

Hey folks!

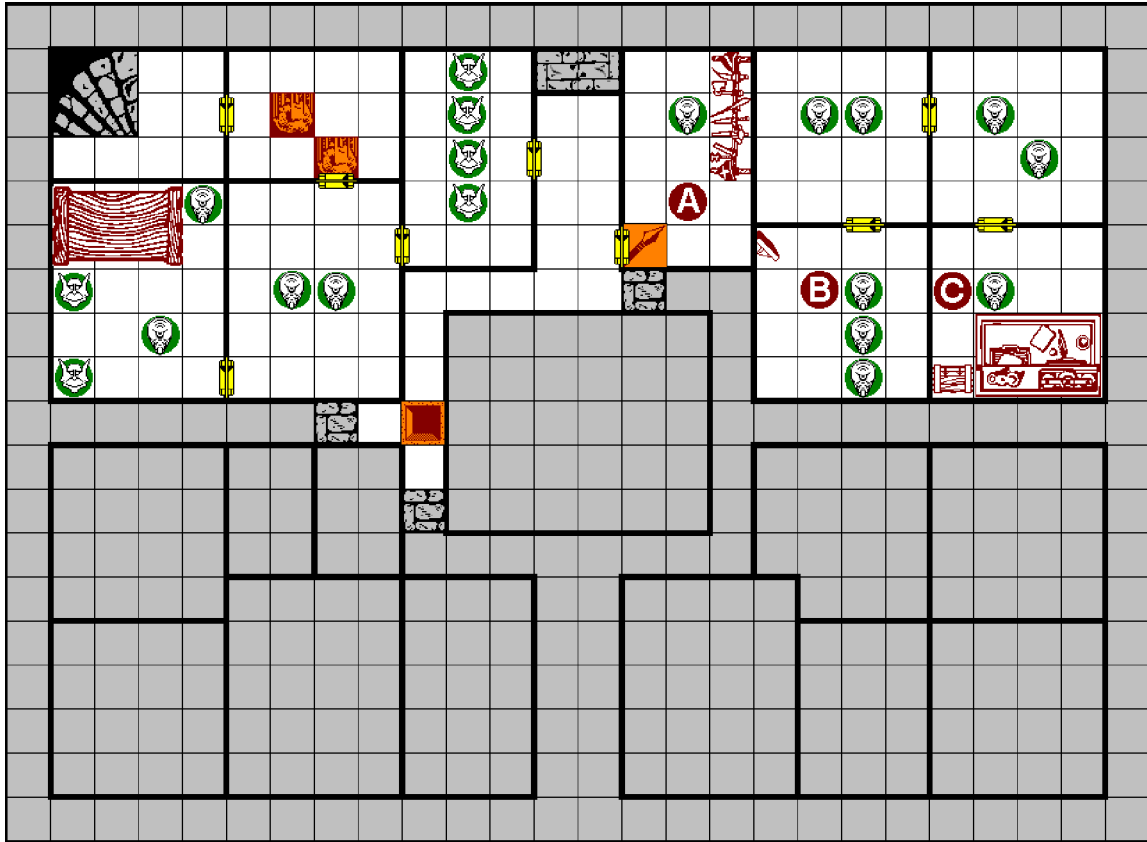
Here are some quests that I made using paint, and my scanner. They may be a little easy, but of course they can easily be modified.

If you like them, let me know as I have more. If you don't like them, you may send me hate mail.

Quest On!!!

Mace

Mace1@cox.net



The Stolen Chalice

An important artifact has been stolen from a secret monastery. It is Redrick's Chalice. As legend has it, this is the cup that King Redrick mixed medicine in for his dying son. His son later recovered from his deadly illness. The priests were unable to account for this sudden revival, and declared it a miracle. This prince later went on to become one of the most progressive leaders of the realm. This chalice is very dear to the Faith, as it represents hope and progress for the future. Recover this treasure and your group will be rewarded a flask of the Elixir of Life. Also, each returning hero will be rewarded 200 gold. Gods be with you.

Notes:

All Fimirs in this quest have 1d6 gold in their possession that will be found when searching for treasure.

A. This weapons rack has a shortbow, 1 attack die and range 2-7 squares. It is in poor repair and will break after 4 uses causing one point of damage unless a black shield is rolled on an attack die.

B. The Fimirs in these four rooms behind the secret door are Spirit Warriors and may cast Marsh Lights or Slime on their turn. They may cast these spells as many times as you wish during the quest.

C. This chest contains the chalice but is magically trapped. Only the Wizard may disarm this trap on a roll of a black shield on a combat die. If spring a fireball will hit a Hero in the room (choose randomly). The fireball acts like the Ball of flame spell card.