

Quest in a Box

Player & Narrator Reference Sheet



Hero Dialogue Prompts

Use these when you're chosen as the Hero to face a challenge.

Nervous Wizard

Start Line: "O-o-okay, spellbook, don't fail me now..."

Catchphrase: "I-I-it's working... right?"

Clumsy Warrior

Start Line: "Time to charge—wait, that wasn't my sword..."

Catchphrase: "Oops... again?"

Vampire Poet

Start Line: "To slay or to sway, let's see what they say..."

Catchphrase: "To bite or not to bite..."

Brave Chicken Knight

Start Line: "BA-GAWK! Face me, villain!"

Catchphrase: "BA-GAWK! For honor!"

Chatty Bard

Start Line: "🎵 A tale of trolls and treasure true..."

Catchphrase: "Let me sing you a tale..."

Hyper Druid

Start Line: "Let's go! Let's GO! Where's the danger?!"

Catchphrase: "Let's gooooo!"

Bookish Witch

Start Line: "According to page 394... this should work."

Catchphrase: "According to page 394..."

Robot Scribe

Start Line: "Analyzing... scanning... deploying solution."

Catchphrase: "Processing... complete."

Sleepy Elf

Start Line: "*[yawns]* Alright, let's get this over with..."

Catchphrase: "I could nap right here..."

Grumpy Rogue

Start Line: "Back in my day, trolls didn't ask for riddles..."

Catchphrase: "Back in my day..."

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Forgetful Cleric

Start Line: "Bless this... uh, what was I doing again?"

Catchphrase: "Wait, what was I doing?"

Swamp Troll

Start Line: "*[snacking on a bug]* Mmm, time to fight."|

Catchphrase: "Mmm, crunchy."

Jumpy Goblin

Start Line: "AH! Okay, okay, I got this—I think!"

Catchphrase: "YIKES!"

Sneaky Goblin

Start Line: "This looks shiny. I'm taking it."

Catchphrase: "Mine now!"

Mischievous Sprite

Start Line: "*[hic]* Oops! I'll fix it, promise!"

Catchphrase: "Whoopsie-doo!"

Chill Giant

Start Line: "Let's take it... real... sloooow..."

Catchphrase: "Take it easy..."



Narrator Response Prompts

Use these after the die roll to describe what happens.



FULL SUCCESS (if rolled 5–6):

- With surprising flair, you complete the challenge and the crowd cheers!
- The enemy is so impressed, they step aside and offer you a snack.
- Your plan works perfectly. The party moves forward without delay.




PARTIAL SUCCESS if rolled (3–4):

- You manage to succeed, but... your pants are now on backwards.
- The spell works... but it also turns your hair blue.
- You escape the trap, but leave your backpack behind.

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 FAILURE (if rolled 1–2):

- Your efforts backfire. The trap is triggered, and the floor collapses!
- The monster laughs and tosses you aside like a sock puppet.
- You try your best... but accidentally insult the ghost's mother.