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INTRODUCTION





WHEN I DECIDED TO PUT THESE IDEAS DOWN FOR EVERYONE TO USE, I HAD A SPECIFIC MODEL IN MIND. NAMELY, I DIDN'T WANT TO MAKE A BOOK FULL OF LORE THAT COMPETES WITH YOUR UNIQUE GAME TABLE... YOUR UNIQUE WORLD! I WANTED THIS BOOK TO BE 'ACTIONABLE' BY RABBLE ROUSERS IMMEDIATELY, FITTING IN TO ANY WORLD...

INTRODUCTION

Is This a World Book?

At my game table, we play in an ever-expanding world called Graxel. This fantasy realm, much smaller than a continent, has been plagued by evil wizards, cataclysmic meteors, and all manner of monsters over the years. My first idea was to capture this world in a book for the use and enjoyment of others.

But then it hit me: I don't build MY world based on a book, why should I expect others to do what I don't do? We build our world as we go, creating a unique place that only our table really knows. It's truly ours.

That is when the EZD6 Book of Quests began to take shape. I picked my players' brains for all-time favorite moments, listed all the crazy encounters I've run, then went a little crazy and did it again. After grinding the beans and straining them over and over, I had the book you now hold ready to go: a condensed, ready-to-play collection of quests that can fit into any game and, if I did my job, capture the odd feel of my table.

Yes, the monsters are weird, and yes there's a bit of humor in most of my madness. Take what fits, take what gets your Rabble Rouser wheels turning, and warp it to fit your own world or campaign! This hobby belongs to all of us.



INSTEAD OF BLOCKS OF LORE, THIS BOOK IS PRESENTED IN BITE-SIZED QUESTS THAT GET PLAYERS MOVING. THIS PUTS THE PUSHERS & SHOWERS AT THE CENTER OF YOUR WORLD. THEY ARE THE PROTAGONISTS! QUESTS AS PLUG-AND-PLAY BITS OF FUN ALSO MAKE IT EASY FOR RABBLE ROUSERS TO PICK UP THIS BOOK AND RUN 'COLD' WITH MINIMAL HOMEWORK.

INTRODUCTION

Keeping it Small

In my years of playing, I've realized that smaller worlds just work better. In medieval times, many folk never left their home village. A realm far smaller than a continent was still a vast, untamed place to be feared. Those foolhardy enough to set out and explore were never heard from again. For many of these quests to work best, consider keeping your world small... more like a state than a country. Every town matters more, every person stands out.

The Brazen

In this book, we call player characters the Brazen. This is also the word my NPCs use to describe adventurers. The Brazen are celebrated by some, but disliked by others. They defy the great unknown for glory and treasure. Brazen are also called heroes throughout this book. The good guys!

Flowchart Geography

In my games players only know the most rudimentary things about the world and learn by doing and experiencing. That means actually playing! The world is built one quest at a time and becomes a living, breathing place to the players as they experience it.

The thing about players is, you never what will come next! Therefore, I haven't built this book with a huge world map. Instead, I invite you to use whatever quests you choose (or roll randomly) and build your world as you go, using a flowchart of what's happened as a map of your growing world.

Maybe you'll visit the Keep of Carlsbarg first, adding to your current world map. Maybe you'll get bogged down in Domdard, making it the new hub of your fantasy journeys. Maybe you'll skip to the web-tangled dim of Marwood, adding a huge unknown forest to your world.

Let the dice and Pushers & Shovers be your guide. This book is just here to get the wheels turning. Now let's jump in and go on a quest!

INTRODUCTION

Using the Quests at Your Table

The word 'quests' comes a bit loaded, thanks to all we know about RPGs and even video games. EZD6 doesn't use quests to earn XP in the numeric sense, the Rabble Rouser uses quests to entice and engage players. Who can stand idly by when an innocent young girl is lost in the swamp? What worthwhile adventurer can turn down the chance to explore a haunted castle? Quests are the substance of the game, the garden in which a great story grows.

There are three main ways to use the quests included in this book:

THE RANDOM METHOD: At some point, for every Rabble Rouser, there comes a moment when they either have no idea what to do next, or are so short on time they just need a random direction to get going before everyone shows up to play. Use the quest rolling tables, and brace for impact.

THE CHOICE METHOD: Once you have a solid command of all the material in this book, you can pick and choose what components will fit best into your next session. You are the craftsman Rabble Rouser! Change names and places, adapt monsters, go for it.

THE PLUG-IN METHOD: Somewhere between zero prep and bespoke perfection is the real-world Rabble Rouser. It's another week in your fantasy world. Your 'Brazen' are on the road to a new location, but you need an idea for what they find. Maybe a few quest rolls, maybe blending two quest together. Take what fits, plug it in, and let the players make a mess.



HOLD ON NOW! I, RODERICK, DO NOT IDLY ENGAGE IN DANGEROUS PLOYS AND HALF-BAKED HEISTS! I DEMAND A FLAWLESS FANTASY WORLD TO- WHAT'S THAT? A FOREST FILLED WITH SPIDER MUTANTS? WELL, WHAT ARE WE WAITING FOR? TO BATTLE!

INTRODUCTION

Quest-Hooking

Before we list the quests, there is the matter of WHY to address. Inevitably, I need to get one stubborn player to embark on a quest. I need rewards and punishments. I need to hook them!

Every group is different, but here are the three key things I use to help Pushers & Shovers see just how crucial this next perilous journey really is.

PLUNDER: Coin, equipment, and magickal items await for those who complete a quest. For some, this is plenty of motivation. Remember EZD6 doesn't count each gold piece, but escalating WEALTH is always enticing.

FAME: Winning the hearts of the villagers, earning the love of a desperate mother, or reveling in a king's parade of heroes can excite any player. Be painfully clear about this reward, and its numerous yet-to-be-seen benefits in the ongoing story!

STEPPING STONES: In many games, the Pushers & Shovers will have some distant, supreme goal they hope to achieve. They might be pursuing an arch-lich, unseating an evil god, or trying to slay an ancient dragon. For these players, the quests between their present state and their ultimate goal are simple necessities. Make them earn that epic confrontation with a saga of ups and downs along the way.

CONSEQUENCE: The options above use reward to entice players. Consequence is the opposite: it uses dooms and ever-worsening situations to motivate player action. Use this simple rule: *where players don't go, things get worse*. So, if there are three options ahead for Pushers & Shovers, the two they don't choose are 'still there' in your game world, but with no one to help! The little girl is never heard from again, the castle gates fall to Gorgwar invaders, or the village of Hotchburg is attacked by Grulik! Consequences push players to make heavy decisions, and feel the weight of their ability to help good folks everywhere.

INTRODUCTION

Roll for a Random Quest, or Choose Below

TOWNS & TRIALS



ROLL 1D6

1: The Beat Down Brothers: It doesn't get much simpler than shutting down a few local bullies and saving a reckless kid.

2: Pest Control: What fantasy game would be complete without fighting giant spider mutants in a creepy forest?

3: The Haunted Keep of Carlsbarg: Players ready for a larger dungeon and a crack at serious treasure? Time to dare the ruins and end a terrible curse.

4: Giant Problems: Yep, giants destroy pretty much everything. Once again, an entire town is depending on the Brazen!

5: Dalmerlington's Dilemma: The kids, you guys! They're taking the kids! What player could resist this call for help?

6: The Remains: Zombies. So many stinkin' zombies! This quest isn't a favor asked, it's a bad situation turned nightmare. Let's see what the Brazen are made of in this 'survival mode' quest.

DARKNESS FALLS



ROLL 1D6

1: The Fallen: Our heroes investigate body-snatching elves and a mysterious crater, only to discover a supreme foe.

2: The Plague of Ver-men: When a town is overrun by plague-rats, the Brazen must find a way to stop the infestation.

3: Mud Momma: She's big, she's grumpy, and she's about to destroy an entire town. This will make one crazy fish story.

4: Rise of Grindyluk: When a goblin 'chosen one' threatens to demolish the royal capital, our heroes must delve below in hot pursuit.

5: Lost City of Uleea: A family of unruly ogres has taken over some ancient jungle ruins. The Brazen are, of course, needed to help. Momma Glurmog isn't going to like this.

6: The God Machine: A supreme weapon is being sought by the forces of evil. Get in, grab the crazy thing, and get out before it rips reality to pieces.

INTRODUCTION

Roll for a Random Quest, or Choose Below

MAKING OF LEGENDS



ROLL 1D6

1: Angelfire Tower: An elder power is being harnessed to weaken the defenses of the elves. Ascend the tower and put a stop to it!

2: The Sanctuary of Laellume: With their magick defenses all but spent, the elves employ our heroes to retrieve a crystal from the twilight realm.

3: The Fallow: Bad luck leaves our heroes trapped in a realm of purgatory and demonic doom. Is there any way out?

4: Down on the Doom Docks: A sad story has cursed this seaside burg, and things are getting bad. When the Brazen get entangled, it all goes from bad to worse.

5: The Sordid Sanctuary: Seeking some way to fight the growing evil of The Fallen, our heroes seek a secret library in a remote forest. Will they choose wisely, or walk away empty handed?

6: The Temple at the End of the World: The dark demigod that has been causing all this trouble is finally located. Now the Brazen face their ultimate battle. Are they ready to take on a god?



EZD6 IS A LITTLE CRAZY. THE QUESTS HERE AREN'T REALLY IN THE CONVENTIONAL ORDER OF 'HIGHER LEVELS.' RATHER, THESE THREE GROUPS REPRESENT CONSEQUENCES. AS PLAYERS GO DEEPER INTO THEIR UNIQUE VERSION OF EVENTS, THE STAKES GET HIGHER, NOT THE MATH. TRUST THE DICE, OR CHOOSE WHAT FITS. YOUR TABLE, YOUR WAY!



TOWNS & TRIALS





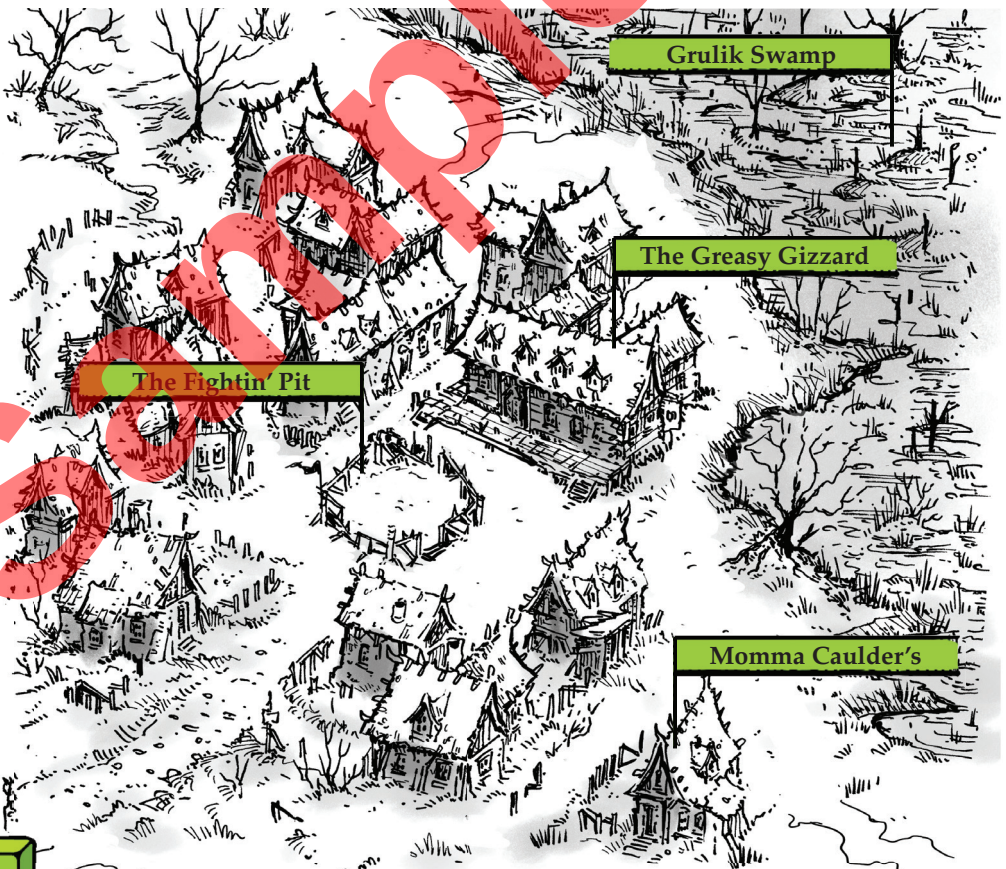
THE FIRST BUNDLE OF QUESTS HERE FOLLOW AN ALL-TOO-FAMILIAR PATTERN: HAPPEN ACROSS A TOWN, DISCOVER A DIFFICULT SITUATION, MEET THE LOCALS, AND ATTEMPT TO HELP THEM. PLACE THESE ODD LITTLE 'BURGS ANYWHERE IN YOUR WORLD, BETWEEN BIGGER ADVENTURES, OR AS CAMPAIGN STARTERS. MOST OF ALL, HAVE FUN!

TOWNS&TRIALS

THE BEAT DOWN BROTHERS

The Village of Domdard

- In this roadside village, two roughhousing brothers have a choke hold on all that transpires. These two bullies, the Caulder boys Len and Vem, Spend their days taunting and their nights drinking. A large fighting pit serves as the town square, where the muscle-heads batter challengers for coin and carnival. The villagers have had enough, something has to be done!
- Any travelers passing near Domdard will be approached for help. The most compelling of these petitioners is a little girl named Luzz, who not only wants to be rid of the Caulder boys, but aspires to being an adventurer and do-gooder herself.
- All the commotion has distracted the townsfolk from a growing problem nearby: angry Gruliks are expanding their hunting grounds from the swamps east of town.



TOWNS&TRIALS



Len and Vem Caulder

- These two huge, muscled ruffians love to make common folk squirm. They are making no small amount of coin on their 'bouts' each week, almost always cheating with their mother's sleep potion dabbed on their fist-wraps.
- If engaged in battle, treat each brother as a WARRIOR, each with 4 STRIKES, fists as their weapons. When delivering a crit, the punch also inflicts 1 full round of disorientation and sleepiness.
- The boys are always found at the Greasy Gizzard or the fighting pits, pressuring folk into fighting, betting, or both. No one can stand up to them.

"Another round of ales! What's that? Don't stink eye, me, boy!"

"This town is ours, pay up, shut up, or be on your way."

"You hear that Vem? These here mouth breathers think they can take us both on in the pits! Who wants first bet?"

TOWNS&TRIALS

A Girl Named Luzz

- Luzz is the cutest girl in Domdard. She skips around town looking for things to do. She not only implores the Brazen to help, but follows them around, pestering them with adoration.
- Luzz has been trying to warn the town about the Gruliks, but no one will listen. To prove herself to the heroes, she may even try to take them on herself.

"Someday soon, I'll be an adventurer just like you guys!"

Momma Caulder

- The old widow Caulder is a cynical woman. She helps her boys cheat with a sleeping potion. Several such potions can be found in her cottage, but she refuses to acknowledge the boys have done any wrong.

"Just boys being boys, now leave me be!"

Osgar, Mayor of Domdard

- Osgar is a bald man with a bad toupee, weird teeth, and dim wits. He's making a bit of coin on the Caulder boys, and making excuses to the townsfolk.
- Osgar is always sweating or smiling strangely, constantly worrying about the Grulik menace he's not talking about.

"We like our town just as it is. No need to stir the pot, you see!"

Edwain and Blussy

- Edwain is the bartender at the Greasy Gizzard Tavern, and his wife is a lovely stout woman named Blussy. They serve cheap ale and good food. They can't stand the Caulder boys, but serve them nervously, trying to avoid trouble.
- Blussy is a skilled archer and hunter, but seldom brags about it. The tavern is adorned with some of her trophies, including a stuffed Grulik she killed years ago.

"No need for harsh words, folks. How 'bouts another round?"

TOWNS&TRIALS

The Big Festival

- Within a day or two of the Brazen's arrival, a town festival takes place. The Caulder boys are bragging and taunting everyone in town, making everyone nervous. A crowd gathers 'round the fighting ring at the center of the village.
- Osgar hosts the event, taking bets, whipping up the crowd, and boasting about the Caulders and their numerous victories.
- The Caulder boys mock and taunt our heroes constantly in this scene, calling them chickens and making clucking noises.
- If the Brazen want to fight in the ring, they can only go one at a time, unarmed. The Caulders will use all kinds of dirty tricks, but their sleep-gloves will eventually wear off, making the fight fair.

"Step right up folks, who can beat our town champs?"

"Place your bets, folks, don't be shy! Have a hot dog!"

Gruliks!

- Depending on how your adventure goes, there are several ways to encounter the Gruliks.
- Luzz may venture off, telling the Brazen she's going to 'show them what a hero she really is.' Of course, she doesn't return, and her worried mother Esla begs the Brazen to go after her, plunging them into the Grulik hunting grounds.
- As the festival goes on, if the Grulik threat hasn't come up yet, the angry reptiles may simply attack the town! Townsfolk drop their mugs and hot dogs, scattering in a panic. If this occurs, the Caulder boys squeal like children and hide beneath the fighting ring, embarrassed in front of everyone. Gruliks are chomping and wriggling everywhere, smashing vegetable carts and snapping at children. Chaos! Find their stats on page 14.

A Hero's Reward

- Whether helping with the Caulders or the Gruliks or both, the Brazen will be well rewarded with coin, and heralded as champions of Domdard.

TOWNS&TRIALS

Grulik Tadpole / Strikes 1 / to be hit 4+ (in muddy water)

- 1 bite (to hit 3+)
- Muddy Terrain-The muddy water and foliage hide dangerous sinkholes in the area. (one reason few come here). While in the area, a Brazen has a chance to fall into a sinkhole if they move. If a 5+ is rolled, a Brazen falls into a sinkhole and can only escape if they make a 4+ strength roll.

Bull Grulik / Strikes 3 / to be hit 3+

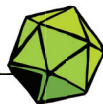
- 1 chomp attack (inflicts a strike and roll contest or grappled)
- Or 1 leap and slam attack (Knocked prone and pinned unless the target wins a contest with a bane to escape. If the target takes a strike, they drop what they are holding on a 4+)
- Hard to see in their natural habitat (bane to spot them)
- These enormous toad-like creatures are territorial and ill-tempered. Their bumpy and mottled skin makes them blend in perfectly with overgrowth and muddy ground. Although large and heavy, their round-shaped body and webbed feet allow them to keep from sinking in mud.



TOWNS&TRIALS

Details to Discover

Roll a D20 when poking around looking for clues, inspecting odds & ends, or just being nosy and curious. You find...



1. A lidded mug from the Greasy Gizzard with a small tourist's map of the town etched on one side.
2. A clutch of Grulik eggs, but they have been crushed by a donkey.
3. A trash bin filled with herbs... leftovers from sleep potions.
4. A poor soul, McGarnick, slumped in an alley, drunk, mumbling about how he lost all his coins to a bet at the weekend fights. "That's it, I'm ruined!"
5. A pocket dagger made from a long Grulik fang.
6. Edwain's Ledger. The finances for the tavern have been thrown in the trash. The entries are all scribbled out.
7. A lost letter. "Dear uncle, I can't bear the shame. I am leaving"
8. A sack of bloody bandages and Grulik scales all in a mess.
9. A laundry line. Several tiny dresses all stained with mud.
10. A basket of robust radishes. If eaten before a fight, gain an extra strike for that encounter.
11. A tattered old book 'How to Cook Gruliks' by M. Hamhack. The book also lists an address on the inside cover... a house here in Domdard.
12. A worried mother, Esla, looking for Luzz. "She's always running off trying to be a hero! I'm worried sick!"
13. A small wooden vendor cart by the road. It's been kicked over. The sign reads "Fight Night! 3 Coins a Ticket!"
14. A small folding locket with the portrait of an old woman within.
15. A heap of ruined fishing gear. It's been chewed on by something.
16. A sack of newly laundered tavern rags, apparently fallen off a cart recently, unnoticed.
17. A top hat. It has been walked on, making it very silly.
18. A tiny chip of luminous green crystal. Its nature is unknown.
19. Grulik droppings. Lots of it. There's a visible trail of it towards the edge of the swamp, where the grass has been trampled.
20. A pouch of golden coins. They are from a faraway town called Dalmerlington, etched with a chubby lord's portrait.

TOWNS&TRIALS

PEST CONTROL

Marplewood: A Troubled Town

- Somewhere in the Brazen's travels, they come across, or are sent to, the forest burg of Marplewood. When they arrive at this village in the pine woods, several squads of knights and adventurers are scrambling about, preparing to deploy.
- A marshal presides over the scene, recording the names of the various vigilante groups, promising rewards of coin and kingly favor to those who can rid the town of its arachnid menace.
- Somewhere nearby, an infestation of mutated spider monstrosities has set all this in motion. Can the town be saved?

Marshal Matreus

- This large, armored man is an envoy from the local lord or even the king. He has some basic information about the monsters in the forest, but is more concerned with finding, organizing, deploying, and rewarding the Brazen fighting squads.

"Stand and report, heroes! Who among you will earn the king's favor this day! Register your group with me immediately!"

"This rabble will be torn to pieces. You, however, show spirit."

"The things are somewhere in the forest. We're awaiting the scouts."



AS THE RABBLE ROUSER, YOU HAVE A LOT OF OPTIONS HERE TO MOTIVATE YOUR PLAYERS TO HELP THIS DESPERATE TOWN. DON'T LINGER TOO LONG ON THIS SCENE, INTRODUCE A TERRIFIED SCOUT, A DESPERATE FAMILY, A HEAP OF COIN... WHATEVER WILL GET YOUR BRAZEN TO DECIDE. IF THEY SIMPLY PASS, MARPLEWOOD WILL SUFFER A HIDEOUS FATE.