	Reptilian	Reptilian
11	Vermin	Vermin	Weird	Vermin
12	Weird	Witch	Witch	Witch

Organisation / Cult

D6 Roll	Organisation / Cult
1-2	Small - 1 <i>NPC</i> , 5 Monsters
3-4	Medium - 2 <i>NPC</i> , 1 Epic & 10 Monsters
5-6	Large - 3 <i>NPC</i> , 2 Epic & 15 Monsters

NPC Description

4D6 Roll	NPC Description
4	Filthy
5	Heretic
6	Weird
7	Smelly
8	Kinky
9	Scratchy
10	Ugly
11	Dimwit
12	Vulnerable
13	Compulsive
14	Addicted
15	Vanity
16	Fearful
17	Diseased
18	Whiny
19	Lazy
20	Gluttonous
21	Cruel
22	Cowardly
23	Aggressive
24	Greedy

NPC Weakness

4D6 Roll	NPC Weakness
4	Vanity
5	Stupidity
6	Vulnerable Special Part
7	Can't Distance itself from specific Place / Location
8	Need to Feed constantly
9	Life depends on a specific <i>ITEM</i>
10	Vulnerable to certain type of attack

NPC Weakness (Cont'd)

4D6 Roll	NPC Weakness
11	Aversion to some substance or object
12	Methodic compulsion
13	Honor Code
14	Circumstantial Weakness
15	Powerful Enemy
16	Addiction
17	Obsession
18	Vulnerability in another dimension
19	Simply knowing its true Name makes it weak
20	Weakness after a ritual
21	Fears its own reflection
22	Hubris
23	Self-Loath
24	True Beauty

NPC Reaction

Successful MRL test increase Reaction Level by 1, every miss reduces by 2

D6 Roll	NPC Reaction
1	Violent
2	Aggressive
3	Suspicious
4	Neutral
5	Helpful for a price
6	Helpful but will not put themselves in Danger

ORACLE TABLE

Roll on tables below to answer questions or generate plot twists

YES / NO			
D6 Roll	Unlikely	50/50	Likely
1	No, And	No, And	No
2	No, And	No	No, But
3	No	No, But	Yes, But
4	No, But	Yes, But	Yes
5	Yes, But	Yes	Yes, And
6	Yes	Yes, And	Yes, And

BUT is related to “What”	
D6 Roll	But “What”
1	A twist to the relationship between people in the situation
2	An adjustment to the physical environment
3	An error in an assumption some NPC is making
4	A fact the PC thinks they know is actually wrong
5	The failure of a piece of gear either for the PC or NPC
6	Sublimely bad or good timing of a sudden event

AND is related to “What”	
D6 Roll	And “What”
1	An advantage secured by PC or NPC
2	A significant progression or setback on current goal
3	An assumption made by PC or NPC has been confirmed
4	The most obvious outcome has been achieved
5	Additional information has surfaced
6	Intensified situation

THEME ACTION TABLE ✂

Roll on tables below together to generate plot, NPC goals or theme of a scene

Theme			
D6 Roll	1-2	3-4	5-6
1	Direction	Enemy	Greed
2	Community	Faction	Resource
3	Law	Path	Truth
4	Power	Weakness	Monster
5	Plot	Ritual	Rumour
6	Survival	Emotion	Luck

Action			
D6 Roll	1-2	3-4	5-6
1	Consume	Defeat	Change
2	Communicate	Defy	Risk
3	Lose	Gain	Reduce
4	Serve	Move	Help
5	Take	Find	Hold
6	Learn	Avoid	Overcome

Goal			
D6 Roll	1-2	3-4	5-6
1	Find Someone	Maintain Status Quo	Find a Secret
2	Make Agreement	Escape from someone	Beat a rival
3	Pay a debt	Build Relationship	Cure disease
4	Secure Advantage	Gain Power	Self-Indulge
5	Collect a Debt	Secure Resource	Destroy Relationship
6	Spread Faith	Gain Knowledge	Restore order

LOCATION GENERATOR

Road / Path / Wild				
2D6 Roll	Lowlands	Wetlands	Highlands	BadLands
2	Fugitive Hideout	Fish Monger Shelter	Mercenary Camp	Destroyed Community
3	Old Tower	Stone Totem	Gutter Campfire	Acid Pool
4	Burned Orchard	Stilt Bridge	Hollow & Cave	Cactus Oasis
5	Opened Grave	Weed Crop	Crumbling Wall	Rock Shelter
6	Farmhouse	Carrion Site	Lost Village	Skrag Site
7	Abandoned Site	Old Catacomb	Weird Tower	Filth Pit
8	Logging camp	Scrogling Nest	Bandit Hideout	Salt Quarry
9	Militia Outpost	Swamp Cave	Refugee Shelter	Old Shrine
10	Noble Mansions	Suspicious Hut	Pirate Boat	Dusty Dune
11	Ritual Site	Monster Lair	Abandoned mine	Goblin Nest
12	Witch Coven	Flooded Ruin	Tribal Camp	Brutes Lair

Settlement				
2D6 Roll	Lowlands	Wetlands	Highlands	BadLands
2	Dungeons	Ritual Site	Trading Post	Water Tank
3	Gang / Heretic Enclave / Coven	Community House	Tanneries Workshop	Sacred Landmark
4	Illegal Factory	Trading Post	Slaves Market	Trading Post
5	Market Plaza	Hunting Post	Madmen Corner	Slave Market
6	Ale House	Drinking Den	Drinking Wagon	Forge
7	Gambling Hall	Traveller Camp	Slaughterhouse	Wheel of Pain
8	Temple	Lake Port	Livestock Pens	Fighting Pit
9	Drug Den	Warlock Garden	Grinder Guild	Stone Craft
10	Fighting Arena	Witch Hut	Fighting Pit	Witch Cave
11	Brothel	Pleasure Hut	Pleasure Tent	Breeding Tent
12	Nobel House	Sacrificial Site	Nomad Tent	Depravity Tent

RANDOM EVENT TROPE

Exterior Location

2D6 Roll	Lowlands	Wetlands	Highlands	BadLands
2	Prohibited Dealings	Blood Flies Swamp	Weird Bombardment	Horde Migration
3	Grave Digging	Missing Livestock	Road Toll	Tribal Re-enactment
4	Dead NPC	Injured NPC	Mad NPC	Captured NPC
5	Heretic Hunting	Idol Building	Gang War	Smoke Signal
6	Secret Gathering	Slime Sighting	Cannibalism	Wide Orgy
7	Occult Ritual	Drunken Reveller	Con Artist	Slaver Caravan
8	Gütter Trouble	Crown Search	Fortune Teller	Combat Trial
9	Inquisition	Harpies Attack	Caravan attacked	Earthquakes
10	Military Patrol	Treasure Hunter	Slave Hunting	Morbad Patrol
11	Vampyr Attack	Fugitives	The Blight	Scholar
12	Faction Conflict	Breeding Seasons	Faction Conflict	Goblin Raid

Settlement

2D6 Roll	Lowlands	Wetlands	Highlands	BadLands
2	Riot	Elder Council	Market Season	Trial by Combat
3	Gang Violent	Pest Infestation	Escaped Slave	Water Shortage
4	Prosecution	Stolen Child	Weird Purge	Tribal Marriage
5	Night Attack	Sacrifice Season	Goblin Race	Aging Elder
6	Gas Squad Raid	Fugus infection	A Tournament	Morbad Agent
7	Würstfest	Turnipnacht	The Carnival	Tribal Feast
8	Alchemical Accident	Visit from the Lady of the lake	Weird Corruption	Initiation Ceremony
9	Tax collection	Mutated Child	Gang Protection	East meet West
10	Mendicant Trouble	Scrog Slaver Demand	Unrefusable Offer	A Proposal from a Beyonder
11	Secret Gathering	Infiltration	Mad Vision	Skrocut Swamp
12	Faction Conflict	Faction Conflict	Faction Conflict	Faction Conflict

Quest Progression Tracker

Optional Table to Track Quest Progression

Quest Description	Difficulty	Progress 4 strikes = 1 box		
	Easy			
	Troublesome			
	Dangerous	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Formidable			
	Extreme			
	Epic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Easy			
	Troublesome			
	Dangerous	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Formidable			
	Extreme			
	Epic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Easy			
	Troublesome			
	Dangerous	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Formidable			
	Extreme			
	Epic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Easy			
	Troublesome			
	Dangerous	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Formidable			
	Extreme			
	Epic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Easy			
	Troublesome			
	Dangerous	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Formidable			
	Extreme			
	Epic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Easy			
	Troublesome			
	Dangerous	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Formidable			
	Extreme			
	Epic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Easy			
	Troublesome			
	Dangerous	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Formidable			
	Extreme			
	Epic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Easy			
	Troublesome			
	Dangerous	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Formidable			
	Extreme			
	Epic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Reference:

Inspired by RPG books and board games like: Dark Venture, Ironsworn, Scarlet Hero, Sharp Swords and Sinister Spells, Rogueland and many others.

Font used:**DUNGEON DEGENERATES**

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