



Quest Generation

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Quest Actions:

Botany:

Cooking:

Restoration:

Fighting:

Hunting:

Magic:

Leadership:

Entertaining:

~ = Perilous Quest

Quest Actions:

Botany:

QUEST GIVER of AREA says | that the local plants are

QUEST GIVERS of AREA are | worried about the local plants! Apparently, they're

the local plants are

Botany: dying quickly

Success: figured out why the plants were dying and put a stop to it.

Fail: tried everything SUBJECT_PRONOUN could but couldn't keep the plants from dying.

Botany: affected with a blight

Success: stopped the spread of the blight and saved the plants.

Fail: failed to stop the blight from spreading, which ruined the harvest.

Botany: growing unusually slowly

Success: fertilized the plants, helping them grow faster.

Fail: couldn't figure out why the plants were growing so slowly.

Botany: being assaulted by pests

Success: used POSSESSIVE_PRONOUN own pesticide to kill the pests and bring minimal harm to the plants.

Fail: couldn't make a strong enough pesticide to drive the bugs away.

Botany: poisoning people

Success: found toxins in the soil and removed them.

Fail: was unsuccessful in identifying the root of the problem.

Botany: overrun by weeds

Success: successfully weeded the entire field.

Fail: tried POSSESSIVE_PRONOUN best, but the weeds grew back faster than SUBJECT_PRONOUN could get rid of them.

Botany: attacking villagers

Success: created an herbal remedy that returned the plants to their natural state.

Fail: got thwacked by thistles and went home with wounds all over POSSESSIVE_PRONOUN body.

~**Botany:** producing incredibly lethal airborne toxins

Success: managed to identify and remove the toxic plants from the area without succumbing to the toxins.

Fail: failed to stop the toxins from spreading further into the nearby town.

~**Botany:** transforming into humanoid plant demons

Success: created a drug that returned the plants to their original state.

Fail: created a drug that accomplished absolutely nothing, leaving the plant demons to attack nearby people.

~**Botany:** releasing a strange pollen into the air that's turning people rabid

Success: managed to create a remedy that countered the effects of the pollen.

Fail: was overrun by the rabid townspeople before they could counter the effects of the pollen.

Cooking:

QUEST GIVER of AREA says | that their food is

QUEST GIVERS of AREA are | concerned about the food! Apparently, it's

the food is

Cooking: making people sick

Success: identified the source of the food poisoning.

Fail: couldn't figure out why the food was making everyone sick.

Cooking: spoiling unusually fast

Success: treated the food stores with preservatives.

Fail: did a poor job of trying to preserve the food, and it spoiled anyway.

Cooking: being eaten by aggressive vermin

Success: put out tons of traps and successfully caught the vermin.

Fail: put down traps to catch the vermin eating food stores, but SUBJECT_PRONOUN didn't catch anything.

Cooking: tastes really bland

Success: brought flavor town to town, and deliciously seasoned the food.

Fail: tried unsuccessfully to improve the food's flavor by boiling everything.

Cooking: in short supply

Success: found some alternate food sources in the nearby environment.

Fail: wasn't able to help SUBJECT find more food.

Cooking: crude and tastes terrible

Success: gave the locals cooking lessons, helping them to prepare food better.

Fail: underestimated how terrible the locals were at cooking and was unable to teach them.

Cooking: lacking so the town is holding a food festival to celebrate high quality dishes

Success: received the golden Turducken award for presenting the most delectable and delightful dishes.

Fail: lost a bunch of POSSESSIVE_PRONOUN credibility as a chef, and the unfortunate news spread quickly among top chef social circles.

~Cooking: spoiled and needs to be used to feed a whole town

Success: managed to whip up an incredible stew to feed the town.

Fail: created a dish so horrible, the locals turned violent.

~**Cooking:** in need of a taste tester to check for poisons

Success: immediately noticed the off taste and notified the town officials.

Fail: shoveled handfuls of poisoned food into POSSESSIVE_PRONOUN mouth.

~**Cooking:** currently a large amount of unprepared fugu, and the town needs someone skilled to prepare it.

Success: successfully and skillfully prepared the poisonous fish, and the party was invited to the feast.

Fail: became ill and fainted after carefully tasting a piece of their prepared fugu, and the party was run out of town for POSSESSIVE_PRONOUN failure.

~**Cooking:** A rogue mage has caused the cows in the local area to explode, the town needs help cutting down on the amount of meat. (Will not be implemented until after Lead-Ins are gone)

Success: masterfully prepared a grand barbeque for the people of the town with incredible speed, swiftly reducing the amount of meat.

Fail: couldn't keep up with the amount of meat they needed to prepare and was literally buried under small mountains of it.

Restoration:

QUEST GIVER of AREA says | that their neighbors are

QUEST GIVER of AREA says | that they're

QUEST GIVERS of AREA are | worried about their people's health! They're
they're

Restoration: infected with plague

Success: successfully cured the plague.

Fail: couldn't treat the plague as it continued to ravage the community.

Restoration: losing their vision

Success: was able to reverse the vision loss with herbal remedies.

Fail: couldn't do anything to reverse the vision loss.

Restoration: suffering from high fever

Success: was able to bring SUBJECT back to health.

Fail: wasn't able to stop the fever of SUBJECT and they passed away.

Restoration: fainting unexpectedly

Success: found that SUBJECT had an iron deficiency, and prescribed an altered diet.

Fail: tried herbal remedies to treat SUBJECTs fainting, but nothing helped.

Restoration: in need of medicinal training

Success: was successfully able to teach SUBJECT the basics of medicine.

Fail: did POSSESSIVE_PRONOUN best to teach SUBJECT medicine, but SUBJECT_PRONOUN explained everything terribly.

Restoration: worried the AFFECTED_AREA is tainted by dark magic

Success: cleared the dark energies from AFFECTED_AREA.

Fail: underestimated the strength of dark magic affecting AFFECTED_AREA, and was unable to purify it.

Restoration: fearful that the AFFECTED_AREA is occupied by an evil presence

Success: successfully drove the evil spirit out of AFFECTED_AREA.

Fail: was driven from AFFECTED_AREA by the evil spirit; it proved to be too strong.

Restoration: worried the AFFECTED_AREA has been desecrated by unknown forces

Success: was able to restore AFFECTED_AREA to its original state.

Fail: found that the AFFECTED_AREA was beyond saving for someone of POSSESSIVE_PRONOUN skill level.

Restoration: concerned the AFFECTED_AREA has been cursed

Success: lifted the curse from AFFECTED_AREA.

Fail: tried to lift the curse, but it was too strong.

Restoration: convinced the AFFECTED_AREA needs to be purified of evil

Success: purified AFFECTED_AREA of evil auras.

Fail: couldn't remain in AFFECTED_AREA long enough to perform the ritual without being corrupted.

Restoration: sure the AFFECTED_AREA needs to be exorcised

Success: successfully exorcised the evil spirit occupying AFFECTED_AREA.

Fail: was laughed out of AFFECTED_AREA by the evil spirit when SUBJECT_PRONOUN tried to perform the exorcism.

~**Restoration:** reporting that the locals have been cursed and are attacking each other

Success: casted a massive healing spell that brought the townsfolk back to their senses.

Fail: failed to heal the town and instead became the target of the rabid townsfolk.

~**Restoration:** worried about an extremely aggressive corruption around the AFFECTED_AREA

Success: managed to skillfully subdue the corruption in the AFFECTED_AREA.

Fail: failed to purify the corruption in the AFFECTED_AREA and was swallowed by it for a short time.

~**Restoration:** desperately seeking assistance with a parasitic blight passing from one person to another

Success: managed to isolate and purge the blight from the townspeople before it could do any real damage.

Fail: failed to purge the blight and instead became a victim of it for a short period of time.

~Restoration: seeking aid! A nearby warlock has corrupted a dragon and her eggs, causing the dragon to go into a frenzy and attack the town

Success: successfully dispelled the corruption and was able to calm the dragon with powerful healing spells.

Fail: failed to heal the dragon and was forced to seek shelter in an attempt to survive the dragon's rampage.

Fighting:

QUEST GIVER of AREA says | the

QUEST GIVERS of AREA are | preparing for a fight! The
the

Fighting: AFFECTED_AREA is vulnerable to attack from ENEMY_TYPE

Success: defended AFFECTED_AREA and repelled the attacking ENEMY_TYPE.

Fail: guarded AFFECTED_AREA, but a massive attack from the ENEMY_TYPE overwhelmed OBJECT_PRONOUN.

Fighting: AFFECTED_AREA will be ambushed at night by ENEMY_TYPE

Success: successfully ambushed the ENEMY_TYPE.

Fail: was too noisy while preparing to ambush the ENEMY_TYPE, ruining the entire plan.

Fighting: ENEMY_TYPE need to be driven out of AFFECTED_AREA

Success: was able to drive ENEMY_TYPE from the AFFECTED_AREA.

Fail: attacked the ENEMY_TYPE in the AFFECTED_AREA, but the attack was repelled.

Fighting: AFFECTED_AREA will be raided soon by ENEMY_TYPE

Success: defended the AFFECTED_AREA and repelled the attacking ENEMY_TYPE.

Fail: was overwhelmed by the attacking ENEMY_TYPE while defending the AFFECTED_AREA.

Fighting: villagers are holding a huge prize-fight to find the strongest and most skilled combatants.

Success: was crowned the champion of the fight, and was granted a hefty, well-earned pot of winnings.

Fail: got knocked out in the first round, suffering a humiliating defeat at the hands of a lanky teen.

Fighting: local guards are looking for some extra muscle to move an ENEMY_TYPE_MYTHICAL back to the wild

Success: kept the ENEMY_TYPE_MYTHICAL from acting up with multiple displays of strength.

Fail: failed to keep the ENEMY_TYPE_MYTHICAL under control, leaving it to attack the town.

Fighting: town tavern is beset with unruly ENEMY_TYPE_HUMAN, and extra muscle is needed to get them to leave.

Success: booted the offending patrons from the tavern with hardly any effort.

Fail: got beat up by the people they were supposed to handle and got laughed out of town.

~**Fighting:** nearby ENEMY_TYPE_MYTHICAL is seeking to wreak havoc in the AFFECTED_AREA

Success: fought the ENEMY_TYPE_MYTHICAL to a standstill, repelling it in the process.

Fail: was completely outmatched by the ENEMY_TYPE_MYTHICAL and fled the AFFECTED_AREA.

~**Fighting:** AFFECTED_AREA has formed into a magical golem and is requesting a challenger

Success: whaled on the golem until it surrendered and returned to the AFFECTED_AREA.

Fail: was defeated in a single attack and knocked unconscious.

~**Fighting:** two local gangs are planning to rumble, but it's sure to cause plenty of unintentional casualties and the town is desperate for an intervention

Success: managed to intimidate the leaders of both gangs into submission, saving the townspeople from plenty of unnecessary bloodshed.

Fail: was caught in the middle of the fight, unable to keep it from happening

SUBJECT_PRONOUN resigned REFLEXIVE_PRONOUN to fighting as best

SUBJECT_PRONOUN could on the side SUBJECT_PRONOUN were on.

Hunting:

QUEST GIVER of AREA says |

QUEST GIVERS of AREA are | looking to track down a target! They say

Hunting: the local WILD_ANIMAL_TYPE are overpopulated and need their numbers reduced

Success: was able to find many WILD_ANIMAL_TYPE and swiftly reduced their numbers.

Fail: encountered many WILD_ANIMAL_TYPE but wasn't able to catch any of them.

Hunting: there is an abundance of WILD_ANIMAL_TYPE in the forest

Success: got many WILD_ANIMAL_TYPE trophies during the hunt.

Fail: made too much noise trying to hunt the WILD_ANIMAL_TYPE and scared them all off.

Hunting: there are some unusually large WILD_ANIMAL_TYPE that are making the locals nervous

Success: successfully hunted the very large WILD_ANIMAL_TYPE.

Fail: got attacked by the giant WILD_ANIMAL_TYPE. It was the most terrifying experience of POSSESSIVE_PRONOUN life.

Hunting: the WILD_ANIMAL_TYPE have been attacking the livestock

Success: took care of the WILD_ANIMAL_TYPE while they were prowling near the livestock.

Fail: wasn't able to defend the livestock from attacks by the WILD_ANIMAL_TYPE.

Hunting: one of the WILD_ANIMAL_TYPE in the area is rumored to have a white pelt

Success: successfully acquired a white pelt from one of the WILD_ANIMAL_TYPE in the area.

Fail: couldn't find any WILD_ANIMAL_TYPE that had a white pelt.

Hunting: ENEMY_TYPE_HUMAN escaped the town guard and are hiding somewhere in the AFFECTED_AREA

Success: found the ENEMY_TYPE_HUMAN in the AFFECTED_AREA, and notified the guards of their location.

Fail: wasn't able to locate the ENEMY_TYPE_HUMAN for the guards.

Hunting: a group of kids got lost in the AFFECTED_AREA

Success: found the lost children and brought them safely home.

Fail: couldn't find the children and gave up after hours of searching.

Hunting: ENEMY_TYPE_HUMAN left the tavern with a massive unpaid tab and need to be tracked down

Success: found the ENEMY_TYPE_HUMAN passed out in shrubs by the road.

Fail: wasn't able to locate the ENEMY_TYPE_HUMAN for the tavern owner.

Hunting: ENEMY_TYPE_HUMAN stole gold from the mint and are hiding in the AFFECTED_AREA

Success: found the ENEMY_TYPE_HUMAN in the AFFECTED_AREA, helping to recover the gold.

Fail: found the ENEMY_TYPE_HUMAN' camp, but they were already long gone.

Hunting: the town guard needs help hunting ENEMY_TYPE_HUMAN in the AFFECTED_AREA

Success: found the ENEMY_TYPE_HUMAN in the AFFECTED_AREA, and notified the guards of their location.

Fail: wasn't able to locate the ENEMY_TYPE_HUMAN for the guards.

~Hunting: a local ENEMY_TYPE_MYTHICAL has taken a human sacrifice from the village and is hiding somewhere

Success: managed to find the ENEMY_TYPE_MYTHICAL's lair and retrieved the captured townspeople.

Fail: was brutally attacked by the ENEMY_TYPE_MYTHICAL before SUBJECT_PRONOUN could reach its lair.

~Hunting: a massive group of cursed WILD_ANIMAL_TYPE is approaching the town

Success: managed to trap a vast majority of the WILD_ANIMAL_TYPE, allowing the town guards to drive off the rest.

Fail: was overrun by the group of WILD_ANIMAL_TYPE leading to them attacking the people in town and nearby.

~Hunting: a gigantic WILD_ANIMAL_TYPE has been capturing and killing a townspeople every night for weeks, and the townsfolk are terrified

Success: played the role of bait for the creature, catching it off guard when

SUBJECT_PRONOUN turned out to be a skilled hunter instead of a helpless townspeople and killing it, ending its reign of terror.

Fail: was captured by the WILD_ANIMAL_TYPE like so many townspeople before
SUBJECT_PRONOUN.

Magic:

QUEST GIVER of AREA says | someone

QUEST GIVERS of AREA are | requesting a skilled magician! Apparently, someone
they know someone who

Magic: was transformed into a frog and needs assistance

Success: was able to un-polymorph SUBJECT back into a human.

Fail: tried to turn SUBJECT back into a human, but made them a rabbit instead.

Magic: requires enchanting services

Success: enchanted some items for SUBJECT.

Fail: accidentally burned down SUBJECT's house while attempting the enchantment.

Magic: needs a necromancer dealt with

Success: triumphed in an epic magic duel with the necromancer.

Fail: was politely asked to leave the necromancer alone by it's undead servants.

Magic: requires illusion magic to hide valuables

Success: successfully created illusions to make the valuable items appear mundane.

Fail: had the valuable items stolen under POSSESSIVE_PRONOUN nose while trying to cast
the illusions.

Magic: will pay a lot of money for a magic potion

Success: brewed a potion for SUBJECT and it came out perfectly.

Fail: brewed a potion that accidentally turned SUBJECT into a frog.

Magic: needs a sorcerer to cast a massive fireball spell at AFFECTED_AREA to ward off an ENEMY_TYPE_MYTHICAL

Success: created a fireball so incredibly large that it scared the ENEMY_TYPE_MYTHICAL off immediately.

Fail: threw their fireball too far to the right, and set the entire area on fire, the ENEMY_TYPE_MYTHICAL didn't seem to care.

Magic: has a magical sword stuck in a rock.

Success: used their advanced knowledge of earth magic to lift the sword from the stone.

Fail: attempted to use fire magic to loosen the sword but just ended up melting it instead.

Magic: has been turned into a sheep and is lost outside town.

Success: found the villager-turned-sheep and returned them to their human form.

Fail: wasn't able to help the sheep-person and had to abandon them to their fate as a talking wool-maker.

~**Magic:** desperately needs an incredibly volatile hex dispelled before it detonates

Success: successfully dispelled the hex just before it detonated.

Fail: failed to create a spell to stop the hex before it collapsed and detonated.

~**Magic:** is fearful of an extremely resilient ENEMY_TYPE_MYTHICAL coming towards town

Success: worked together with the town guard to subdue the ENEMY_TYPE_MYTHICAL.

Fail: failed to stop the ENEMY_TYPE_MYTHICAL before it could reach the town.

~**Magic:** has miscast a love spell and accidentally made every single person in town violently in love with them.

Success: managed to avoid being attacked by the aggressively amorous singletons on top of curing the poor sap of their love spell.

Fail: was surrounded and attacked by the single townsfolk for daring to get in between them and the object of their affections.

Leadership:

QUEST GIVER of AREA says | someone they know is

QUEST GIVER of AREA says | they're

QUEST GIVERS of AREA are | in need of a leader! They're
they're

Leadership: worried a leader is needed to help MILITARY_GROUP fend off an attack

Success: led MILITARY_GROUP effectively, leading to a successful defense.

Fail: tried POSSESSIVE_PRONOUN best to organize MILITARY_GROUP, but the defense was unsuccessful.

Leadership: sure MILITARY_GROUP is looking for a leader to lead an attack on some
ENEMY_TYPE

Success: led MILITARY_GROUP effectively, leading to a successful attack.

Fail: poorly led MILITARY_GROUP, and the attack was unsuccessful.

Leadership: aware the captain of MILITARY_GROUP is injured, and a replacement is
required until they are well again

Success: successfully led MILITARY_GROUP in the captain's absence.

Fail: was hated by MILITARY_GROUP members, and was asked to leave.

Leadership: aware the captain of MILITARY_GROUP has recruited more members and
would like additional officers to assist in an upcoming battle

Success: earned the respect of MILITARY_GROUP's captain after effectively leading in battle.

Fail: tried to lead the troops, but SUBJECT_PRONOUN lacked the skill to do it effectively.

Leadership: sure the war council for MILITARY_GROUP would like another opinion on tactics

Success: offered tactical advice to the war council that was well received.

Fail: offered tactical advice that the council considered so rudimentary that the members took it as mockery.

Leadership: sure that a LEADERSHIP_REQUESTER is paying well for protection while they travel through the AFFECTED_AREA

Success: successfully protected the LEADERSHIP_REQUESTER through the AFFECTED_AREA.

Fail: got lost while trying to guide the LEADERSHIP_REQUESTER through the AFFECTED_AREA.

Leadership: aware a group of priests would like protection while they're performing rituals in the AFFECTED_AREA

Success: ensured that the priests performed the ritual without interruptions.

Fail: accidentally ruined the rituals that the priests were trying to perform.

Leadership: worried a royal procession will need extra security in the AFFECTED_AREA

Success: helped the procession's trip through the AFFECTED_AREA go smoothly.

Fail: had to surrender when the procession was swarmed by dozens of ENEMY_TYPE.

Leadership: aware a LEADERSHIP_REQUESTER is traveling through the AFFECTED_AREA and would like a guard or two

Success: successfully protected the LEADERSHIP_REQUESTER through the AFFECTED_AREA.

Fail: wasn't able to protect the LEADERSHIP_REQUESTER when they were attacked.

Leadership: feeling spiritually lost

Success: gave really good advice on life.

Fail: talked to SUBJECT about the randomness of existence and made the situation worse.

Leadership: mourning the death of a family member

Success: gave great emotional support to comfort SUBJECT in their loss.

Fail: tried to support SUBJECT during their mourning but it came across as callous.

Leadership: dealing with a bad breakup

Success: told SUBJECT "There are plenty of fish in the sea". The wise words impressed them.

Fail: told SUBJECT "There are plenty of fish in the sea". The incredibly cliché phrase did literally nothing to help.

Leadership: wanting advice about life

Success: gave really good advice on life.

Fail: tried to give life advice but SUBJECT didn't feel that it helped them.

Leadership: being overwhelmed by guilt

Success: ran a confessional for SUBJECT to help them better cope with their guilt.

Fail: tried to help SUBJECT feel better about themselves, but it didn't help.

~**Leadership:** planning to raid a local ENEMY_TYPE_MYTHICAL den

Success: managed to drive the creature out before it could cause any real harm.

Fail: suffered massive losses at the hands of the ENEMY_TYPE_MYTHICAL.

~**Leadership:** dealing with feelings of extreme anger

Success: managed to calm SUBJECT by discussing various different things with them.

Fail: failed miserably at calming SUBJECT down and was attacked instead.

~**Leadership:** looking to bring the town together during a large-scale wildfire

Success: successfully led the townspeople in quelling the flames.

Fail: failed to keep the townspeople from panicking leading to a large amount of unnecessary losses.

Entertaining:

QUEST GIVER of AREA says | they're

QUEST GIVERS of AREA are | in need of entertainment. Apparently, they're they're

Entertaining: hoping to hear a nice song

Success: gave a great performance.

Fail: was booed off the stage.

Entertaining: looking to put on a show at a local tavern

Success: received free drinks in celebration.

Fail: had tankards thrown at them until they left.

Entertaining: hoping to hire a professional to write a ballad for a special someone

Success: wrote a beautiful custom ode for the special someone.

Fail: had the special someone spit in their faces.

Entertaining: trying to lull the local ENEMY_TYPE_MYTHICAL to sleep

Success: managed to calm the ENEMY_TYPE_MYTHICAL.

Fail: angered the ENEMY_TYPE_MYTHICAL further.

Entertaining: hosting a 'battle of the bards' competition and are looking for entrants.

Success: swept the floor with the other competitors and walked away with a golden miniature lute.

Fail: performed terribly and was pelted with tomatoes until they left the stage.

Entertaining: in need of a history lesson, and want someone to recite historical epic poems to them so it's not as boring.

Success: kept POSSESSIVE_PRONOUN audience riveted with (mostly) historically-accurate tales.

Fail: bored the audience so much they wrote about SUBJECT_PRONOUN in the town's history books with a warning not to rebook them.

~Entertaining: looking for a distraction to assist with a raid on a local ENEMY_TYPE_HUMAN camp

Success: charmed the ENEMY_TYPE_HUMAN and allowed SUBJECT to complete the raid with no issues.

Fail: caught the wrong type of attention from the ENEMY_TYPE_HUMAN as SUBJECT_PRONOUN became the target of their attacks.

~Entertaining: desperately seeking someone to play music at a volatile peace talk

Success: played calming melodies that helped keep the peace talk from dissolving.

Fail: played POSSESSIVE_PRONOUN favorite obnoxious tunes that caused the peace talks to erupt into a small skirmish.

~Entertaining: suffering attacks from a deranged ENEMY_TYPE_MYTHICAL that's demanding music to drown out the voices in its head.

Success: played the most soothing of lullabies, crooning to the beast until it became calm and peaceful.

Fail: played a loud, obnoxious riff that only served to make the beast go completely insane and destroy the town.