

The Book of Random Tables

QUESTS



Matt Davids

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of
**Random
Tables**

QUESTS

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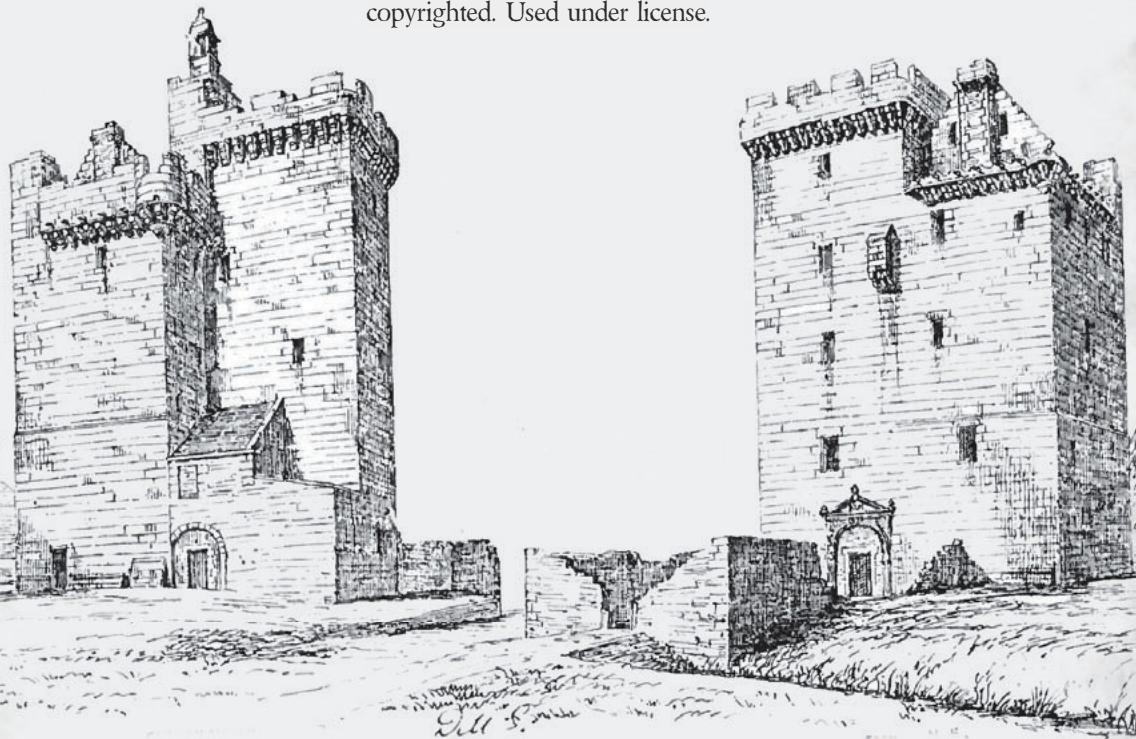
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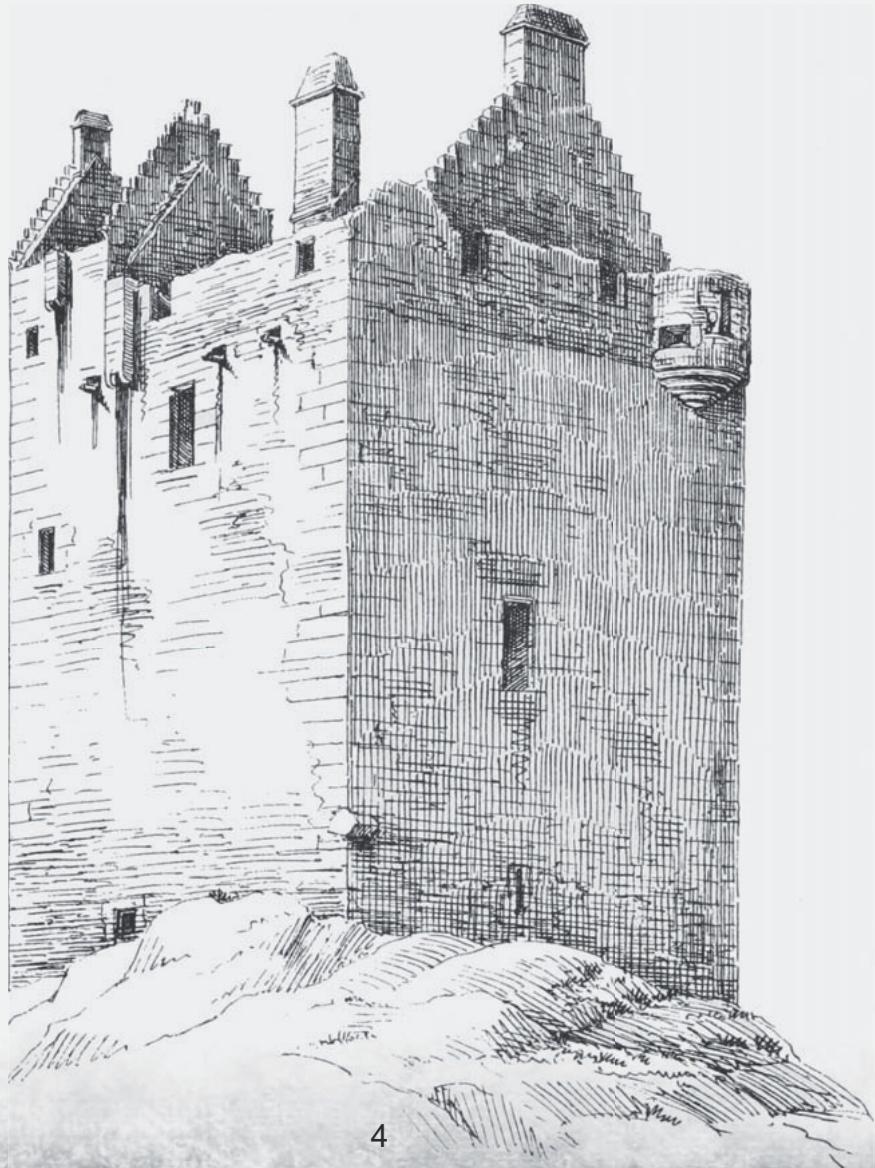
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How to Use this Book

Presented in this book is a collection of quests or adventure ideas for the use in fantasy tabletop role-playing games.

This small volume has a dual purpose. The first purpose is to cut down gamemaster prep time. Once we have families, jobs, and other commitments in our lives, time becomes more precious than ever. The second is to help gamemasters provide interesting adventures for their players. We all need a spark of creativity once in a while and that is what these ideas are meant to do.

The ideas are organized by a broad topic and are placed in a random table format. Each table has one hundred ideas. You can use these adventure ideas to run RPG sessions in a number of ways.

You can read through the tables and choose an idea. You can take several ideas and combine them into one scenario for a campaign. You can roll randomly on a table to find an adventure on the fly. You can also use these ideas as side quests within your own campaigns.

The first six tables contain ideas that range from story hooks to scenarios to globe-spanning adventures. These tables are organized under the topics: Dungeons Hooks, Royal Quests, Forest Quests, Doorways to Another World, Town Quests, and Sea Quests.

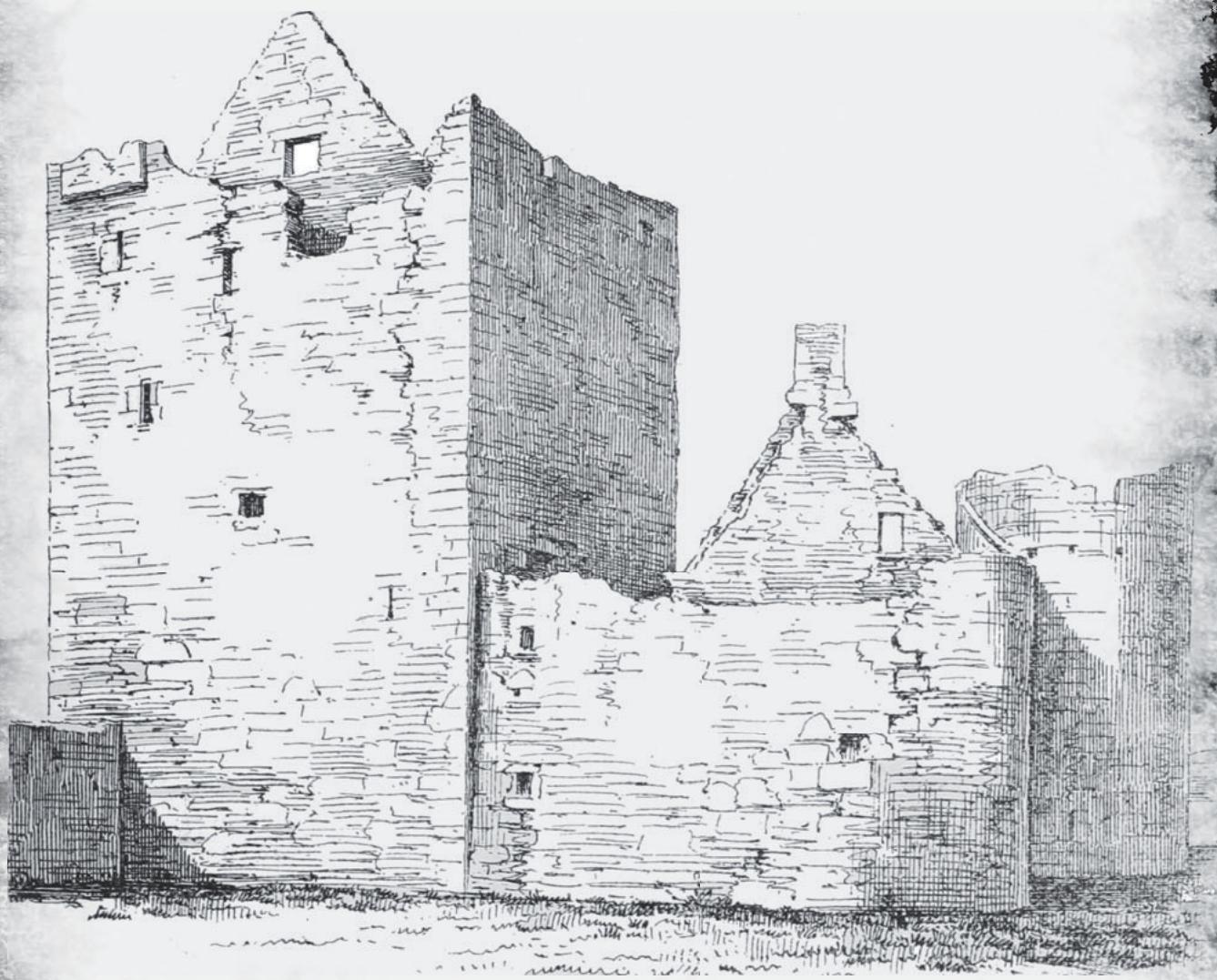
The next three tables are as follows: Questing Beasts, Quest Objects, and Lost Cities. Here you will find the name of a thing and a bit of context. These are meant to be used as the goal of the quest. How the goal is attained is up to the gamemaster.

Meta-Quests is the last table in the book. It is a list of simple ideas that can be used as micro-quests much like collecting feathers in Angry Birds or bobbleheads in the Fallout videogames.

It is my sincere hope that this book is the kindling that inspires gamemasters to ignite a roaring flame of fantasy adventures.

*Matt Davids
8/16/2019*

Dungeon Hooks



Dungeon Hooks

1. The town's well has gone dry. Strange sounds can be heard from below. The town set up a guard around it, but no one will investigate. The party is hired to check it out. Once down in the well, they notice the water has been diverted and the caverns lead to a dungeon.
2. The party is magically transported into the center of an ancient dungeon. They must fight their way from the inside out. They find clues along the way revealing both the identity of the person who imprisoned them and their location.
3. The party finds a magic item at the bottom of a sinkhole. It leads the party to an evil wizard's tower and dungeon.
4. A black stone falls out of the sky and hits one character on the head. The stone starts exhibiting strange characteristics. It flashes whenever it's pointed in a certain direction. It leads the players to a dungeon.
5. A small creature steals one character's prize possession and runs off with it. When the party gives chase, it leads them down through the woods into a secret grotto. There is a small waterfall and cave. If they venture into the cave they find that orcs are spoiling the idyllic nature of the caves and polluting the grotto. If they slay the orcs, the creature appears, thanks them, and returns the stolen item.
6. Along the path, there are signs of a struggle. Drops and spatters of blood lead off into the woods. If the party follows the trail of blood, they come upon the cave-like entrance to a goblin lair. The lair is built in an old dungeon. The party will find the goblins holding several travelers hostage.
7. When relaxing in an inn, one character notices a neatly folded piece of parchment under their chair leg. It is a map to a dungeon.
8. A family has disappeared, and the party is asked to investigate. When they go to the family's home to explore it, they find a basement passage that leads down to a dungeon.
9. A wizard needs a vial full of swamp gas. In return to anyone who brings it to him, he will tell them of the location of an ancient ruin.
10. The tower of a long-dead robber baron is moldering and decaying. If any brave souls would to repair it, it would be a formidable stronghold. Of course, a dungeon is beneath it.
11. A businesswoman hires the party to clear a forest near a town. While they are clearing the forest, a chest is found with several important items inside. One of the items is a map to a legendary library. Their employer asks them to find the library.
12. An earthquake reveals the entrance to ancient ruins. The party is asked to investigate.
13. The old man who runs the herbalist shop asks the party to gather some rare plants. He tells them of a cave not too far from the town where he used to go. However, his old knees don't allow him to go there anymore. In exchange, he will give them some healing potions. Once the party arrives at the cave, they find some of the plants. However, it becomes quickly apparent that something suspicious is going on at the cave. There are bandits and some unsavory characters living deep inside the cave. The cave leads to a dungeon.

Dungeon Hooks

14. While planting an orchard, a young child falls into a pit. The parents rush to town and ask for help. If the party responds, they are able to rescue the child. However, the pit leads down into a forgotten dungeon.
15. A small wooden box in a curio shop seems to be calling one of the character's names. If they inquire about the box, the owner says they can have it free of charge. If the box is opened, they find several items: a map to a ruined castle, an illustration of a beautiful woman, and a key made of ivory.
16. A recent drought has revealed the entrance to a long-forgotten ruin. Rumors begin to spread of treasure.
17. An innkeeper is offering a reward for any who will explore a tunnel recently uncovered in his basement. The tunnel leads to a dungeon.
18. A noble is hiring help. It seems something broke through into his wine cellar from underneath. The party finds some creatures and a shaft leading to a dungeon.
19. A farmer plowing a new field unearthed an opening to a shaft leading down into the earth. He says any are welcome to explore it.
20. Rumor has it that something strange is going on in the old abandoned mill down by the river. The party finds that portions of the old mill are flooded, and there is a tunnel leading down into the ground.
21. Someone claims to have seen a light at the ruins of the old fortress the other night. Is it possible there could still be something valuable there after all these years?
22. While repairing a statue in the city, a tunnel was discovered. The town leadership is looking for someone to explore it.
23. A thunderstorm blew over an ancient oak tree revealing a tunnel beneath it. It appears to be a ruin of some kind.
24. A noble recently inherited property that contains the ruins of an old castle. The noble wishes to hire someone to explore the ruins and the old dungeon underneath.
25. While digging a foundation for a new building in town an underground passage was discovered. Is anyone brave enough to explore it?
26. A local farmer reports that something large tunneled out of the ground near his farm. The tunnel that it left is big enough to explore and it appears to be incredibly deep.
27. At the local inn, the old-timers are always wishing they were young again so they could explore the nearby ruins. Tales tell of treasure and gold. However, the young of the town are none too eager to explore the ruins.

Dungeon Hooks

28. Some children discovered an opening in the old stone mound down near the creek. It appears to lead underground for quite a distance.
29. A group of townspeople went to collect stones from the old ruins three days ago. They haven't returned. The party is asked to investigate. Once they arrive at the ruins, they discover a passage leading down to a dungeon.
30. Local miners say they are hearing strange sounds in the deepest mine shaft. They are getting concerned. The party is asked to investigate. They soon find an opening into an ancient dungeon.
31. Some kids snooping around in the cave just outside of town discovered a stone door in one of the caverns.
32. A local farmer's ox got its foot caught in a hole. The party is asked to help. Once the ox is freed, the hole is revealed to be an entrance to a dungeon.
33. A collector of oddities needs help organizing his curio shop. He will give the party a map to a dungeon if they help clean up.
34. If the party helps an innkeeper stock up on firewood, the innkeeper gives them a map to a dungeon.
35. The mayor is concerned about reports of goblin raids. She gives the party a map to a dungeon where the goblins are thought to be living.
36. While traveling along the road, the party spots a parchment tacked to a tree by a dagger. It is a map to a dungeon.
37. The signs of a struggle are obvious along the path. There are bloodstains, a silver ring, and a map to a dungeon.
38. If the party helps an old beggar, he gives them a map to a dungeon.
39. If the party gives food to a street urchin, he gives them a map to a dungeon.
40. The owner of the potion shop offers to sell the party a map to a dungeon for five gold pieces.
41. A party member notices something stuck to their boot. It's a map to a dungeon. How did that get there?
42. The party finds an injured man alongside the road. If they help him, he gives them a map to a dungeon.
43. Some thugs are harassing an old woman. If the party helps her, she gives them a map to a dungeon.

Dungeon Hooks

44. A messenger raven lands near the party. It has something strapped to its foot. It's a map to a dungeon.
45. The word is out that a noble is selling a map to a dungeon for 20 gold pieces.
46. When the party wakes up one morning they find a map to a dungeon among their belongings.
47. A stranger bumps into a party member and then runs off. When they check their pockets, they find a map to a dungeon.
48. While visiting a temple, a monk gives the party a map to a dungeon.
49. When a party member is reading a book, a map to a dungeon falls out.
50. The rough-looking dwarf is challenging inn patrons to a drinking contest. If anyone can beat him, he'll give them a map to a dungeon.
51. A strong man is challenging people to wrestling matches. If anyone can beat him, he will give them a map to a dungeon.
52. A wizard is challenging people to a battle of wits. If anyone can beat him, he will give them a map to a dungeon.
53. A map to a dungeon was found on a dead body near town. The cause of death was certainly murder. The mayor is offering the map as a reward for information about the crime.
54. A dead body lays in the road. When the body is searched a, lock of blonde hair tied with a scarlet ribbon, a gold brooch, and a map to a dungeon are found.
55. A courier approaches the party and asks for one member by name. The courier delivers a package that contains a broken iron shackle, a hawk feather, and a map to a dungeon.
56. Workers at the old town graveyard discovered a hole in the tomb of a famed past ruler. The town leadership fears graverobbers, so they are looking for a group to investigate.
57. The new dam diverted the river and revealed an entrance to ancient ruins.
58. A blacksmith offers the party a map to a dungeon in exchange for them delivering a load of swords.
59. A recent mudslide revealed a stone door. The townspeople have been trying to open it but without success.
60. When the party stops for a rest near a clear stream, a door can be seen on the bottom.
61. A strong wind blows a map to a dungeon into the face of one party member.

Dungeon Hooks

62. A farmer found a map to a dungeon in his field. While he's at an inn enjoying a few drinks, he says he's willing to part with it for 10 gold pieces.
63. Mining has been going on at the salt flats for generations, but recently workers uncovered a doorway leading down into the earth. The miners are looking for someone who can open it and explore what is beyond.
64. A dog drops a map to a dungeon at the feet of one party member.
65. An innkeeper asks for help milking a cow. While the party is helping, they find a map to a dungeon in the cow's collar.
66. There's no room in the inn. The party sleeps in the barn. One party member finds a map to a dungeon in the hayloft.
67. The party rents rooms at an inn. When one party member pulls the sheets back on the bed, they find a map to a dungeon.
68. An innkeeper asks the party for help sweeping up. One party member finds a map to a dungeon in the dustpan.
69. While dining at a noble's house, one party member finds a map to a dungeon under their chair.
70. A town is offering a bounty on a small-time criminal. In addition to the reward, the sheriff is willing to throw in a map to a dungeon.
71. The party catches a would-be pickpocket. In exchange for letting him go, he offers the party a map to a dungeon.
72. A pixie entreats the party through gestures and tears to follow her. She leads them to a dungeon where her tribe is being held captive.
73. It is said that the riddle inscribed on the statue at the center of town offers clues to a treasure horde. If only someone could figure out what it means.
74. A bard boasts that he cannot be outplayed. He wagers a map to a dungeon to bolster his boast.
75. The mayor offers a map to a dungeon to the party on the condition they never set foot in his town again.
76. A local baron is offering a map to a dungeon to anyone who can help finish building a large stone wall near his manor.
77. The party finds a basket floating down a river. It contains an obsidian dagger, a pearl, and a map to a dungeon.

Dungeon Hooks

78. The inn burned down last night. The loss of life was shocking, but even more shocking is the large tunnel leading down into the earth among the remains. The tunnel should be explored. The safety of the town depends on it.
79. Rumors say there is some supernatural activity at a cave not far from town. When the party investigates, they find a dungeon.
80. While plowing a field, a farmer unearthed a chest. The only thing inside that the farmer can't use is a map to a dungeon. He's willing to trade it for some basic homesteading supplies.
81. When the party sits down to a meal in an inn, they discover a map to a dungeon drawn on the back of a napkin.
82. An innkeeper is offering a map to a dungeon in exchange for clearing his cellar of rats.
83. While digging a grave workers found a stone slab that appears to be a doorway. They are looking for someone who can open it and explore what is beyond.
84. A gigantic doorway has appeared on the side of a mountain. The nearby town is in a state of constant dread. What is this doorway? Will anyone ever find out?
85. The underground section of a noble's manor has been locked and unused for generations. A family tradition said never to open it. However, the new lord of the manor wants it opened and explored. Perhaps some wandering adventurers would do the job.
86. Walking along the road, the party falls into a pit that leads to a dungeon.
87. The strange old widow needs help to fix her house. After the work is done, she'll give an old map her husband left years ago to the helpers.
88. A cat drops a map to a dungeon at the feet of one party member. The cat follows the party and after the dungeon has been explored, the feline turns into a woman.
89. A recent forest fire revealed ancient ruins. There are several passages that lead underground.
90. As the party walks along a road, a door appears. Nothing appears to be on either side of it. However, if opened it leads to a dungeon.
91. The party encounters a traveling troupe who put on a play for them. At the end of the performance, the leader hands the party a map. Then the entire troupe disappears.
92. An ethereal woman rises out of a lake and hands the party a map to a dungeon. Then she returns to the lake without a word.
93. The party finds a 10-year-old girl weeping by the side of the road. She says her parents have been kidnapped. She has a map to where they are being held, but the journey is hard, and she doesn't know what she'll find there. If only she had help.

Dungeon Hooks

94. The party finds a pack mule loaded with gear, but no one is around. If they search the gear, they find a map to a dungeon.

95. A local wizard asks the party to fetch some items from his cellar, and in exchange, he'll make them some healing potions. However, once in the cellar, the party realizes they are locked in a dungeon.

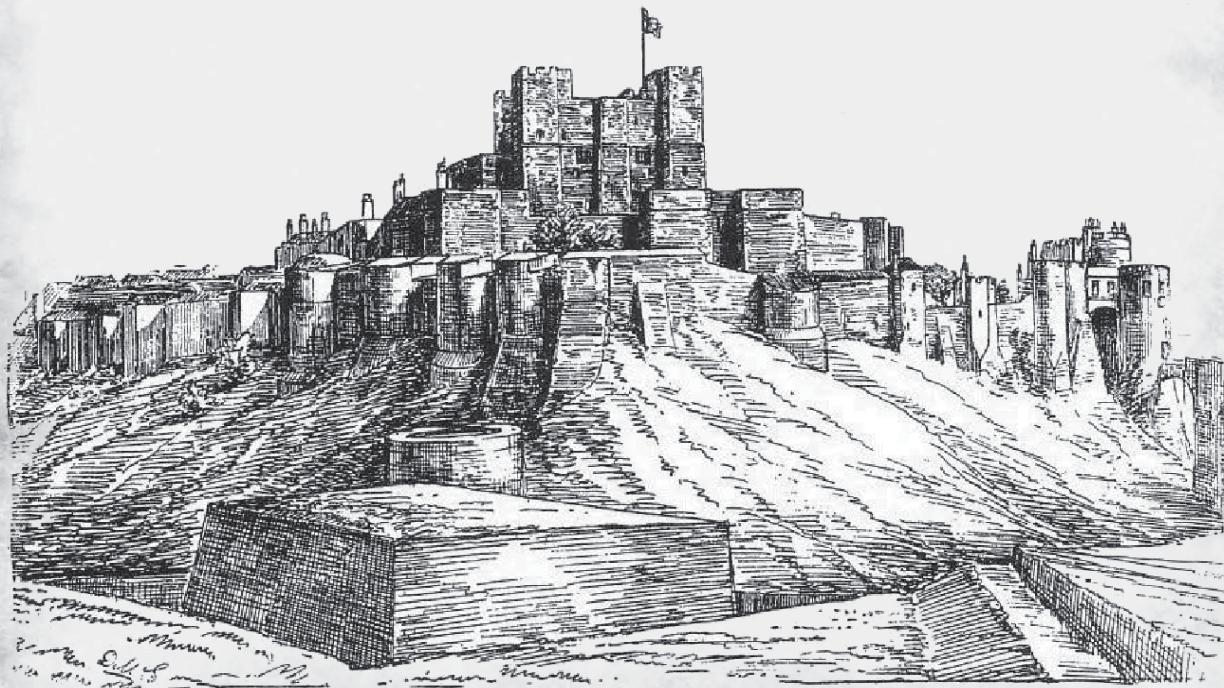
96. When the party is eating at an inn, they find a map to a dungeon baked inside the bread.

97. An elf approaches the party. She asks if they are up for adventure. Then she hands them a rolled up leaf and immediately departs. On the leaf is a map to a dungeon.

98. A curio shop owner offers a party member a small music box for free. Once the character plays it, it opens to reveal a map to a dungeon.

99. The party finds a lute leaning against a tree. It has a map to a dungeon engraved on the back.

100. As the party walks along a road they see someone has drawn a map to a dungeon in the dust.



Royal Quests



Royal Quests

1. The queen sponsors a grand quest. The legendary Sword of Tyris must be found and returned to the royal court. There are competing parties and scant clues, and some even wonder if the sword exists at all. Untold honors await those who find the sword.
2. The party is approached by a shady individual who wants to hire them to assassinate a duke.
3. Due to ancient bloodlines, the teenage daughter of a duke and duchess is to be proclaimed queen over a faraway kingdom. The escort from the kingdom met with disaster and only a few survive. She needs defenders along the dangerous journey. Anyone who helps will be rewarded once she is coronated.
4. The king has been dead for years and the kingdom has been ruler-less ever since. The cities and roads are deteriorating. Everything is falling into disrepair. Will somebody claim the kingship? Will they restore the kingdom to its former glory? Will the party take up this challenge? Or will they move along?
5. The king died without an heir. Now, five claimants are making their case to be the next monarch. However, one or more of the claimants are imposters. The nobles are seeking outside help to expose the frauds and name the new ruler.
6. The king would like a certain noble watched for several days. He believes he is plotting against him. It won't be easy because the noble is visiting many places throughout the city.
7. The queen fears she can no longer trust her chancellor. However, he comes from a powerful family. She is looking for discreet ways to replace him.
8. The king is hosting the grandest fox hunt ever held. Whoever brings in the most foxes will be granted great rewards and honors.
9. The king is looking for some hardy souls who will whip his lazy son into shape.
10. A changeling has assumed the form of the king and changed the real king into a falcon. Odd orders and mood swings have the servants confused and worried. The head servant asks the party to investigate why the king is acting strangely.
11. The queen is looking for a special escort as she goes on a secret mission. She doesn't want any of her usual guard to be recognized, so she is looking for a group of adventurers who can handle themselves.
12. The royal archives have been burglarized. Several priceless artifacts and heirlooms were taken. The king seeks to hire a team that can find and return the items while at the same time punishing the thief or thieves.
13. The queen feels her guards need more training. Some adventurers should do a good job.
14. As the party travels, they find a broken sword in the path. The hilt has several runes that tell the name of the swordsmith. There are other runes on the blade that mention yet another name. If they investigate the origins of the sword, they will find a sad tale. It will lead them to the tomb of a slain warrior princess.

Royal Quests

15. A princess wants to join your party and go adventuring, but first, you must sneak her out of the castle.
16. Where has the light gone? The days are continually growing shorter. Is it the end of the world? Is it a new phase of planetary evolution? No one knows. At the behest of the queen, the party sets out on a grand quest that leads them from continent to continent, land to land, kingdom to kingdom to answer this terrible mystery.
17. The royal servants are reporting strange sounds coming from the lowest level of the storage cellars. The party is asked to investigate. The king has promised a reward.
18. The royal food has been arriving burnt lately. The king asks the party to investigate because his servants say nothing is wrong. Speaking with the cook reveals little. However, if they continue to investigate and watch the cook, they can learn he's actually a dragon in the form of the cook.
19. The party is tasked with delivering a load of wine to the royal court. Bandits try to steal the shipment along the way. The party must repay the king for every bottle that is broken.
20. There is a report of a break-in at the royal catacombs. The king hires the party to investigate.
21. The king is expecting his new statue to arrive, but the delivery is late. He offers the party some gold to go to the quarry to see about the delay.
22. The queen would like an elephant. She is willing to pay quite well for an elephant. Also, those who bring her an elephant will be granted an audience with her majesty. This will be very important to your party because they need the queen's permission to enter a royal library to look for a book to complete their quest. Where will they find an elephant?
23. The statue of the queen's grandmother in the city square is missing. She is enraged and hires the party to find the thieves. After investigating the party discovers the statue has come to life.
24. There is a spy in the king's court. The king hires the party to ferret out the spy and discover who they are working for.
25. A king's favorite painting has been stolen. The king will pay the party richly to find and return the painting.
26. The king is hiring brave souls willing to map new inland trade routes. He's offering to handsomely equip parties of adventurers.
27. The queen would like more exotic fish for the pond in her private garden. She is paying quite well for specimens.
28. The king asks the party to deliver a book to a wizard who lives in a tower outside of the city. The problem is a rival wizard wants to steal the book.

Royal Quests

29. There has been a rebellion at the copper mine. The king would like the matter resolved and the work resumed. He's not concerned with methods, just results.

30. A fire rages through the castle. Most of the royal family has made it out safely, but royal retainers are restraining the frantic young queen. Her little daughter, who is the heir to the throne, is somewhere amidst the blazing inferno.

31. The king needs some outsiders to discreetly investigate his court wizard. He believes he is plotting a coup.

32. The queen is sullen and angry. Her court is seeking a group of entertainers to cheer her up.

33. An old man asks the party to recover some stolen gold. He offers them a percentage as a finders fee. He says the gold was stolen from his family decades ago and that he's only recently discovered its location. The gold is hidden in an abandoned castle. Once the players recover the gold and return it to the old man, a series of clues reveals that he is actually the thief who stole it from a royal family. The players can do what they will. Give him the gold and take the finder's fee? Or take the gold and return it to the royal family?

34. The royal prince is royally spoiled. The king and queen are seeking advice on the best cure.

35. The king has fallen under the spell of a wicked adviser. The loyal servants are living in terror as they watch their good lord being corrupted. Who can break this evil influence and restore the good king?

36. The king is looking for a group of adventurers to do a special job. He would like a certain item procured from the home of a baron. How this is done is up to the group. However, no one must know the king gave the order.

37. The king has ordered a contest of music. The winner will be granted a title and lands.

38. The royal family is hosting a huge jousting tournament. The grand prize is 1000 gold pieces and an audience with the king and queen.

39. The queen asks the party to put together a ball for her. It will take a lot of organization, but if the result impresses her majesty, she will reward them handsomely.

40. The prince asks the party to secretly deliver a ring to his love. However, the romance is forbidden, and the utmost secrecy is needed since the young lady is a commoner.

41. The castle is besieged, and the king wants a group of warriors to join him in sneaking out of the castle via a secret passage in order to take out the battering ram team.

42. The party is hired to escort a prince to a foreign land so he can be married in a political alliance. There are a number of forces that do not want the prince to arrive, so the party is dogged by assassins. Also, once arriving in the kingdom, they discover that the princess does not want to marry the prince. This is mainly because she has heard rumors about him and his character. The players can either help the prince and princess fall in love to create the alliance, or the party can start a war.

Royal Quests

43. Rumor has it that the old king locked the crown prince in the dungeon in a fit of rage. The crown prince is popular and the people are growing restless. If someone could convince the king to free the prince or help him escape from the dungeon, they would be rewarded.

44. The king is looking for some hardy folk to rebuild an old fort on the edge of the kingdom. It will not be easy, and adventure is in store. But to those who succeed, great rewards will be given.

45. The Crown Jewels have been stolen and sold to a number of individuals in other kingdoms. The party is tasked with recovering all of the jewels.

46. The king has grown angry and more capricious as of late. His latest crime is to imprison an innocent family. The party is employed to rescue them.

47. The party must impersonate a duke at a royal function.

48. An inept king sends his knights on a suicide mission. The party must help the knights survive the ordeal. Perhaps it would be better to join forces and dethrone the king instead.

49. The king asks the party to deliver a secret message to a rival kingdom. However, there are forces within the king's court that want to prevent the message from being delivered.

50. A light has been seen on the top of the tallest mountain in the realm. The king wishes to hire a band of adventurers to investigate.

51. The crown prince's uncle has murdered his father and usurped the throne. The prince needs allies to reclaim what is his.

52. The party must be the king's bodyguards at an important gala.

53. A dwarf prince beseeches the party for help. His kingdom is being threatened by his family's enemies. He requests the party to come back to the kingdom's capital city and strike down these usurpers. The party must delve deep into mines that are now haunted with vile creatures as well as face political intrigue in the court to help restore power to this young dwarf prince.

54. The king has ordered a contest of strength. The winner will be granted a title and lands.

55. An old witch kidnapped the young princess. The king and queen never gave up searching for their daughter, but after 18 years, a great sickness struck the royal family. The king and queen succumbed to the sickness. Now, the king's wicked brother will inherit the throne unless the princess is found!

56. In their travels, the party finds a young slave girl with a birthmark that proves she is the heir to a kingdom now ruled by a despot. If they help her regain her throne, they could free an entire kingdom from tyranny.

57. The queen asks the party to deliver a shipment of weapons to a fort outside of town. Somehow bandits have heard of the shipment and attempt to steal it along the way. If the shipment does not arrive, the queen will be very angry.

Royal Quests

58. Someone has been pilfering wines from the royal wine cellar. The queen doesn't trust any of her servants, so she asks the party to catch the thief.
59. The king asks the party to bring him venison from the king's forest.
60. The party is enlisted to help a young princess escape an arranged marriage by her deranged father. Palace intrigue, impostors, and even bloodshed all abound.
61. The queen is seeking an escort for a special gift intended for the monarch of a neighboring kingdom. It is a large box, and when the recipient opens it, it turns out there is an assassin hiding inside. The party is marked as accomplices.
62. Upon waking up in the morning, each party member finds new items in their packs. The items are an iron key, a dagger with a gold hilt, a brass belt buckle, and a note. The items form a puzzle that leads them to help a queen in a faraway land.
63. The spirit of a long-dead elf princess appears over the watering hole where the party has stopped to rest. She tells them a sad tale of lost love and black betrayal. She entreats them to help her and free her from this grief and sorrow. Near the pool is some evidence of an ancient murder, and they are to take her bones to a resting place in the ancient city of the elves. But the journey will not be easy, and once they get there, the elves may not believe this tale. In fact, some may want the tale to remain a distant memory. For her murderer still lives and does not want to be exposed even though the murder happened more than 700 years ago.
64. Only one thing can free the young queen from the vile curse placed upon her. Only one thing can restore the kingdom. That thing can only be found in a hidden elf kingdom that no one knows how to find. Oh, there are stories. Oh, there are myths. Oh, there are rumors. But the time has passed for child's play and old wives' tales. The party must find this kingdom and find this item before all is lost.
65. A woman dressed in chainmail lies bleeding in the road. If any come to her aid, she slips a bracelet made of ruby and Jasper into their hand. The bracelet is covered with symbols and ancient writing. Only someone skilled in magic can read the writing. The writing tells her name and the name of the city from which she came. This legendary kingdom was located in a faraway land and the legend tells that whoever bears this bracelet shall be heir to the kingdom.
66. The entertainment for the royal banquet has been delayed. The servant in charge is desperate and asks the party if they could provide entertainment.
67. The young king has been betrayed and imprisoned by a group of wicked advisors. Who can free the young ruler and restore peace and prosperity to the land?
68. The king's scepter has been stolen. He is enraged and is offering a fantastic reward for its return. There is a rumor that the scepter is a key for a famed treasure hoard.
69. The prince has run away. The king and queen have placed a reward for his safe return. There are a number of competing parties eager for the reward.

Royal Quests

70. The king feels the crown prince needs more training. He wants a group of adventurers to take the prince on an adventure. The king is promising a great reward. However, the prince is lazy and fat and doesn't want to go.
71. The king is looking for workers to dig out a cellar that collapsed. He's paying quite well.
72. The original manuscript of the royal law has been stolen. The royal family is offering a reward for its return.
73. As the party is traveling through a forest they come across a princess in a trance laid upon a bed of flowers being tended by birds and small animals. If they investigate they can find a few clues about her identity. On her neck she wears a strange amulet and clutched to her breast is a sealed scroll.
74. A charlatan sold a beauty product to the queen that turned her skin purple. She hires the party to find the charlatan and discover a remedy.
75. A wicked king has ordered that his good son must be put to death. The inhabitants of the land are in dismay because the prince is well-loved. The party must safeguard the prince and help him come into his own and replace his father as king.
76. The princess wishes to secretly hire fake suitors, so she can convince her parents she is actively looking to marry. In fact, the princess is trying desperately not to be married to a nobleman she despises. Yet, he keeps scaring away other suitors through threats and violence.
77. The king has not returned from a hunt for a mythical beast. The party is sent to find him or there will be a civil war over the throne.
78. The queen has ordered a contest of magical arts. The winner will be granted a title and lands.
79. The king would like a drink from a legendary well in the mountains. He's offering a fantastic reward to any who can bring him some of the water.
80. Two attempts have been made on the king's life in recent days. He wants the incidents investigated and he is paying handsomely.
81. A strange manuscript was discovered in the royal archives. The king is offering a reward to anyone who can translate it.
82. There is a rumor that there is a secret passage in the main audience hall. No one has been able to find it. The queen is now offering a reward if it can be found.
83. The party must safeguard a princess on the way to her wedding.
84. The new king suffers from severe equinophobia. Yet he must make a treaty with a faraway country where the entire economy is based on horses. Help the young king travel by horse to this land and make this vital treaty.
85. The queen is hiring extra security for the Grand Ball. It's a good thing because there is an assassin who will be at the party.

Royal Quests

86. The prince has been kidnapped. The party must follow clues to track the kidnappers and rescue the prince.

87. Someone robbed the ancient king's tomb. Now his spirit is restless. Hauntings and terrible things are happening in nearby villages. The king's crown must be found and returned to his tomb to put his spirit at rest.

88. Work on the new town wall is going slowly. The queen is looking for someone to whip the workers into shape and get the job done.

89. The queen is looking for a new champion to defend her honor in a combat to the death. If the champion prevails, they will be heaped with honors.

90. The king is ill. A rare plant is needed to make a remedy, so the party is sent after it.

91. The queen is sponsoring an expedition to collect some rare wood from a faraway forest. She is offering any gear the party may need and an excellent reward.

92. A dragon has stolen the crown jewels to add to his hoard. The party is to slay the dragon and return the jewels. Whatever other spoil they find is theirs to keep.

93. The king is called Cedwin the Mad, and rightly so. The queen has secretly asked you to "kidnap" her and bring her to her power base in the South. There she will rally troops and go to war against her husband. She must become the ruling monarch or her country will crumble under this mad ruler! She needs help in gathering warriors and intelligence.

94. The king and queen have learned that there will be an attempt on the princess's life at the grand ball. They are looking to beef up security.

95. A clumsy, lovesick knight has gone to rescue his princess but falls into a mishap. Meanwhile, the princess manages quite well on her own and frees herself. Though the knight is clumsy and hapless, the princess still loves him dearly. She asks you to join her in rescuing her beloved.

96. The queen wishes a song composed for her daughter's wedding. She has placed a call for all musicians to submit a song. The winner will receive a rich reward.

97. The queen needs someone to take an exotic animal to a faraway city and present it to the ruler. She says they will be rewarded.

98. The king would like the egg of a golden dragon. He is offering a substantial reward.

99. The city is mourning the death of the king. But the heir is far away, so the party is hired to find her and bring her home so she can be crowned queen. Complications and problems exist all along the way. Not least of which is that the heir does not wish to return.

100. A young king and queen's firstborn child is gravely ill. The court wizard says that the child will die unless he can prepare a certain potion. However, there is one ingredient he lacks. The feather of a giant bird called a roc. The party must find the roc's nest and bring back a feather. The king and queen are promising a great reward.

Forest Quests



Forest Quests

1. The trees in the old forest are dying and no one knows why. Some say it's a tree disease. Others think something sinister is at work. The party is sent to search the forest to get to the bottom of the matter.
2. The party finds an abandoned treehouse. If explored they find evidence that a noble couple who were forced out of their home had lived and died here in exile. They also find journals detailing the kingdom they came from and the crime they were falsely accused of.
3. The party sees a group of men preparing to hang someone. Should the party intervene? They learn the person about to be hung is innocent of any crimes.
4. The party discovers a large amount of dead birds in the forest. If they look for clues, they are lead to a tower where a mad wizard is performing experiments. He does not take kindly the interruption.
5. A merchant asks the party to collect beaver skins for her. She's paying quite well for every skin.
6. A strange people live in the forest. Their skin appears to be wooden and their eyes seem to hold an ancient sadness within them. Though they do not speak, they beckon the party with motions to come to a large tree. It stands like a massive sentinel. It is aged, venerable, tired. The elders lead the party around its immense girth to a place where the tree shows signs of disease. A dark hole has been bored into the base and a rank odor wafts out of it. Around the rim of this void the tree's bark is discolored and putrefied.
7. A wagon is stuck in a thicket. The gaunt mule team is struggling to free themselves, but cannot. The wagon is loaded with cages of exotic birds that are raising quite a racket. The driver is slumped in his chair. If the party investigates, they find the driver has been murdered. Some papers and items reveal the driver's name and the town they are from plus a few clues.
8. A merchant hires the party to search for one of his caravans that was lost in the forest.
9. The party sees a sword stuck into a massive tree about 20 feet above the ground. If the sword is pulled out of the tree, the spectral form of a knight appears and tells the party a story. He was the captain of the guard of a nearby kingdom and was betrayed by his best friend who took his position. He asks the party to avenge him.
10. The party discovers a group of men pulling a sailing ship on rollers through the forest. The men have been traveling for a long time and the arduous journey has taken its toll. They say they are looking for an inland sea and their homeland.
11. The party stumbles upon a giant egg in the forest. While the party is investigating, the mother roc returns and attacks.
12. The party stumbles across the ruins of a great statue of a man. It now lies broken next to the path. The name of the person can be seen on the base, plus an inscription that reads, "He who finds my shield and sword shall rule in my place."
13. A wizard asks the party to search the forest for a certain kind of moss. They will be paid if they can find any.

Forest Quests

14. The party comes across a dying adventurer. He tells them that he was betrayed by his partners after they found the fountain of youth. As he dies, he gives the party a map.
15. On the forest road, the party meets a traveling circus. They have a choice to join the circus or to continue on their quest. If they choose not to join the circus, they soon realize a pickpocket has relieved them of several valuable items and gold pieces. If they join the circus they find out there is a power struggle within the organization and can help the rightful owner regain control of his family circus.
16. The party finds an unconscious woman. On her person is a map, a golden dagger, and a crimson cloak embroidered with complex designs. If the party tends her wounds, she regains consciousness and tells them she is on the run from a vile group of warriors who have raided her village in the forest.
17. The forest is under a curse. Those who step into its dark shadows never return. Some say that the curse can be broken and the lost set free. But that would entail entering the uncanny wood and walking among the swarthy leaves, penetrating the darkness to find the Ancient One who bound the curse to its trees.
18. The potion shop owner asks the party to search the forest for a certain kind of plant. He will pay for each plant brought to him.
19. The party stumbles across a peaceful grotto with a strange ivory statue near a clear pool. In the statue's chest is embedded a large ruby. If the party drinks from the pool they are healed of any wounds. If the ruby is taken, the statue comes to life and hunts them through the forest until it is defeated, regains the ruby, or the party is driven far away.
20. The party must find a bandit gang's hideout in a huge forest.
21. A talking tree tells the party a sad tale and asks them to bring him a golden acorn, a feather of a mockingbird, and the wings of a dragonfly. If they do this, they will be greatly rewarded.
22. The party finds a silver ring hanging from a tree by a ribbon of scarlet. The ring has the name of a faraway city inscribed on it.
23. The party comes across a lake as they are traveling. They realize it was created by a dam. The dam appears to be near failing. If it breaks it would destroy a small village located below it.
24. A hunter tells the party she tracked a white stag for miles, but lost him near a large cave. The white stag's skin would fetch a hefty price.
25. The party discovers a trail of gold pieces leading off the road and into the forest. If the trail is followed, the party is ambushed by bandits.
26. The party finds a dead horse near the path. Its packs are filled with supplies and there is a map that leads deep into the forest.
27. The party is asked to search the forest for a good location to build a new fort.

Forest Quests

28. The party discovers an emerald on the forest path. If they pick it up, they soon notice ghostly figures stalking them.
29. The party encounters a pack of sentient wolves. They invite the party to go with them on a mission to save their land from a greedy king, who wishes to cut down their forest in order to build himself a lavish estate in the country.
30. The party must transport a lit brazier to a secret location. The flame must remain lit. However, there is a gang of evil mages who want to steal it, and the road is filled with hazards that might put out the flame.
31. The party stumbles upon a massacre. There are about 100 bodies of travelers who have been slaughtered. As the party searches through the remains several clues emerge. Evidence points to a pack of gnolls. Several items are found among the dead that would give the players incentive to track the gnolls down and kill them. Once they do, they discover evil mercenary troops are raising an army to disrupt trade and extort villagers.
32. When the ogre came burning, stealing, and murdering, most of the poor folk in the land fled before him. Now from his cave he holds prisoner an entire region. Part of the Traveler's Road is no longer safe to traverse. The party must slay the ogre and rid the land of his corruption, so the farmers can return and the road is again safe.
33. A wizard asks the party to search the forest for bark from a certain kind of tree. If they find it, he will reward them.
34. An innkeeper asks the party to bring her venison from the forest.
35. The party finds a dying man. It turns out that he was on a mission to free his people from slavery. He had finally gained enough access into the slave cartel to put him in a good position to assassinate the leader of the vile slavers. Now the players can choose to impersonate the man or discover other means to free the slaves.
36. The party comes across a treehouse village of halflings who say they need help fending off bandits.
37. The party is asked to kill a giant boar that is rampaging through the forest.
38. All the animal life in a particular forest seems to have disappeared. Rumors about an evil presence in the forest are starting to spread. If only someone would investigate.
39. The party discovers a chasm from which they hear screams. There seem to be enough handholds to descend into it.
40. The party encounters a hermit. He asks them to collect berries, venison, and other food from the forest, and in exchange he will cook them a good meal and impart some wisdom. After the meal, the hermit tells the story of an ancient ruin he found in the middle of the forest.
41. The party finds a hawk wounded by an arrow. If the hawk's wounds are tended, it gets better. At night the hawk transforms into a beautiful woman who explains she has been cursed. The party can then undertake to break the curse.

Forest Quests

42. While traveling through the forest at night, the party begins to hear sounds like an animal is tracking them. Eventually, they discover or are attacked by a werewolf.
43. The party finds a trail of breadcrumbs. If they follow it, it leads to a house seemingly made of candy. It's so hard to resist the temptation to nibble!
44. The party comes across a lumberjack who has been trapped under a tree he was cutting down. If the party frees him, he invites them to his home for dinner.
45. A dying man implores the party to take a wooden box to his daughter in a distant town. If the box is not opened, they are rewarded handsomely. If the box has been opened, the daughter will know it and not reward the party.
46. The deeper the party travels into the forest, the more the forest becomes corrupted and dark. Leaves go from green to brown to black. The trees themselves seem to grow angrier and more unpleasant to look upon. Good game is replaced by foul creatures. If the party continues into the darkening forest, they discover a group of evil wizards raising an army of goblins, orcs, and ogres.
47. The forest is quiet, too quiet. There does not appear to be any wildlife at all. If the party investigates, they discover a dragon is on the prowl.
48. Within an ancient wood, there is said to be a powerful wizard who sleeps until the day when he is needed. Is that day at hand?
49. The party discovered the dead body of an adventurer. The corpse has some basic supplies, a short sword, and a bow with 12 arrows. Also, there is a journal with clues and information on points of interest in the forest. There is information on several caves in the area, locations of streams are marked clearly, and an odd note about a strange tree.
50. A dog comes to the party and indicates he wants them to follow him. If they do, they come to the entrance of a troll cave where three travelers are about to be roasted over a fire.
51. The party meets a group of lumberjacks that ask for help. They'll pay for each tree that is cut down and stripped.
52. The party meets a group of slavers who have just rounded up a load of fresh victims. The slavers ask the party for help transporting their human cargo. What does the party do?
53. The party is asked to capture a thief who fled into the heart of the old forest.
54. The party is asked to investigate sightings of a strange creature that is said to inhabit a certain stream in the forest.
55. The party is asked to find a book that has been lost in the forest.
56. The party meets a group of travelers that are in trouble. Their wagon is stuck, and one member of the group has broken their leg. The travelers ask for help and say they are only going to the next town.

Forest Quests

57. At the heart of an enchanted swamp lives a wizard. The players must defeat the evil wizard in order to release the young maiden from thralldom.

58. The party stumbles upon a stone dias with a large crystal levitating over it. The crystal speaks and asks them to bring a certain woman to it so that the woman and the crystal can be “joined.” The crystal claims that the woman is the chosen one and gives instructions on how to find her.

59. As the party travels along the forest road, they are ambushed by bandits.

60. A forest fire rages ahead. The party can turn back or help put it out before it reaches a nearby village.

61. The characters are tasked with finding a meteorite. The “star metal” makes excellent swords. There are several competing parties trying to find the meteorite as well. However, the meteorite fell into the middle of a vast forest.

62. The party meets a group of bounty hunters tracking a criminal. They ask the party if they want to help out. In return, they’ll get a piece of the action.

63. The party must clear a goblin den near the path.

64. A wizard asks the party to collect some rare herbs in a marsh nearby. While they are out collecting them, the spirit of a long-dead warrior appears to them, and he gives them information that could lead them to the ruins of an ancient castle now sunk beneath the marsh.

65. The party comes to a raging river. However, the ancient bridge span has collapsed. How will they get across?

66. The owner of a small shop asks the party to gather seeds from a variety of different trees of the forest. He’s paying well.

67. The party meets a strange old man in the forest. He asks them to perform a series of seemingly menial and nonsensical tasks like gathering sticks, making mud, and tearing leaves. However, when the party is finished, the man combines the items and produces a magic ring that he offers the party.

68. While traveling through the forest the party notices there is a fire up ahead. It turns out to be a campfire of some traveling mistral. They challenge the party to a sing off.

69. The World Tree is dying. The party must heal it.

70. A hunter spins a strange story of a beast his arrows would not kill. He tells the party that this mystical beast has a giant jewel implanted in its chest. He can show the party where he took a shot at it and a few tracks.

71. The old forest has a confounding effect on travelers, and many become lost forever. However, somewhere in the forest is a map leading to a magnificent treasure. If the magical map is found, the confounding effect disappears and allows the party to navigate the forest. But can they find the map before they are hopelessly lost?

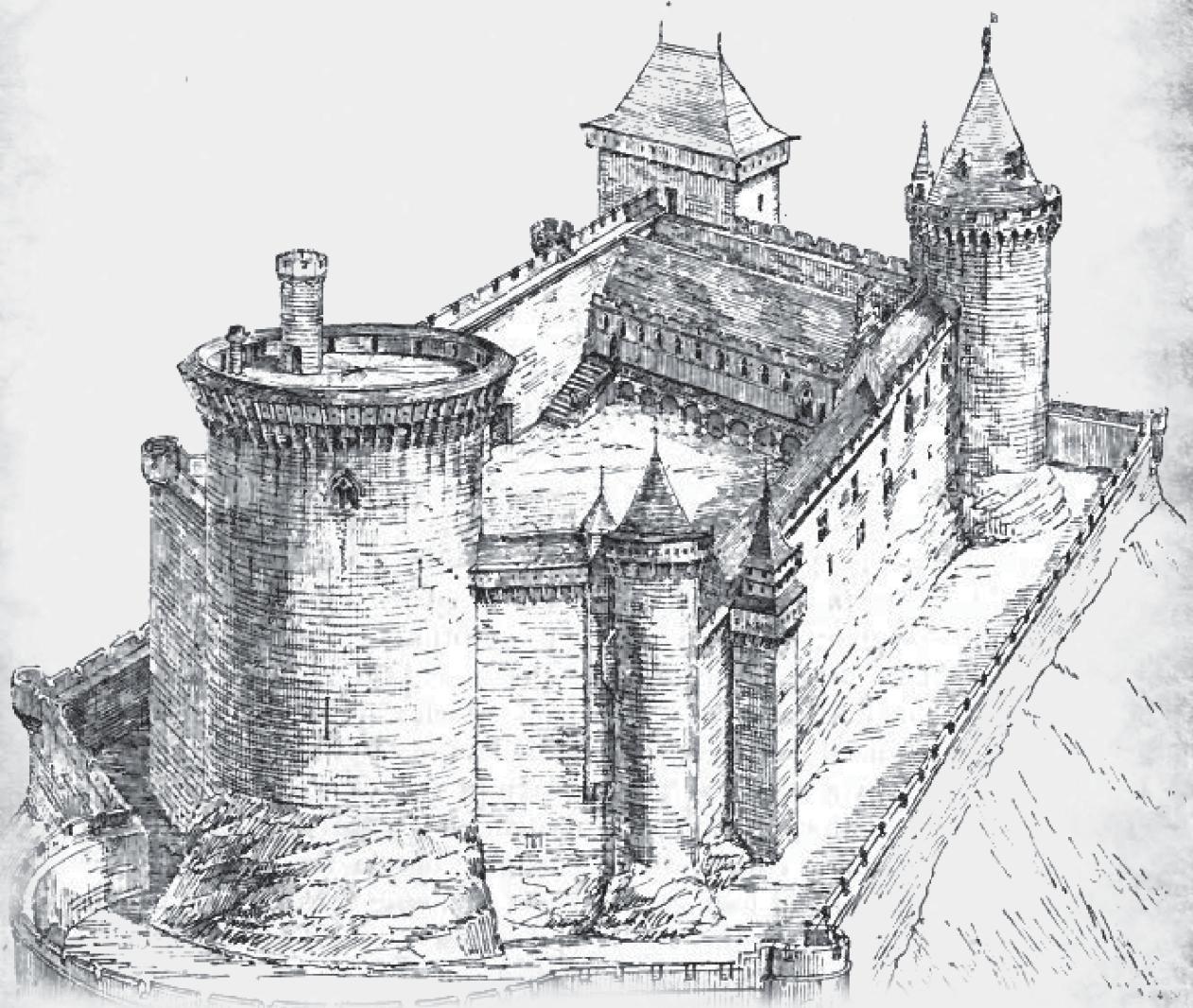
Forest Quests

72. A heavy rain has revealed some ancient stone work along the path. When the party investigates, they find a stone tablet written in an unknown language. If they can translate it, it says it marks the spot of the “royal vaults” whatever that means.
73. A burned wagon is found alongside the road. There are several dead bodies and some ransacked supplies. There are a number of clues that lead the players to find bandits and a greater conspiracy. A certain crime boss is stealing land from poor farmers.
74. The party is hired by a wealthy noble to prospect for gold deep in the forest.
75. The party is asked to throw a cursed sword into a spring deep in the forest.
76. The party meets a royal fox hunt who asks them to join the hunt.
77. The party discovers a series of cages suspended from a huge oak tree. Several contain skeletons and one contains an unconscious woman.
78. The party meets a group of townspeople searching for a lost child. Are they willing to help?
79. The party is asked to collect honey from a beehive high in a tree.
80. The party discovers ancient ruins. Under great tree roots are a number of chambers that can be explored.
81. While walking through the forest, the party spots a tree that has a keyhole in it. If the party has a key, they can try it. Or a search of the surrounding area reveals a key hidden underneath a rock. If the key is placed into the tree, the tree splits open with a loud crack. It reveals stone stairs descending into a dungeon.
82. A baby is found in the middle of the forest road. The baby needs to be taken care of or it will die. A few clues remain near the child that may lead to the identity of the parents and possibly a group of kidnappers.
83. While traveling through the forest, the party is attacked by warriors wearing bearskins. They blame the party for attacking their village. The party can convince them they didn’t attack their village, if they offer to hunt the real culprits.
84. The party is asked to investigate strange sounds coming from the forest at night.
85. The party spots a tree with a map carved into it. The map points to some location deep in the forest. If the party follows the route, they come to an overgrown tower.
86. A metal key at least four feet long lies in the path. What in the world could it open?
87. A pixie confronts the party and begs for help. Her village is under attack and if they hurry they could help save her people.
88. The long-abandoned tower of a robber baron has recently been rebuilt. Travelers along the road have noticed activity there, and a couple of travelers say they had to pay a “toll” to pass by. The party is hired to investigate.

Forest Quests

89. The party discovers several bodies hanging from the trees. Signs show a struggle and orc tracks leading off into the forest.
90. Deep in the forest there is a magical bridge. At least, that's what the village children say. Their mothers laugh and dismiss it as childish imagination. But the children do bring home some strange objects once in a while.
91. A massive tree has fallen across the path. As the party makes their way around it, they discover a chest full of old maps that the tree had grown over.
92. The party finds a secluded waterfall that appears to have unusual objects in the pool at the base. There is a chest with some gold and a map inside plus several magic items.
93. The party must transport some rare lumber down a river. Soon they realize that they are being pursued by a gang of bandits who want their cargo and a secret item that has been hidden among the lumber.
94. Orcs have moved into the forest to the east and are chopping down every tree they can find. The villages are nearly in a panic. Why are these orcs doing this? The people of the five villages are looking to hire adventurers to investigate.
95. The party is ambushed by a group of ruthless highwaymen.
96. It is well known that within the heart of the forest grows a very special kind of tree. These trees draw magic from an underground spring which imbues their wood with uncanny power. Any weapons or other objects made from the trees' wood are always magical. There is a great demand for this wood. However, the forest itself defends its heart fiercely.
97. The party meet an incredibly wealthy merchant whose left hand glints in the sunlight. The tips of his fingers appear to be made of pure gold. When asked about this feature, he tells of a perilous forest where strange beasts seek to devour any who dare enter. Somewhere in its depths, there is a pool of water that changes any object dipped in it into the finest gold. As he clinks his fingers together, he smiles wearily and warns about getting too greedy.
98. The party is asked to map a large section of forest by a nearby town.
99. The party comes across a group of refugees who have been driven from their land. The party can help equip and train them so they can take back their land or do it for them.
100. The party discovers a huge tree that has been hollowed out and made into a tomb. If explored they learn that it is the tomb of an elven queen.

Doorways to Another World



Doorways to Another World

1. The party finds a small fairy sealed in a bottle. She signs to them that she needs help, but not to open the bottle. If they follow her directions, she leads them to a doorway in a hedgerow. It leads to an evil wizard's lair, and if the party enters, they need to defeat the wizard. Then they can free the fairy.
2. A cat befriends a member of the party. However, at one point it scratches the party member and then the entire party wakes up in another world.
3. The party finds a sword lying in the road. When someone touches it, the entire party is transported to another world.
4. The party notices an imp sitting forlornly by a stream. When they approach he casts a spell that sends them to another world.
5. While walking past a statue at night, the party notices the eyes are glowing. When they investigate, there is a flash and they are transported into another world.
6. While traveling the party is ambushed by an unseen enemy. As arrows pierce them, they each awake in another world.
7. While attending a festival, the party listens to a storyteller until they are mesmerized and sent into the story.
8. The villagers talk of "that strange child." He goes on and on about his dreams, saying that he travels to fantastic places and meets peculiar creatures. The creatures tell him of the Great Evil in their land that entangles their world with oppression, fear, and chaos. The boy asks the party to help the creatures there. He says that he knows a way to bring them there, but that they all must "follow him."
9. The party sits down for a well-deserved meal at an inn. As they bite into the main course they are transported to another world.
10. After a night's sleep the party wakes up in a what can only be called a stark white plane of existence. No matter which way they travel, they soon spot a black tower. Once they reach the tower, they are allowed in and realize they have been captured by an evil demon. They must make their way through the tower and defeat the demon. Once the demon is defeated, they wake up where they were and seemingly no time has passed.
11. The party finds a well in the forest. When they look inside they do not see water. They see a fair landscape of rolling hills. If they descend into the well, they find a whole new world to explore.
12. A strange flower spits its spores at the party. They are at first unphased, but soon feel sleepy and lose consciousness. They awake in another world.
13. While visiting a library, the party enters a secluded room packed with ancient books. Immediately they are transported to another world.

Doorways to Another World

14. A primitive tribe asks the party for help. When they agree, the shaman gives them each a vial of foul-smelling red liquid to drink. Once the party drinks, they find themselves in another world where they have to solve a series of puzzles before they can return. When they return they are hailed as heroes by the tribe.
15. The party sees a bird messing around their packs. If they try to scare it away, it caws at them and they find themselves transported to another world. They learn that the bird is actually a princess who has been cursed. They can break the curse and return to their world, if they defeat an evil wizard.
16. In the middle of the path a single flower blooms. If touched, the party is transported to another world.
17. While staying at an inn, a flying carpet crashes through the window into the party's room. It whisk them to an unknown world.
18. An angelic being appears to the party. She asks them to help fight a new evil that has arisen in another world. The inhabitants of that world are not prepared to fight, and they need help desperately. If the party agrees, the angelic being transports them there. Once the evil is defeated she can bring them back, if they wish.
19. A merchant insists that the party takes a small glass globe with a depiction of a city inside. After they examine it, they awake to find they are now in that city. There is a power struggle between an evil prince and his good sister. If the good princess takes the throne, she has the power to set the party free.
20. A new world has risen literally. There can be seen the face of a new earth rising on the horizon. The titanic elemental forces will destroy the lands and villages nearest to its edge. While helping to evacuate some villages, a brave group of adventurers are caught up in a titanic vortex and transported to the other world as the atmospheres touch. In this strange place, the heroes must find a way to return to their lives. Or do they venture deeper into this new world, a world where they can write their own destinies.
21. While walking through a castle the party takes a wrong turn, and they are transported to another world.
22. Some young children give the party some apples. Once the party eats the apples, they are transported to another world.
23. As the party travels along the road, a portal opens beneath their feet, and they fall into another world.
24. The party finds a black obelisk in the forest. As they consider it, it transports them to another world.
25. While walking through the city, a strange child tosses a ball to one of the characters. As the character catches it, the party is transported to another world.
26. As the party proceed along the path, a stairway appears going down into the earth. It leads to another world.

Doorways to Another World

27. The morning is cool and the river valleys are fog-filled trenches. As the mist burns off in the heat of the day, the party realizes they are not where they thought they were. The landscape is now completely different.
28. While camping under the stars one evening, the party notices a star burning very brightly. It memorizes them and the next thing they realize is that they have been transported to another world.
29. An innkeeper tells the party there's something strange going on in his cellar and asks them to check it out. When the characters enter the cellar, they see a vortex that engulfs them and spits them out in an unknown plane.
30. As the party scales a mountain, they come across an ice cave. When they explore it, they find it leads to a subterranean world chock full of dinosaurs and cavemen.
31. The party discovers a tall tower. While walking up the outside staircase, they pass above the clouds, and the party is transported to another world.
32. The party is hired to investigate reports of a strange beast that has supposedly attacked several farmers and travelers in the area. While searching the forest at night, they span realities and arrive in another world.
33. While camping one night, the party stares into the fire and is transported to another world.
34. While walking one party member trips and falls. The other members see them disappear. Then suddenly the character who fell is back and safe and sound. However, the party realizes they are not where they used to be.
35. The party is hired to dig a pit. After they have dug down about four feet, the bottom of the pit gives away and another world can seen on the other side.
36. A strange merchant comes to town. Laden with books, he warns you that his books are not for the faint-of-heart. Any reader of his books will be transported into the book's story where the reader-now-adventurer must play out the tale to the end or die tragically.
37. The party discovers a pit that is pouring black ichor onto the ground. As they explore, they find a shaft leading down into the earth. The shaft leads down into the hollow earth where another world awaits.
38. A character swings their sword, and the tip disappears and gets stuck into thin air. When the character pulls the sword out, reality shatters and the party appears in a wasteland of smoke and ash.
39. While camping out in the wilderness one night, the party are bathed in a bright light from the sky. When their eyes adjust they are standing on a seashore covered in purple flowers.
40. A sinkhole opens up before the party. Deep inside can be seen a passage into a subterranean world.

Doorways to Another World

41. A hermit asks the party to collect some plants from the forest, and he'll make them some healing potions. However, when the party returns to the hermit's shack the inside is different and the occupant is not an old man.
42. It is a hot day. As the wind kicks up dust, the party is keenly aware of their thirst. A small dust devil plays near the party. Then it sweeps over to them and the party members turn to dust and blow away. They reconstitute in another world with vast red sand deserts.
43. The party is kidnapped by mole men and taken to their underground realm. Now, the party must fight to escape before they are sacrificed to the vile god of the mole men.
44. When the pretty barmaid winks at the party, they appear in a different world.
45. The singer in the inn one night is particularly enchanting. The party some find themselves swept up into the music and also into another world.
46. The party finds a doorway in the forest. It is a solitary doorway with nothing surrounding it. If opened, they can see a vast city spreading out before them. If they enter, they appear in that city.
47. While visiting a curio shop a small statue seems to telepathically call one of the character's names. If it is touched the entire party is transported to another world.
48. After a hot day's march, the party comes across a clear, cool pool. Taking a swim to cool off seems logical and beneficial. However, once in the pool, the party notices something strange. If their heads are above water everything seems normal, but if they put their heads below water they are standing in a vast grassland.
49. The party is somehow caught in a flash flood. As they seemingly drown, they appear in another world.
50. Inside the castle, a strange hole has appeared in the dungeon. Disconcerting sounds pulsate around its mouth. Anyone who goes near it starts to feel their sanity slipping. Sighs and weeping and screaming wrap around a sense of great regret. There is a terrible urgency calling out, and the hole is getting bigger.
51. Upon waking up one morning the party spots a tiny winged creature "sparkling" them with a glittery dust. The next thing they know is that they are standing on a cliff looking down into a river valley filled with the twinkling lights of a city.
52. At dinner the party is served a special vintage. The next thing they know is that they are now in another world.
53. While traveling during a thunderstorm, a bolt of lightning strikes near the party. The sound is deafening and the light is blinding. When their senses return, they have been transported to another world.
54. A wizard curses the party to a diminutive doom! The minuscule party must battle giant water drops and ferocious insects. Scaling mountainous furniture and swimming vast puddles, the questers must find the wizard's spellbook, open it, and undo this Lilliputian lifestyle!

Doorways to Another World

55. An evil sorceress captures the party inside a crystal. Inside the crystal is an entire other world. The party must defeat the beating heart of the crystal. Once they do, they free themselves as well as all the souls that have ever been trapped in the crystal.
56. The land has been cursed. People and animals phase in and out of reality. Anyone or anything that has been “phased” comes back mad. Striking out in rage or cowering in a corner, they all mutter the word “cathos” repeatedly.
57. The party finds several gold coins strewn about the road. When the last one is picked up, they are transported to another world.
58. While the party is exploring a cave or dungeon, they slide down a passage and emerge in an underground jungle world.
59. A girl begs the party to help defend her family from evil marauders. When the party agrees, they are transported to another world. When the party defeats the marauders, the girl returns them to their world.
60. Someone is trapped in the spirit world and the party must rescue them. The party will have to consult wise ones and spiritual guides to learn how to enter and exit the realm. Plus a sacrifice is always demanded when leaving the spirit realm.
61. In the forest two trees grow in such a way that they create a natural archway. If the party walks through, they are transported to another world.
62. While walking through the forest, a huge tree collapses and falls on the party. As it hits them, they are transported to another world.
63. As the party enjoys a rest, a hole opens in the sky and sucks them into an unknown realm.
64. As the party enters a curio shop in a city, they step into a larger world filled with flying machines and buildings built on the undersides of clouds.
65. An entire village has disappeared. It looks as though a giant came and scraped it from the face of the earth. The nearest village said that the people there had started following some strange new religion lead by a charismatic woman. She had come from afar performing wondrous acts. The party finds clues on the bare earth. These clues lead them to another world, which has trapped the people and their village there.
66. While walking through the forest the party is surrounded by walking trees. They form a circle around the party, and before the party can act, they are sent to another world.
67. When the party sits down in chairs, all of the chair legs break at the same time sending the party crashing to the floor and into another world.

Doorways to Another World

68. A meteorite fell from the sky and obliterated a city, five villages, and burned countless acres of farmland. At the center of the crater, a glowing white, perfect cube can be seen. The party is asked to investigate. As the characters descend, they must fight strange creatures. If they make it to the cube and touch it, they are transported into another dimension. It's a dungeon that can only be described as a fun house built on its side. If they reach the end and defeat the creator, they are released and reappear in the crater. All of the strange creatures are gone.

69. While exploring, the party finds a chest. Once the chest is opened the party is blinded by a bright light. When they regain their sight, they discover they are in a new world.

70. The party is arrested in a small town. As the wooden cell door closes behind them, their surroundings completely change. They are no longer in a cramped dungeon cell, they are standing in a field. Then they hear the sound of a hundred galloping horses.

71. While traveling through the forest, the party meets a dragon. The dragon speaks to the party with soothing and slippery tones. Its voice is melodious and intoxicating. A jolt shocks the party back to reality. However, they are now in a reality not their own.

72. The party meets a strange creature. It is a very small humanoid, but it is blue-skinned. It reaches out to one character. If the character touches it, the entire party is transported to another world.

73. A strange book merchant has one huge tome, inlaid with gold and ivory. Its pages are blank. The merchant smiles as he explains that the book is free with the purchase of a special bottle of ink. The ink's color swirls fervently in the small vial. It is calling out to the adventurer's heart, causing it to yearn for something it can't quite name. Write in this book and the world will be changed.

74. As the party cross a bridge over a river. They realize something strange has happened. It seems that they not only crossed the river, but they also crossed into another world.

75. A wandering merchant gives the party a small totem. She says it will bring them luck. The first night the party sleeps after receiving the totem, they awake in a world gone mad. Towns are burning, people are fleeing, and beast-like warriors seem to kill for sport. Can the party defeat these creatures and find a way home?

76. A blizzard rages making travel almost impossible. Conditions become a complete whiteout. However, as the party stumbles forward, they suddenly pop out of the blizzard and are staring at a shoreline on a bright and sunny day.

77. The party finds a scroll on the ground. As they open it, they are transported to another world.

78. While riding, the party's horses all rear and throw them. However, when they hit the ground they quickly realize they are in the middle of a battle on a world with three moons and warriors that are eight feet tall.

79. The party meets an old beggar woman on the street. She asks for a few coins. If the party is kind to her, she pulls out a gold bell and rings it. Immediately, the party is transported to another world that is being terrorized by a vile dragon. If the dragon is slain, the party returns to the street as if no time has past, but their pockets are filled with gold. The old woman winks and moves on.

Doorways to Another World

80. A wizard asks the party to collect some items for him. When they give the items to him, he pays them and asks them to wait a minute. He wants to reward them, he says. He mixes some ingredients and then casts a spell that sends the party into another world.
81. The party is attacked and torn to pieces by a large pack of wild dogs. However, instead of dying they appear in a kingdom where soldiers are humans with dog heads and soon find themselves embroiled in a plot to rescue a princess and overthrow a mad king.
82. While the party is exploring a dungeon, they are forced to enter a small passage. When they emerge from the other side, they find themselves in Los Angeles in 1984. If a character is killed, they reappear in the dungeon. After 24 hours, the entire party reappears in the dungeon.
83. The party finds or is given a key. It will unlock any door, but there is always another world on the other side.
84. As the party is traveling through the wilderness they actually stumble upon the end of the rainbow. If they investigate they are transported to a magical kingdom where the good queen and princess have been overthrown by their evil uncle. The party can aid them and restore them as the rightful rulers. Once the queen is on the throne the party, reappears in the same place in the forest, and the rainbow is gone.
85. While helping an innkeeper chop firewood, the party realizes the axe looks different than when they started. Upon entering the inn, it too is different. Then a completely different innkeeper asks the party why they have her axe.
86. A sentient squirrel asks the party for help. When they agree, the squirrel gives them each an acorn and tells them to suck on it. The acorn shrinks the party to the height of an average squirrel. The squirrel then beckons the party to come to his realm spread among the lofty branches of the forest.
87. A bejeweled dragonfly lands on a character's hand. It almost seems to wish to communicate to the character. Suddenly, the party realizes that they are now in another world.
88. A man hands the party a book and then runs off. Once the book is opened the party is transported to another world.
89. While walking in the forest the party passes beneath a rainbow, which catapults them into a new and strange world.
90. While fighting some horrid creatures of the wilds, the party phases out of their plane and appears in another. After they spend some time adventuring there, at an inopportune time, they reappear fighting the same creatures in their own plane of existence.
91. As the party enters a potion shop, the owner drop a vial. As it shatters the party is transported to another world.
92. As the party walks along the road, a small iron ball hits each character on the head and transports them to another world.

Doorways to Another World

93. A talking falcon entreats the party for help. If they agree, they are transported to a world of interconnected cloud cities that rest above a massive forest. The party must defeat the evil army that is invading the peaceful kingdom. They must explore the forest below for the source of power that fuels the enemy as well as fight the evil forces in the air.

94. While walking through the forest, the party notices they have switched directions and are now walking back the way they came. However, the landscape and terrain are completely different.

95. The party finds an ancient stone circle. If they step inside they are transported to another world.

96. While the party is browsing in a curio shop, they notice a large mirror. As they look into it, the reflection changes into a field strewn with bodies before an impressive castle. The party soon realizes they are standing in that field.

97. On a cold night the inn's hearth is the perfect place to be. The party relaxes, but suddenly the inn door is thrown open by a powerful gust of wind. The party is now standing in a massive hall before a finely arrayed king and queen.

98. As the sun is setting, any who enter the shadow of the ancient temple disappear. Actually, they are transported to another world. The party can rescue them, if they enter.

99. A fairy begs the party for help. When they agree, they are transformed into fairies as well as transported to the fairy realm.

100. A man six inches tall confronts the party. He casts a spell on them and they are sent to another world.



Town Quests



Towns Quests

1. A note found on a dead body at the edge of town speaks of a conspiracy to kill the town council and to subjugate people. Armed with a few clues, the party must expose the plot and bring the conspirators to justice. Clues can be the handwriting on the note, symbols on the note, the identity of the dead body and etc.
2. A band of orcs and goblins are burning and chopping down an ancient forest. The players can intervene to save the forest. If they do, they find out that the orcs and goblins are working for some crime boss who is trying to take control of several nearby towns.
3. A blacksmith asks the party to fetch a load of iron ore from across town.
4. The party comes to a village where all of the adults have been enslaved. The village is only populated with children. Can the party care for the children and free the adults from an evil cult?
5. An innkeeper asks the party to help finish digging his fruit seller.
6. A gang is extorting money from local shopkeepers. The party is asked to help owners.
7. The party is employed by several rich merchants to construct a road and a bridge to the nearest town.
8. The tavern owner mentions that somebody keeps stealing her chickens. She doesn't believe it's an animal. She would like some help.
9. An innkeeper asks the party to pick up a keg of beer at the brewery and bring it back.
10. The mayor asks the party to investigate a series of recent arsons.
11. A warlock is turning villagers into wooden marionettes. He is forcing these marionettes to then build a doomsday tower. Who will stop this mad menace?
12. A strange forest sprang up overnight and surrounded a small town. Those who enter this mysterious forest never come out. The players are now trapped, but if they look closely, clues emerge as to its origin.
13. There's a poltergeist in the nearby town. The party must investigate.
14. A spice dealer asks the party to make a special delivery. Before they get to the destination, they are attacked by thieves.
15. The great city is decaying from the inside out. Corruption and crime are sweeping through the ancient neighborhoods. Decent folk are living in fear or fleeing. The party can take it upon themselves to squelch the corruption and stem the crime wave, or they can flee to the countryside with the rest of the cowards.
16. A wicked witch cursed a man with extremely dangerous clumsiness. The party must keep him safe from himself while they figure out how to break the curse.
17. The party needs information from a certain NPC. However, the non-player character is being held in the city dungeon on a petty charge, and no visitors are allowed.

Towns Quests

18. An army of centaurs sweeps across the vast grasslands. They are looting and burning as they go. A town wishes to send an envoy, but no one is brave enough to go. Will the adventures take up this task?
19. Pickpockets are working the marketplace. The party is asked to help catch them.
20. A gang of deserters have taken control of a small village. The people are living in fear. Who will help them?
21. An arrogant noble has won the archery competition five years in a row. The town is ready to cast honors and glory on anyone who can beat him.
22. While staying at an inn, a person bursts into the party's rooms and mistakes them for somebody else. The person demands that they pay restitution and keeps screaming about it until the characters can calm him down. Once calm the person explains that travellers wrecked his small shop and stole his goods. Now, his livelihood is at risk. If the players are willing, they can track down these people. It's only been a few hours. They may be in another section of town.
23. A baker asks the party to get a load of flour from the miller.
24. A young child rushes into town and says he needs help. He tells how his family's farm was attacked. The party investigates, and they find that the farm was ransacked and the boy's family kidnapped. They track the attackers, and they come to an old ruin in the woods. There, a gang of half-orcs and other evil creatures are building up forces to attack the town.
25. An innkeeper found a locked wooden box when a new cellar was being dug. She's offering a reward to anyone who can open it.
26. The street urchins of the great city have become more bold and they seem to be more organized. There are whispers and rumors that something dreadful has come to reside in the catacombs beneath the city. It is a wicked thing using these poor children for some diabolical end. The party must investigate.
27. There's a strange disease in the poor section of town. No one seems to take much interest since there's always problems in that section. However, the players are persuaded or hired to investigate because the disease may be magical in nature.
28. The party must intercept a secret letter before it is delivered. Otherwise innocent blood will be shed.
29. Subterranean monsters are plaguing a small village. The party becomes trapped in the town with the villagers. They must kill the mother creature to stop the attacks.
30. A widow is unjustly being evicted from her home. She asks the party for help.
31. A baker asks the party to deliver bread to an inn.
32. An innkeeper asks the party to cut firewood.
33. A violent storm has wrecked a village. The party is asked to help them rebuild.

Towns Quests

34. An innkeeper asks the party to pick fruit from the orchard.
35. A strange miasma has come down from the mountain, and the citizens are acting strangely. Everyone seems to have lost their sense of fear, and are taking unnecessary risks and even seeking out dangerous thrills. Something must be done before the town destroys itself with its recklessness.
36. Several packs of feral dogs are roving the town at night. The mayor asks the party to take care of them.
37. A beloved NPC's soul is trapped in a golem, the party must discover a way to restore them.
38. An inn is holding a bare hand fighting tournament. The winner gets 75 gold pieces.
39. An inn is holding a drinking contest. The winner gets 50 gold pieces.
40. The party is asked to put down a slave revolt by the town leadership. Should they accept or ally with the slaves?
41. A curio shop was burglarized. Several rare items were taken. The owner asks the party to help recover the items.
42. The party sees an old man being beaten in the street. No one is helping the man. Should the party intervene? If they do, they easily drive off the attackers. However, they make enemies with a powerful crime boss in the city.
43. Crops are failing. Animals are miscarrying. The town asks the party to investigate. They soon find there is some magical corruption in the land.
44. Local teenagers taking martial lessons are becoming bullies. Some think it is because of their teacher, an angry ex-monk. A bullied teen asks the party for help learning how to fight back.
45. A poor peasant farming family needs help against bandits trying to steal their land.
46. As the town keeps growing and new foundations are dug, an entrance to a long forgotten catacomb is discovered. The players are hired to explore the catacombs.
47. An innkeeper asks the party to collect gold from a patron who is refusing to pay.
48. A blacksmith asks the party to deliver several swords to a particular residence.
49. The blacksmith's horse was stolen. The party is asked to investigate.
50. An orphan slips one character a note. It says they need help and to meet later at a certain place. Is it the truth or a trap?
51. A giant has decided to take a nap in a local farmer's field. The farmer needs a strong, brave, and organized team to get the giant out without creating further damage to her crops.

Towns Quests

52. A pristine river that runs near a city has become polluted and unusable. The pollution is coming from somewhere up stream. The town sponsors the party. They must travel upstream to find the source of the pollutant.
53. A string of burglaries has the city's nobles on edge. The party is asked to investigate.
54. The characters must take a secret message to a man on the other side of town or disaster will befall him. An assassin was hired to stop the message from being delivered.
55. Farms on the outskirts of town have been attacked and burned. Only a few clues have been found, but now everyone is worried. Is it bandits? Is it the work of goblins and orcs? Or is it something far far worse?
56. The owner of a potion shop is paying for rare herbs and ingredients. Several different varieties can be found in and around the countryside nearby the town.
57. The town of Helmsfell is now abandoned. Everyone has disappeared without a trace. The characters must investigate, and there are only a handful of clues as to why an entire town went missing.
58. A circus has come into town, and the beast master has gotten drunk and forgotten to lock the cages. Animals big and small, tame and wild, magical and common, are running amok!
59. A fuller asks the party to deliver a load of wool to a weaver.
60. A large trading town at the convergence of two rivers has always been a diverse place. Usually the denizens get along well, but a recent discovery of an ancient dwarf burial site has the town rife with conflict. The dwarves claim the area as theirs by ancient right and proceed with further explorations, but a neighborhood of hafling hill houses is threatened by their endeavors. An elven holy sight also rests just above the area. The town may face a civil war if something isn't done.
61. The local baker is actually the big boss of an underground crime syndicate involving several villages in the area. He's looking to hire someone to take his secret messages (baked in large loaves of bread) to his contacts.
62. A new religion has sprung up in town. A charismatic leader is gaining followers and spreading a message of prosperity and wealth. There are whispers of strange rituals and unwholesome acts. The party is asked to investigate.
63. A weaver asks the party to deliver fabric to a tailor.
64. The old inn on the hill burned down last night. The old innkeeper and his family died in the blaze. There are whispers that it wasn't an accident. The players must investigate. They find clues that will lead to a conspiracy of competitors and landowners wanting the land. The party can make sure that the land goes to the rightful heirs and put the murderers at the mercy of justice. However, there will be blood.

Towns Quests

65. A wildfire comes dangerously close to a town. The party must help put it out. After it is out the origin of the fire seems to be magical. Clues lead to an old wizard who lives in the town.

66. A thunderstorm damaged the roof of the inn. The innkeeper is short on help and funds, so he asks the party for assistance.

67. The players must gain entry to a secretive and reclusive town. The town wall is very strong and the players must not make people angry because they need something valuable from them. There are two ways to get in. The first way is to sneak in through the sewers and underneath the wall and conduct a clandestine operation. The other way to gain entry is for the characters' to trade several rare books to the town elders.

68. The party comes across a group of riderless horses. They have saddles and bridles and seem intelligent. They beckon the party with their eyes. If the party chooses to mount them, they will carry them to a vast, walled city. The horses grow skittish as they approach the gate, and they refuse to enter. If the party chooses to enter, they find shadows flitting across the walls and corners of the great stone city. Voices, inarticulate, call out to them. There is a sense of desperation in the tone and a warning of danger. There is a curse upon the city that has turned the people into shadows and trapped them there. Can the party break the curse before they are turned into shadows themselves?

69. An ogre is holding an entire village hostage. The party must rescue the townspeople.

70. Several rare artifacts were stolen from the city's museum. A reward is offered for the return of the items and the capture of the thief or thieves.

71. A miller asks the party to fetch a load of grain from the farmer's market.

72. The ancient statue in the center of town was stolen. The party is asked to investigate.

73. A brewer needs new yeast. He paid a local wizard, but he has yet to deliver. The brewer asks the party for help.

74. A tailor asks the party to deliver a new cloak to a noblewoman.

75. The party is guarding a caravan carrying a substantial amount of silver through a large seaport city. The knowledge of the caravan has been leaked, and thieves try to steal the silver all the way to the destination.

76. Why would somebody rob a bakery? Hardly anything was stolen. A couple copper coins, some day-old bread, and a small chalice made of silver that the baker said is barely worth the silver. The Silver Chalice is actually an important part of a ritual that evil clerics want to perform. It will raise the spirit of a long-dead ruler. The players can find clues in the bakery. They can also find information on the chalice which will lead them to a temple that is actually a front for a demon god. On the outside it operates like a temple to some unknown deity. At the climax the players confront the evil clerics during the ritual.

77. The party is returning to their hometown after a long absence. Things have changed and not for the better. How will the party respond to seeing their family and friends oppressed?

Towns Quests

78. A little girl can't find her doll. She asks the party for help finding it. It turns out that the doll was stolen by a mad wizard who needs it to complete some type of ritual.

79. An innkeeper mentions he is looking for a buyer or investors.

80. Someone has placed a spell on all the toys. They are roving about the town of their own volition, vandalizing and destroying property. Confusion, fear, and children's tears are left in their wake.

81. A large, tattooed man comes out at noon everyday and challenges anyone around to a fight. He calls himself "The Weapons Master," and boasts that he can use any weapon better than anyone else.

82. A baby was found in the river floating in a basket. The small fishing village is now in an uproar. The players are entrusted to take the baby to the great city to find its identity and to learn its destiny.

83. There's a troll that has taken up residence under the bridge leading to the village. He demands a joke from anyone who wants to pass. The locals are getting fed up with him and want him chased out.

84. A serving wench at the inn is in trouble. There are gangsters threatening her family. She needs help. The party witnesses an altercation.

85. The town is in an uproar. It seems that a group of teenagers set off on an attempt to find a river ship that supposedly sunk nearby. The parents and people are worried because they haven't heard from them for two days. If the party investigates. They find a sunken boat with a cave nearby. The teens have been captured by trolls. If the teens are rescued, the party is rewarded.

86. A secret admirer wants to hire someone to send messages and gifts to his beloved.

87. The village is famous for its "Hunting of the Beasts." Proud of their tradition of sending wild animals into the narrow streets, they invite anyone to come join the hunt. Prizes and fame will be given for the strongest and most creative teams.

88. The mayor asks the party to search some abandoned buildings at the edge of town. They have fallen into disrepair and people have reported seeing strange things around them.

89. An innkeeper asks the party to deliver a package to someone across town.

90. The annual jousting competition is about to begin. A beautiful young noble is looking for a champion.

Towns Quests

91. The party is asked to investigate a dead body that was found last night. The body was found hanging over the side of a bridge in an apparent suicide. Several clues, however, lead the party to believe it was murder. The bridge and rope are very dirty, yet the victim's hands are clean. Upon closer examination, a lump is found on the back of the victim's head. He could have been unconscious before he was hung. The victim has papers and a scroll in his pockets. He was employed at a library and is survived by a widow and a daughter. His family insists he would never commit suicide. If spoken to alone, his daughter reveals possible trouble at the library.

92. A group of bandits have set up a roadblock on the East Road. They're demanding "tolls" from everyone who passes. The town is offering a substantial reward, if the road is reopened.

93. An innkeeper asks the party to clean out the attic.

94. The festival is about to start. The town is welcoming storytellers, artists, bards, poets, and more. Many prizes and honors are offered to competitors. It should be a fun time.

95. Several townspeople are kidnapped by goblins. The party is enlisted to rescue them. The creatures left an obvious trail.

96. The local storyteller wants to hire a group during the days of the regional fair. He will pay a fair price for a troupe to pantomime his stories.

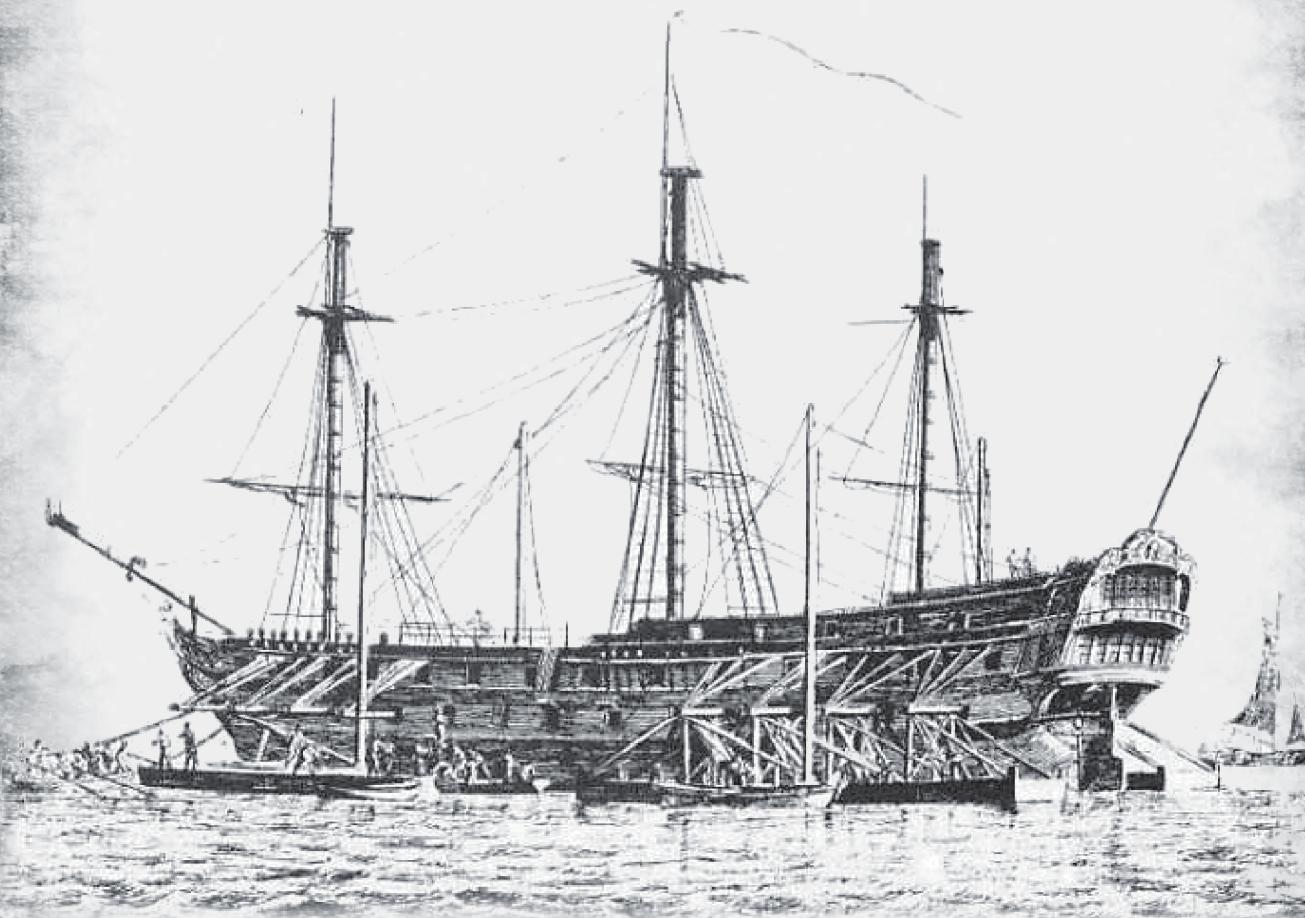
97. The owner of a local curio shop has acquired a strange figurine with strange writing on it. If the party helps translate the writing, they discover a map to something buried by the town's founders.

98. The librarian asks the party to deliver a book to a certain noble. The party notices they are being followed.

99. A blacksmith asks the party to bring him a load of coal from the other side of town.

100. The dilapidated town cemetery has seemed "unsettled" the past few days. Strange goings-on in the vicinity have the townspeople on edge. Some of the older locals speculate that the spirits are unhappy about their final resting places being forgotten by their descendants.

Sea Quests



Sea Quests

1. While sailing, the party discovers a fire onboard. If they are able to put out the fire, they can find several clues to who set it.
2. A fisherman needs help mending his nets. If he can't get the nets fixed, he'll miss the best part of the season.
3. A captain is paying a fair price to anyone willing to scrape barnacles for a few days. Creativity is encouraged, but not necessary.
4. A captain has been murdered. The city officials have imprisoned his crew on charges of mutiny while they investigate the murder. All the crew members swear it was not them. The party is asked to investigate.
5. One night, a derelict floats into the harbor. An investigation is called and the party is offered the job. The ship's log and other clues are found onboard leading the party to believe this wasn't the work of ordinary pirates.
6. The party spots a massive tree growing up out of the water. If they approach, the tree speaks to them. It is the World Tree and it needs help.
7. While sailing, the party encounters an old man in a small fishing boat. His sails have torn and he is at the mercy of the waves. If the party helps him, the man reveals himself as the god of the sea and rewards them.
8. A great sea serpent has decided to take a long nap on the deck of the Queen Karis. The captain is at a loss as to how to remove it.
9. Ancient documents have been found that describe a voyage that circumnavigated the globe. The king is interested in repeating the voyage. Any takers?
10. A merchant ship went down in a storm off a dangerous point. The merchant is hiring salvagers, but it will not be an easy job.
11. "Pearl Reef" is what they call it, for the reef produces pearls in abundance. But the island has recently become inhabited by a seafaring, war-like tribe. Though they have no interest in pearls, they guard their new territory viciously.
12. A dragon attacked the city and then flew out to sea. The queen would like some hardy souls to sail after the beast.
13. On the horizon, everyone can see it. It arose out of the sea the day before yesterday. It is a city to be sure. Who will dare sail out to it?
14. "The Serpent's Run" is considered by most to be a suicide run, but truly it is the fastest way to get to the neighboring city. The city has been crippled with a terrible epidemic, and some ship must come with the medicine as quickly as possible.

Sea Quests

15. Sailors at the local pub speak of a mist that enshrouds a mysterious island. Out of the center of the island protrudes a great rock in the shape of a weeping woman. The island itself seems to move about, and one usually finds it by happenstance. But if one does come upon a strange mist on the high seas, they may behold the stone maiden, crying above her island.
16. The party is tasked with hunting whales and will be paid handsomely on their return to port.
17. Out on the high seas, there is a whirlpool which emits a beam of light from its center. Some say a great power sits at the bottom of the ocean there. The one who conquers the spiraling depths might gain this power for himself.
18. The great Kraken had taken up residence in a vital strait. It must be destroyed or the ships cannot pass.
19. A band of refugees is hiring a ship to take them to a new land they can settle. They are willing to pay quite well.
20. Hauling in the fishing net reveals a chest entangled in the netting. The chest contains a map to an unknown island, a dagger with an ivory hilt, and an unsigned letter asking for help.
21. Exploring small islands proves fruitful when the party discovers ruins on one.
22. The Pirate King is dead and the pirates are once again scattered bands. Will another pirate king or queen arise to unite them?
23. A wizard built a tower far out into the sea, for he desired to be alone with his studies. No one has seen or heard from him in a hundred years or more. Perhaps it is safe to explore or loot the tower now.
24. The port leadership are looking for brave souls to attack a pirate they have just discovered. There is no pay, but the spoils belong to the victor.
25. The party finds a derelict floating aimlessly. When they board her, something is not right, and there is evidence that something terrible happened onboard.
26. The party finds a lifeboat adrift. It contains a chest that has a few items inside, plus a map to an unknown island.
27. A violent storm forces the party off course and beats the vessel all night. At dawn the ship runs aground on some rocks near a small island. Low on food and the ship damaged, the party will have to make the best of the situation and explore the island.
28. A merchant wants to hire the party to escort a heavily-loaded ship to another port. She's paying well.
29. A body washed up on shore. There is a single stab wound under the ribs on the right side. On the body were two dice made of bone, a tiny golden seashell, and a note with a few words written in a language no one in town knows. The town leadership is promising a reward for any information.

Sea Quests

30. The party must sail through a strong band of storms to get their cargo safely into port.
31. A massive tidal wave is approaching a great city by the sea. What will the party do?
32. While sailing along the shore, the party spots a large cave entrance. It may be big enough to sail into.
33. In the northern seas, there is a place where the ocean appears to be boiling. Ships that are blown off course and drift too near the spot inevitably go down. Many ships, laden with great value, have been its victims.
34. While sailing, the party observes a strange glowing beneath the surface of the water. When they investigate they find an injured merman.
35. A great fleet of ships is seen on the horizon. The small, island country knew that this menace would invade their home eventually, but are they ready? They are prepared to launch their ships, but they have so few to man them. They send out a call for any able bodied person so come help in the fight. All will be richly rewarded.
36. Wreckage from a boat or ship has washed ashore. There were some goods and a few random mundane items. However, there was also a sealed chest that contained a logbook and a few treasures. The logbook details a fantastic journey and has maps and sea charts that lead to islands where it is said that there are great riches in abandoned mines.
37. The party is offered an old ship for free. It needs work to be made seaworthy again, but she's a good ship.
38. A merchant ship claims to have discovered an old shipwreck. The captain is selling the location to the highest bidder. It could be some great salvage and possibly treasure.
39. The party comes across jetsam. There is a ship in distress somewhere. Can they find it in time?
40. The local government is staging a mock sea battle in the bay to commemorate a famous battle that took place one hundred years ago. They are looking for some exuberant actors and actresses to fill the most important roles.
41. Humanoid creatures rise out of the sea and attack the port city. The attackers are fended off, but not without cost. The city leadership asks the party to investigate what these creatures are and where they are coming from.
42. A drunken seaman brags of burying treasure on a deserted island. As he stumbles out of the tavern, some rough-looking men follow him out. It seems they intend to find the location of this treasure one way or another.
43. The party signs on to a ship only to realize the captain is obsessed with killing a certain leviathan that may or may not be white.

Sea Quests

44. The Demon's Chain is an archipelago where many ships have sunk. It is believed that a monster resides in its waters. A wealthy merchant has tasked the party with destroying the creature. However, when the party investigates further, they find that the creature is protecting an underwater kingdom.
45. A sea captain has lost his crew. He's looking for hearty adventurers up for a new challenge. The party signs on and then learns that they are taking a long, sweeping adventure to the Spice Islands and back. Encounters abound on the sea, on the islands, and in the city.
46. A great civilization, in their arrogance, strove to surpass the gods, and so the gods sent judgment and buried the city within the ocean. But the population did not perish. Instead, the gods cursed them to remain in their city forever trapped beneath the waves "until the sun touches the depths and blesses the city with its kiss."
47. A mermaid princess has lost her bejeweled crab somewhere in a massive kelp forest. If the party helps her locate it and she will reward them richly.
48. A merchant is looking for a ship to carry some cargo to a faraway port. However, he refuses to reveal what he has in his crates. But the monetary return on the venture would be quite substantial.
49. If the party can prove they have taken five enemy ships, the queen will grant them Letters of Marque.
50. A wizard wishes the party to ferry him to a small island. He's offering a nice payment in exchange. Once there he tries to set the ship on fire, when disrupted he runs into the jungle.
51. Upon the seven seas travels a great sea turtle with an ancient temple upon its back. The monks who govern the temple are said to be the wisest and most knowledgeable on earth.
52. The party spots a capsized ship and sailors in the water. A rescue mission will be complicated by sharks.
53. The portmaster wants the harbor channel widened. It will take very manual work to dredge it, but it's honest coin for a couple weeks.
54. A mermaid tells of a scoundrel who stole one of her pearl earrings. She promises one of her scales if the party returns her pearl. A mermaid's scale is said to have "unusual" properties.
55. An old sea captain has died. He had no known relatives, so his belongings are being auctioned off. There is particular interest in his charts and maps.
56. The party discovers a castle on a remote island. If they investigate they find a mad queen keeping her children in a tower.
57. While exploring the coastline the party discovers the mouth of a great river. The river is navigable. Exploring the interior could prove profitable.

Sea Quests

58. A band of pirates has joined forces with the slavers and have raided the coastline. Who will rescue those that have been captured?

59. Pirates raid the port city. As they flee with their spoil, are there any who will give chase?

60. A fantastical fish dwells somewhere in the sea. They say its scales can make an impenetrable armor. But first, one must catch it.

61. A merchant offers the party positions as crew members on a huge galleon he is taking on a long journey.

62. The party's ship is sinking. They need to find the problem and fix it before it's too late.

63. At the local pub, an old sailor is offering a treasure map to whoever can beat him at a drinking contest.

64. The party must infiltrate a storm giant's island to locate a map to a dungeon filled with treasure.

65. The privateers have been commandeering vessels. The *Seahawk* is hiring anyone who can help them resist or outrun the privateers.

66. A noble wishes to hire the party's ship. He needs to get to a city down the coast as soon as possible. He has coin and he offers a sizable fee. After launching the party sees several ships following them.

67. For hundreds of years the Stonecrop Lighthouse has warned sailors of the treacherous rocks, but the light has inexplicably gone out. Those who attempt to investigate are pushed back by a powerful wind. Someone must find a way to enter the lighthouse and rekindle the flame.

68. The Pirate Queen has asked the party to help defeat an island fort. She explains that the military that occupies this fort is an oppressive dictatorship and does not allow fair trade in the area.

69. A ghost ship wanders the seas. Rumors of its origin abound, but all speak of treasure.

70. On the bottom of the ocean floor, there is a civilization living in a literal bubble. Long ago, a powerful wizard created the city for his people. But the bubble's strength has been waning and threatens to collapse entirely.

71. The party spots a ship floating adrift. When they pull alongside, they are ambushed by pirates who were hiding onboard.

72. After being blown off course the party comes close to an island only to realize it is the home of a storm giant. He sends out an intercepting party. Can they outrun them or should they go with them?

73. The party learns of a heavily loaded merchant ship that will be arriving in port in a few days. It's a tempting target for pirates.

Sea Quests

74. A mermaid appears and asks the party for help. An evil king has taken her father's throne and she would like the party to defeat the evil king and restore her father to the throne. When they agree she casts a spell on them that gives them gills.

75. A large group of rough-looking men want to hire the party's ship for a fishing excursion. Should be easy money, right?

76. An innkeeper needs more fresh fish for his customers. He's offering a fair price for each.

77. While the party is sailing, their ship is suddenly covered in a bubble and it plunges beneath the waves. The ship refuses to answer to anything the characters do and continues to dive deeper and deeper. The ship finally docks at an underwater building. The building has air inside so the party can disembark normally. Soon they are greeted by a man who claims to be "The King of the Sea."

78. Someone claims to have spotted ruins at low tide off the shore of a small island not too far from port. The person is willing to impart the location for a few drinks.

79. The military has asked the party to help defeat the Pirate Queen. They explain that she is an unscrupulous ruffian who terrorizes law-abiding seafarers.

80. The king has grown rich and the port city is now bustling with industry and activity from all across the land, even the world. With his great wealth, he constructed many ships to sail the seas and bring back foreign and exotic goods. The party is entrusted with one of these ships and adventures await them on the seas. The king awaits their return to see what treasures they will bring him.

81. A group of strange visitors take up an entire table at the inn on a sad night. They are heavily cloaked and keep to themselves. However, one of the group approaches the party and asks to speak with them. He claims to be the prince of an underwater kingdom, and he needs help. Will they come with him?

82. A dead whale washed up on the shore near the port city. In its side was a harpoon of strange design, and the tip was made of silver. The portmaster orders a search to be made of the surrounding sea to find the vessel that used the harpoon.

83. While sailing the party discovers a square stone shaft protruding only about six inches out of the water. The top is sealed with a metal door.

84. The Moondrifter is one of the great sailing vessels. However, during a terrible storm, its anchor chain snapped as if it were twine and sent the ship out into the troubled waters. The Moondrifter was able to recover, but her massive anchor has become lodged in shark-infested waters. They must leave soon, for the pirates monitor this area. But they cannot leave without the anchor.

85. While sailing the party spies two ships closing fast and they are flying the black flag.

86. Stories tell of a shipwreck that contains marvelous treasures. The party must scout the location and salvage the wreck.

Sea Quests

87. The spice trade has made the great city exceedingly wealthy. Thousands of ships have come and gone for decades. However, now the spice ships are not returning, and no one knows why. The party must investigate, otherwise the city's economy will crash.

88. What a strange sight! On the back of a giant sea monster, there is a group of people sitting at a table playing cards. They invite the party to join them in their game. But they warn them that the stakes are high.

89. A famed old shipwright has plans for the last ship she wishes to build. Most of the young sailors and seaman think she is crazy, since she hasn't built a ship in a long time. She needs materials and young hands to help build this vessel. She says those who help her can have the ship when it is done.

90. The party finds a message in a bottle. It is a plea for help from a princess. Wicked merman are attacking her kingdom. Included with the message is a map to her kingdom.

91. Some sort of sea monster is disrupting the tradelanes. Nearly all the merchants have agreed to offer a fantastic reward to any who will slay the vile beast from the depths.

92. The party's vessel becomes stuck in a sargasso sea. They must free their vessel or be stranded here with many monstrous creatures and the deranged survivors of past shipwrecks.

93. Some sailors speak of curious lights out over the sea. Those who come near, say that they hear whisperings carried by the wind --sighs of great danger and great riches.

94. An inn built on a dock is sinking. The owner is looking for a group of people willing to dive down and fix the piers.

95. A ship has caught fire in the docks. It must be pulled out to sea before the docks and all the other ships are lost.

96. A horde of strange sea creatures have attached themselves to the hull of the ship, and they are now trying to gnaw their way through. Someone must get down there and destroy them!

97. Some say they have seen a fleet of ships flying a yellow flag apparently searching an area of the sea off the west coast. It would be interesting to learn who they are and what they are looking for.

98. The party spies flotsam. They could salvage while searching for survivors.

99. A merchant is hiring a crew to go in search of a ship of his that is late arriving at port. The pay is good, but the merchant only has a few ideas of where the search can start.

100. A little girl is found floating in a lifeboat in a nearly catatonic state. Once revived the child refuses or cannot speak. The lifeboat's markings show it belonged to a ship called the *Marie Celeste*. The girl was wearing a gold locket with a portrait of a beautiful woman inside. The town leadership is asking for help in identifying the girl and discovering the fate of the ship.

Questing Beasts



Questing Beasts

1. The Fleetfire Rhinoceros of Tarask - A huge black rhinoceros that runs as fast as a horse and breaths fire.
2. The White Stag of the Mountain -Simply an albino stag. However, they are quite rare and some consider them magical.
3. The Sularen Goat - An elusive kind of goat found only on mountain plateaus.
4. The Spitting Frog of Ardeth - An obscenely grotesque frog that is said to pray on creatures as large as deer or even a man by spitting acid on them.
5. The Queen Bee of Miranna - An extremely large aggressive queen said to be found in high grasslands.
6. The Vian Chipmunk - A rare species of chipmunk or ground squirrel thought to be living within dense forests. It is distinguished from a common chipmunk by yellow facial fur. Some say that it has an uncanny ability to sniff out a liar.
7. The Red Sarithian Crow - A species of crow that are blood red in color. Rarely seen, they are regarded as an ill omen or even a portent of death.
8. The Gray Gopher of Khadi - Once a numerous pest, very few of these gophers remain.
9. The Dagmarian Salamander - A legendary salamander said to be four feet in length or more. Supposedly the creatures are red, green, and brown.
10. The Gold Falcon of Eronoss - A powerful species of falcons that were supposedly kept by kings and queens for generations. However, no one has seen one in a very long time.
11. The Orcina Wyrm - Some mystical seed of dragonkind that is reportedly the size of a large dog. Ancient records say they boasted a feathery plumage of orange and green.
12. The White Hyena of Tormax - A horrid beast that according to folklore appears once a generation or so. It is blamed for a number of deaths.
13. The Anim Ape - A mythical ape or ape-like creature sometimes described as white or silver, but always depicted with blue-furred shoulders.
14. The Phantom Serpent of Keteris - Stories tell of a translucent serpent silently stalking its victims day or night.
15. The Great Bat of Elarond - A recent sighting speaks of an enormous bat the size of a wagon.
16. The Dragon of Kyral - This creature has never been seen by man, or at least no one who has seen it has ever survived. Occasional reports of burned farms and missing livestock are usually blamed on the beast.
17. The Blood Jackal of Pollix - A breed of vicious jackals hunted nearly to extinction. However, some say they still hear their haunting calls on quiet evenings.

Questing Beasts

18. The Rethera Dragon - Supposedly living in the ruins of an ancient city it destroyed eons ago, many have searched the hill country for its lair but to no avail.
19. The Taurendil Butterfly - Said to be a foot in length and reputed to be extraordinarily beautiful, these butterflies are extremely difficult to locate.
20. The Sabawyn Panther - A rumored species of large cat. Tracks and kills are found, but no one has ever seen one.
21. The Silver Hawk of Kallukoras - A solitary creature believed to be the last of its kind. Usually once or twice a year some field worker or traveler reports seeing it riding high on the winds in a forlorn search.
22. The Wrora Shark - A rare species of shark prized for their skin.
23. The Maneless Lion of Kelarin - A man-eater that has plagued the region for nearly twenty years. It is said to be twice the size of a normal lion and to have completely white eyes.
24. The White Whale of Mobi - A gigantic white whale that sinks ships. Sailor sightings of the creature date back thousands of years.
25. The Great Vole of Kruineph - Legends tell of a vole six feet in length that terrorizes farmers or other workers in the early dawn hours.
26. The Daggoth Elk - Supposedly larger than the common elk and with a tremendously shaggy coat. It would keep an adventurer warm in even the most frigid environments. Many traders boast of having a pelt, but they are almost always fakes.
27. The Black Tiger of Parsa - There are only a handful of accounts of this creature ever recorded. It is said to be a large feline with pure black fur, but beyond that, little is known.
28. The Copper Stork of Ordol - Reddish brown in color, this bird is said to be a good omen when seen. However, it is a rare sight.
29. The Winged Horse of the Marogen - A legendary creature that most believe is only a children's story.
30. The Black Shrew of the Hills - A vicious, enormous shrew that reportedly has attacked travelers in the past.
31. The Frost Mole of Kurn - A large mole-like creature that thrives in cold places like the northern mountain ranges. Some say that the mole is quite hospitable and will welcome a cold traveler into its tunnels.
32. The Vampire Fox of Galador - A mythical creature said to lurk in the shadows around farms or isolated settlements looking for small animal victims. It is often used in children's stories to keep them from wandering out-of-doors after dark.
33. The Transhiva Crocodile - A certain type of large crocodile marked with a red spot on its snout.

Questing Beasts

34. The White Tiger of Vurrha - A legendary creature who sighting is believed to bring good luck and prosperity.
35. The Lonesome Dove of Creel - A large solitary dove that sings a woeful song at morning and twilight.
36. The Giant Sloth of Krill - Sightings say this creature is nearly 20 feet in length.
37. The Huurlek Dragonfly - A large rainbow-colored dragonfly that apparently became more rare in the last century. There have been no reported sightings in at least 15 years.
38. The Golden Squirrel - A species of squirrel said to live near the treeline of mountain ranges.
39. The Great Dimodan Bear - Supposedly a giant species of bear that at one time were used as mounts.
40. The Corpse Toad of Dahir - A vile creature that eats putrefying flesh. This toad is said to be nearly a foot in length and camouflaged like its preferred meal.
41. The Giant Rat of Gatheri - Thought to have been extinct, there have been several recent sightings of this three foot long rodent.
42. The Great Fish of Abren - Fisherman have long claimed there is a giant fish in the northern lake that has several yellow stripes, but few have ever seen it.
43. The Great Boar of the Forest - A rampaging monstrous boar that is destroying the forest, killing livestock, and harassing travelers.
44. The Pyrene Jaguar - Described by several ancient historians as being an exquisitely beautiful, thinner relative of the common jaguar.
45. The Elusive Prairie Dog of Koor - A pesky creature said to uproot crops and destroy fields. Noted to be extremely hard to capture or kill.
46. The Xyras Raven - A large raven species thought to be extinct. Distinguished by an orange spot on the tip of the beak.
47. The Great Andan Eagle - A giant eagle said to be seen on occasion flying high in the mountains. Purportedly, the wingspan is more than 20 feet.
48. The Red Stag of the Valley - A beautiful red-coated stag allegedly seen feeding in lush river valleys.
49. The Korrado Skunk - An aggressive breed of large skunk that have been hunted to near extinction.
50. The Rohana Meadowlark - A small variant of the more common meadowlark, this bird is known for its piercing song.

Questing Beasts

51. The Belanger Weasel - A large ferocious weasel said to devour chickens and possibly dogs whole.
52. The Dawn Wurm of the River - A dragon usually spotted in the early hours of dawn drinking from the river. Its home must be in a cave near the water, but few have seen more than a fleeting glimpse of the creature.
53. The Fire Drake of Vash - A dragon-like creature last seen about fifty years ago when it burned a village to the ground. Many live in fear of its return.
54. The Rosado Bobcat - Slightly smaller than the common bobcat, this species is distinguished by three black stripes on its back and a mournful cry that brings tears to many an eye.
55. The Lost Monkey of Kareban - A near mythical monkey said to be a trickster of sorts.
56. The Sarn Coyote - A large species of coyote rarely seen on the edges of deserts and plains.
57. The Mohandai Mouse - An elusive, tiny mouse noted for having an iridescent white body and a striking black tail.
58. The Sky Turtle of Brone - Spoken of only in myths and tall tales, it is said these giant creatures used to swim in the skies as other turtles would swim in the sea.
59. The Corliss Fox - A thin relative of the common fox noted for its mostly black fur and red facial bandit markings.
60. The Golden Crab of Tiduri - A large gold-colored crab once used as a good luck charm by monarchs. Now, it is said very few remain.
61. The Myrishi Moose - A large moose with a rusty-colored coat. There have been very few sightings in recent years.
62. The Sand Opossum of Gol - A strange marsupial ambush predator that burrows in deserts.
63. The Red Wolf of Rennek - A legendary beast blamed for the deaths of several young girls and boys. Tales stretch back several generations.
64. The River Beast of Rimora - Some sort of aquatic beast that has terrorized fisherman on the river. While there have been several sightings in the last few years, the descriptions reported are seemingly contradictory.
65. The Burning Egret of LIONNE - A particular type of egret that develops red, yellow, and orange tips on their feathers. They are considered quite rare.
66. The Claw Seal of Froud - Reports of a massive seal with a single foot and a half long claw disemboweling seaman have been shared in tarvens for years.
67. The Lake Beast of Amanha - A mysterious beast only seen on moonlit nights. It is said it has a long neck and mournful eyes.

Questing Beasts

68. The Emerald Kingfisher of the Merisee - Instead of the blue of the common kingfisher these birds sport vibrant green plumage.
69. The Zombie Lynx of Kelrune - Spoken of only in whispers, this undead cat is said to prowl at night devouring small children.
70. The Otara Otter - A large playful otter thought to be extinct.
71. The Sun Condor of Aldamar - A gigantic bird with copper and yellow feathers. There have been so few sightings in recent years, it is believed there may be only a handful of them left.
72. The Wild Horse of Qardin - A mysterious stallion that can be heard neighing on lonely nights. Many have tried searching for the horse, but to no avail.
73. The Wise Owl of Geela - Myths tell of this impossibly old owl holding court and delivering wisdom to the animals.
74. The Old Dragon of Torpoli - A thousand years ago, it is said that a dragon made its home in crags and caves of the mountains. No one has seen it since. However, some say the sound coming down from the mountains on certain nights is not just the wind, it is the beast breathing.
75. The Varanese Swallow - A tiny bird, once thought to be an old wives tale, has been reportedly seen a few times in the last couple of years.
76. The Shalla Newt - A blue-striped newt that is believed to have medicinal or magical properties.
77. The Baku Goose - A black goose only mentioned in children's tales.
78. The Drosk Shadow Lizard - Supposedly a large lizard that can hide, possibly meld, with shadows.
79. The Venom Stag of Solari - A venomous and possibly vampiric cole black stag with burning red eyes. Usually only seen at night when it feeds.
80. The Great Black Heron - Only sightings of this semi-mythical bird have come on nights of the full moon. Some claimed that they were healed after seeing it.
81. The Horn Wolf of Charrel - Written accounts in a few ancient chronicles tell of a massive wolf creature with ram-like horns. They were used as mounts by dwarves and tribes of mountain men.
82. The Mountain Goat of Lasena - A rarely-seen, timid goat often sought for its milk and meat. However, they seem to be even more rare these days.
83. The Mist Drake of Dalgas - A dragon rumored to live in misty valleys. The only sightings tell of an outline or vague form in the mist.
84. The Evoros Wolverine - A devilish creature related to the common wolverine that is said to attack men on sight.

Questing Beasts

85. The Fang Duck of Zim - Supposedly a vampire duck with two inch long fangs. There is a certain child's rhyme that makes mention of the creature.
86. The Skyron Blackbird - A large blackbird with blue-feathered shoulders. It is said they are a portent of death.
87. The Fire Spider of Kassal - Reportedly a large spider that has been seen walking on lava in active volcanos.
88. The Ziomian Alligator - A mythical creature said to be the size of a house with moss and trees growing on its back. It is said to be often mistaken for a small island in rivers and swamps.
89. The Aldan Porcupine - A deadly porcupine with poisonous quills. Many think it is an invention of the old men who sit too long in pubs.
90. The Dagos Vulture - An even more vile cousin to the common vulture. They are said to be bigger and have more voracious appetites.
91. The Shadow Rabbit of Novar - A mysterious blacke rabbit that seemingly only lives in folklore and wild tales.
92. The Rock Snake of Alateen - Tales speak of this giant snake slowly prowling through the hill country. However, few if any one claims to have ever seen it.
93. The Varel Roc - A mythical beast said to blot out the sun when it flies. Reportedly it lives on the tallest mountain in the world.
94. The Slime Mongoose of Tymon - A swamp-dwelling mongoose-like creature famous for its aggressive behavior and foul odor.
95. The Jeweled Nightingale of Corso - A spectacularly-colored nightingale now thought to have vanished from the lands of men. Some say that it could mimic any tune.
96. The Tree Leopard of Dorn - Supposedly a feline predator that lives and hunts exclusively in the canopy of the rainforest.
97. The Moon Thrush of Thurinos - A type of magical thrush that is said to be seen only at night.
98. The Ghost Badger of Yrias - A creature whose existence is only rumors and hearsay. Its name comes from one gruesome tale of it attacking a lone traveler at night.
99. The Meln Beaver of the Great River - A legendary beaver of immense size. Once thought to be very common now many believe it to be simply a story.
100. The Zeorg Snake - Supposedly a highly venomous snake with a blue circle on its head.

Quest Objects



Quest Objects

1. The Breastplate of Anaro - The breastplate of a mythical hero said to protect the wearer from magic. The myths say it was made by the god of smithing and appears to be copper.
2. The Iron Ring of Orailus - The famed ring of a despotic king who lived a thousand years ago. A simple iron band without design symbolized the king's harsh reign.
3. The Sweet Elixir of Krin - A mythical concoction said to give those who consume it great strength for a limited time.
4. The Beating Heart of Demora - The innocent Demora was murdered and her heart sealed in a wooden case. It is said that her heart still beats within the case.
5. The Holy Rings of Contarus - Seven silver rings considered holy by several orders of monks. Myths say they were the first-ever work forged from silver.
6. Bailo's Bucket - Supposedly the bucket of a poor chimney sweep who tragically fell to his death. His bucket is now a popular topic of tavern songs and nursery rhythms.
7. Miar's Mirror - Legends say it is the small, handheld mirror of the serving girl, Miar, found and used to get ready for the ball.
8. The Ebony Chainmail of Ziracch - Mythical armor said to grant the wearer power over shadows. Each ring is made from ebony wood.
9. The Golden Acorn of Thoscon - Supposedly crafted by a mythical smith in ages past, it has become a symbol of rebirth.
10. The Trident of Zirias - The mythical weapon of a sea demigod hero who supposedly used it to create all the rivers on the earth.
11. The Sacred Chalice of Reeks - An old clay pot with mold growing in it.
12. Liagri's Cabinet - An intricately designed cabinet with many small drawers and doors. It is said that secrets and treasures remained trapped in the elaborate cabinet.
13. The Sword of Eriston - A short sword with an eye design on the hilt. It is said that it is eager to draw blood and helps the wielder attack.
14. The Blood of Yavok - A vial of blood collected from the mythical monster that nearly consumed the world during the Age of Chaos.
15. The Sidias Diamond - Thought to be the largest diamond ever found. There are numerous stories and legends that surround it and its secret location.
16. The Raventhorne Brooch - A valuable brooch stolen from a noble's manor on the night the entire noble's family was murdered.
17. The Looking Glass of Loysia - A large mirror said to reveal the innermost desires of the heart.

Quest Objects

18. Eskol's Ivory Ring - The ring possessed by a mythical hero. It is said to have six runes carved on it that help protect the wearer.
19. The Opal of Aayla - A mythical gemstone that is said to have caused more than one war over who should possess it.
20. The Holy Saedrin Cloth - A cloth a holy man is said to have used to dry his face after washing it in a spring. Supposedly it restores vigor to the exhausted or hungry.
21. The Dorean Grimoire - A legendary spellbook thought to contain more than a million spells.
22. The Yew Wand of Munala - Supposedly the magic wand of a wandering witch. It is said the wand allows magic to flow more quickly from the user.
23. The Hat of Sarli - The simple hat of a folk hero now thought to have some magical properties.
24. The Hidden Words of Basai - A collection of frantic writings by a hermit named, Besai. Some say they hold the key to life, others say they are nonsense.
25. The Diary of Ker - The diary of a wise woman. It is said to contain some special magical knowledge.
26. The Gauntlets of Icio - Stories say a nymph gave the gauntlets to the moral warrior she loved. They are supposedly made of bronze and grant the wearer protection from harm.
27. The Finger of Tyria - The mummified finger of a wise man. It is said to bring sight to those in darkness.
28. Lasok's Robes - The robes of an ancient wizard. Tales say the robes amplify the wearer's magic. They are described as black and red.
29. The Lyre of Toarinar - A finely crafted instrument played by a legendary bard. It is said the lyre is magical.
30. Ilesar's Iron Key - The key to a mythical prison that housed the jester of the gods. The tales say it is the size of a man's hand and always feels cold to the touch.
31. The Longsword of Varas - A vicious sword made out of some black metal harder than steel. Said to have been wielded by a hero of old and that its blows are heavy.
32. The Short Sword of Koor - A simple sword that glistens as if covered in frost. It is said that it was used to kill the Father of Orges.
33. The Potion of Drox - A vial of pale green liquid spoken of in many tales. However, no two stories can agree on its effects.
34. The Puzzle Chest of Drago - A wooden chest built with a secret lock. The key to unlocking it is to slide different pieces of wood into the correct pattern. It is said that whatever the builder put inside is still there, as no one has ever been able to open it.

Quest Objects

35. The Rubis Sapphire - A legendary jewel rumored to be lost in the ruins of an ancient city.
36. The Statue of Draykon - A small statue of an ancient hero. It is made of soapstone and is said to be magical.
37. The Essia Ruby - The crown jewel of a mythical kingdom. Stories tell of its theft and the downfall of the thieves, but not its location.
38. The Bones of Kolzaar - A wizard was put to death for unwholesome deeds. Now, his bones are said to possess dark magic powers.
39. Gaven's Quill - The writing instrument of a famed scholar and teacher. The quill is sought after in hopes some of the knowledge of the original owner will transfer to the new user.
40. The Thigh Bone of Somberlas - Taken from a mythical creature, the bone was fashioned into a mighty club that is certainly magical.
41. The Arawan Shawl - Said to have been sewn by the Twelve Weeping Widows of Araw, it is an elaborate mourning shawl that tales say makes the wearer elusive to death's grasp.
42. The Lost Boot of Wortin - A popular tale of a wanderer who lost his boot has given rise to more tales about where the boot may be and what it may be up to.
43. The Staff of Ryadom - Legends speak of this staff with a serpent head being used to rid the land of an ancient plague.
44. The Locket of Droma - Said to contain the portrait of the most beautiful woman in the world, the locket was crafted by a grieving smith after his wife died.
45. The Shattered Gem of Ehissa - Supposedly once a rare gemstone of unknown type, it was shattered for some reason at the end of a great conflict.
46. The Orb of Kiratta - A clear glass orb that according to the tales can foresee the future of whoever holds it.
47. The Helmet of Madish - A golden helm given to a heroine who is said to have defeated an army single handedly. It is written of the helm, "The wearer can see, but is unseen."
48. The Lapis Statue of Malric - An incredibly beautiful statue of the court wizard from an ancient kingdom. It is said some of the wizard's power remains in the statue.
49. Valance's Comb - The jeweled comb of an extremely vain prince who is now reviled in folk songs and legends.
50. The Crimson Cape of Irman - A mythical and magical cape that helped an ancient hero escape from a dungeon.

Quest Objects

51. The Shovel of Garallia - The mythical shovel an ancient heroine used to bury the gods.
52. The Globe of Oldin - Supposedly made of a magical wood, the globe is said to be able to transport a person anywhere they wish on the surface of the world.
53. The Lute of Lyra - The instrument of a famed bard. It was said to be lost when Lyra plunged over a waterfall.
54. The Blessed Rod of Ousan - A mythical weapon that instead of wounding is said to have healed.
55. Zolar's Mysterious Notes - The wild scribblings of a mad king. However, some believe there are secrets here simply written in code.
56. Durrion's Book - A mythical book said to contain great wisdom. It was supposedly in the keeping of a royal family, but they claim there is no trace of the book today.
57. The Aari Emerald - A great gem of immense worth. Stories say it was worked into a necklace given to a young princess and displayed in the court of an ancient kingdom. The tales of its fate vary widely.
58. The Head of Varalas - The head of a mythical creature cut from its shoulders by an ancient hero. It is said that looking at the head causes madness.
59. Kymber's Crown - A crown of intricately woven silver and gold. Sadly, most tales agree that it was looted from the king's tomb.
60. The Blanket of Terius - An ordinary blanket given as an act of kindness and then blessed by a god. It is now said to heal those who are wrapped in it.
61. The Mask of Minervan - A grotesque mask depicting a distorted face. The peddlers say it makes one's enemies afraid to face them.
62. The Greatsword of Wor - A huge sword with serrated edges. Tales of its exploits in the hands of several heroes are numerous. It would be a boon for any warrior to find it again.
63. A Lock of Rasha's Hair - The legends tell of the last great queen who gave a lock of her hair to her champion. The stories say the lock of hair aided the champion in his fight. However, the kingdom fell through treachery.
64. Labara's Dagger - An obsidian dagger fit for a king. And, if folklore is to be believed, a king wielded it and struck down several others.
65. The Wooden Oar of Athin - Supposedly an oar saved from the first ship to ever circumnavigate the globe. It is said to possess magical abilities.
66. The Golden Odai Coin - A coin rumored to have been minted in an ancient empire now long gone. It is said the empress kept this coin as a means of meting out justice.
67. The Rock of Clydno - A stone which soaked up some of the blood of a great hero of the past when he fell saving the world. It is said to protect the holder.
68. The Bone Ladder of Arlunia - The legends say that after being imprisoned in a dungeon pit,

Quest Objects

the ancient heroine constructed a ladder out of the bones of magical creatures she had fended off and killed. She used this ladder to escape. Surely it has some magic about it.

69. The Tokani Leather Case - The case of the so-called “father of maps.” He carried it on all of his journeys. Some legends say there are maps still in the case. Maps to forgotten treasures or lost cities.

70. The Silk Rope of Darsten - The rope a legendary hero used to scale the tower of Zinn the Conqueror and put an end to the vile despot. The stories say it was given to him by a fairy.

71. The Belt of Aldor - Said to be responsible for a legendary hero’s great strength. A leather belt reenforced with iron rivets.

72. Tolen’s Woven Tunic - A gift from the goddess of weaving. It protected a young mage as he helped lead the fight against a horde of invaders. It appears to be a simple homespun garment.

73. The Black Arrow of Jhoren - It is said that an ancient fletcher used an unknown black wood to make the shaft, feathers from the great black heron to form the fletching, and star metal to make the head. Some say it can never miss its target.

74. The Seed of Arcturus - Said to be the last seed of a magical tree, perhaps even the first tree ever created by the gods.

75. The Serpent Bow of Arili - Legends speak of the Great Huntress desperately in need of a bow. In her anguish she cried out, and the goddess answered her prayer. It is a blood-red bow carved with a serpent motif and said to be the most accurate bow in the world.

76. The Armor of Janin - A set of full-plate armor said to have been made by royal smiths and presented to a prince when he came of age. Tales speak of it being crimson and silver and that it could reach out and hold a foe.

77. The Rib of Kane - Though only the rib bone of a humble mule, a hero of old used it to strike down a thousand attackers. Stories say it is blessed.

78. The Great Pearl of Fayar - A gigantic perfectly round pearl. While it is worth a nearly unfathomable amount of gold, legends say it has brought ruin to all who have owned it.

79. The Scarlet Gloves of Varian - A famed rogue, some say thief, used these gloves while plying his trade. It is said they were magical.

80. The Raven Tome of Rolim - A huge, black book said to contain vast knowledge and dark secrets. Stories tell of many wizards losing themselves attempting to find it.

81. The Eye of Tharandon - In a fit of rage a king had one eye of his seer ripped out. The eye was sealed in a glass orb. Legends say the eye can see faraway places and things.

82. The Morathi Stones - A set of three sacred stones said to possess strange powers when all three are united.

83. The Spear of Zansatsu - A spear used to kill a god or so the tales would have us believe. It is said that the spear was soaked in divine blood and now has a range of magical abilities.

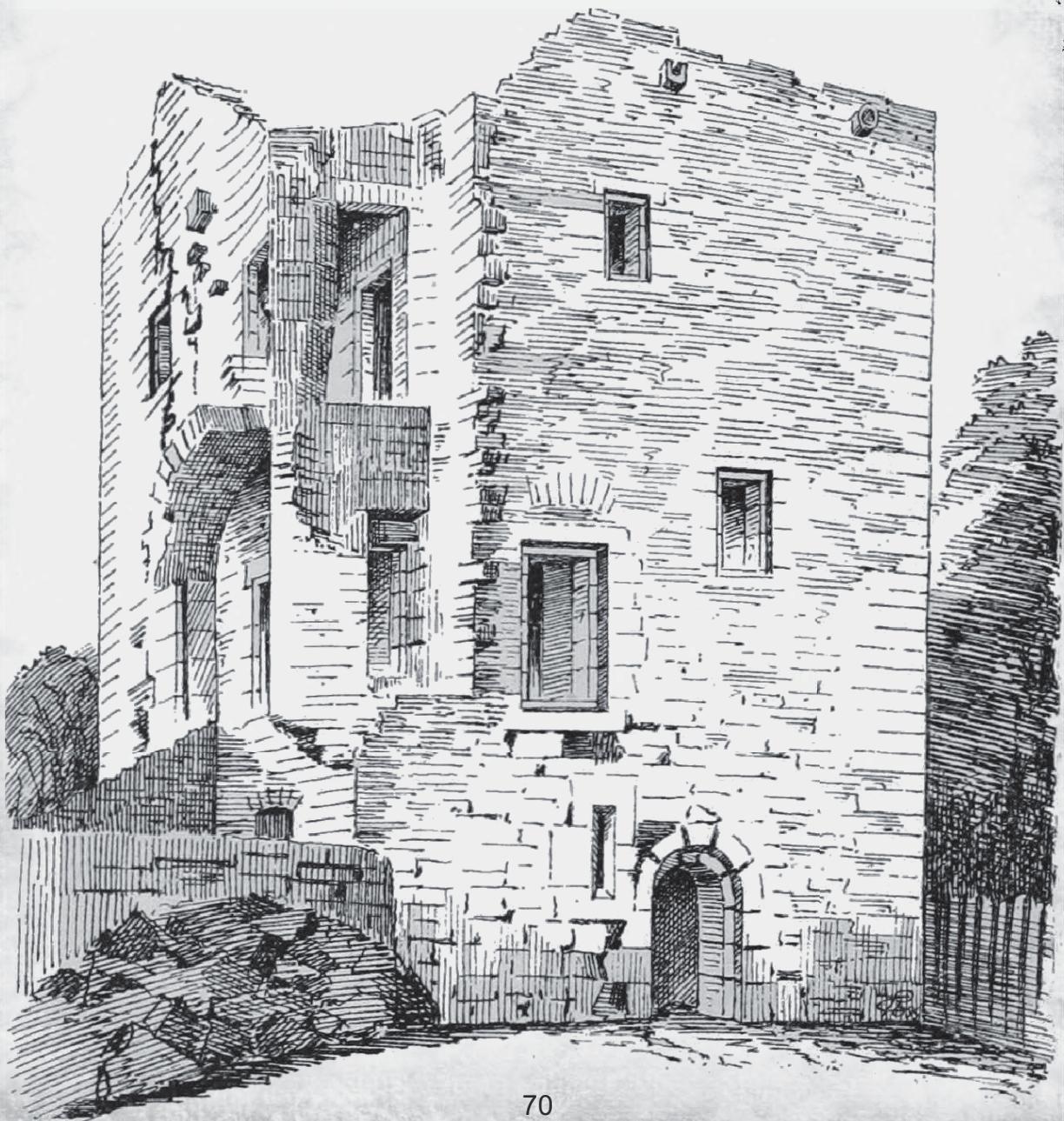
84. Krasin’s Cloak - A finely woven cloak of green and silver silk. At times, it is said to have kept the wearer warm and at other times, it is said to have kept the wearer cool.

Quest Objects

85. The Club of Sallo - The roughhewn club of a giant who sought to conquer the world. He was struck down and his club taken.
86. The Arm Ring of Thanewulf - Legends say it was made of the purest gold and that it gave the wearer the ability to discover their enemy's weakness.
87. The Arnjak Hide Shield - Made from the hide of a mythical beast the shield is said to protect better than steel.
88. The Sacred Rhysode Bowl - An ornate bowl used in washing rituals by a legendary order of clerics. It is said that drinking from the bowl grants magical powers for a time.
89. The Lance of Tyr - Tales tell of a jousting match in which the knight was poisoned, so his page impersonated him to defend the queen's honor. The stories also say that the gods were so moved by the page's courage, they gave him a magical lance.
90. Zalbar's Holy Scepter - In the ancient mists of time a god king is said to have ruled with an iron fist. He had a scepter made of steel, onyx, and agate. It is said people worshiped the scepter as well as the god king.
91. The Lion Paw of Jobal - A mummified paw of a mythical lion. Said to bring the bearer strength and courage.
92. Bombassa's Scroll - The words written on this scroll are said to have brought down empires by causing earthquakes and floods.
93. The Silver Torc of Kirana - Said to give a heroine of old insight and wisdom. Legends say it is still on her neck even as she lies in her tomb.
94. Davin's Lost Letters - A series of supposed letters between two wizards. It is said the lost letters contain several powerful spells. Perhaps that is why they were "lost."
95. The Torch of Tolorna - When a hero of old needed to traverse the deep dungeon, a god gave him a torch that would never burn out.
96. The Scarf of Hollbal - A sapphire blue scarf said to protect and aid the wearer through magical means.
97. The Lost Map of Banab - Myths and legends surround this map like thorn bushes. One story that repeats is that it is a map to the ruins of a city built by an ancient race of angelic beings.
98. The Broken Sword of Aphax - Even broken this sword it said to have considerable magical power. However, if one were to unite the pieces, legends say it would be even more powerful.
99. Thion's Oak Shield - While the shield appears to be of simple design with a lion motif, it offers special protection and offense to the bearer.
100. The Shroud of Acantha - A black burial shroud that can be worn as a cloak. It is whispered that it gives the wearer power over the dead.



Lost Cities



Lost Cities

1. Erith: The City of Diamonds - Legends say diamonds were so abundant that they were used as building materials, even by commoners.
2. Athin Elystar: The City of Red Stone - It is said that the red stone can float on water, yet is as hard as granite.
3. Picus: The City of Flowers - The stories tell of a city drenched in beautiful flowers and surrounded by blooming meadows.
4. Lyell: The City of Trees - The old wives speak of a city built in the trees filled with singers and those who can fly.
5. Alandes: The City of Temples - Legends claim every building in the city is a temple to some god or demon and that they are all filled with treasure.
6. Tamplin: The City of the Lost - All the lost and lonely come to reside in the city or so that is what is whispered.
7. Plionij: The City of Mud - Supposedly this city is suspended by great chains over a boiling caldara of mud.
8. Maris: The Old City - The stories say this was the first city in the world. It is also said the World Tree lives at the center.
9. Teemu: The City of Shadows - Legends tell of a city populated with wraiths and shades that guard riches untold.
10. Vilne: The Cold City - Tales differ wildly, yet they agree that the city is made completely from ice.
11. Sy'ylk Durgen: The City of Dragons - The mythical home of the Dragon Lords. However, many believe it is not a myth.
12. Bele: The City of Emeralds - It is said the city sits upon the largest emerald mine in the world.
13. Janeth: The City of Sages - Some legends say the wise ones of ages past gathered in one city to add all of their knowledge together. Other legends say the arrogant ones destroyed the city.
14. Na-Mevrain: The City of Swords - Tales tell that every citizen was a smith and every hand held a sword.
15. Wytho: The City of Books - Every book ever written on this plane or others is supposed to be housed within the city walls.
16. Zerrak: The City of Sand - Once a beautiful oasis, it is now said the desert reclaimed the city and buried it under the sand.
17. Jeho: The City of Horses - The birthplace of the horse and horse riding or so it is claimed.
18. Kynnovan: The City of the Moon - A shimmering city only to be seen in the light of a full moon.

Lost Cities

19. Keth Nidor: The Jasper City - Legends say the city walls are completely made of Jasper and that there is more unbelievable wealth inside them.
20. Tolas: The Floating City - There have seemingly always been tales, stories, myths and legends of a city that floats on the ocean, but few say more than that.
21. Morathi: The City of the Sky - A mythical city said to be perched on a thin spire of rock far above the ground.
22. Midanyl: The Shattered City - Once beautiful and prosperous, the stories say some disaster shattered the grand buildings and left the city a tomb.
23. Selan: The City of Lights - Legends are told of a city that was bright as the day even at night.
24. Emala: The Wandering City - A city that moves is hard to find, yet many have tried.
25. Terrek: The Garden City - Lush gardens tended by myriads of slaves once drew visitors here, but no one living remembers where the city was located.
26. Bombassa: The City of Spices - Past generations speak of this city as the hub of spice trade in the world, but it is gone or so it seems.
27. Curran: The Dark City - Eternal darkness is said to cloak this city in an endless night which has supposedly driven everyone in it mad.
28. Ziven: The Broken City - It is written that the great city was split by a massive earthquake and hidden within the landscape so that visitors could no longer find it.
29. Shoma: The City of Iron - The famed hall of greatest ironworkers in the world. Most now believe it was a story spun by mead-loving blacksmiths.
30. Kruineph: The City of Cloth - The art of weaving was discovered here or at least that is what the tales say.
31. Jhcior: The City of Jaguars - A city of great power and wealth is said to be located in a vast jungle, yet none seem to be able to find it.
32. Kytra: The Topaz City - Tales say the city was made entirely of topaz even down to the streets. Yet, the city seems to be lost, for no story tells where it is.
33. Mar-Shayal: The City of Falling Water - Legends speak of a city built over and among a series of waterfalls.
34. Danakar: The City of Bone - Supposedly built entirely of the bones of his enemies, this city was the home of a great emperor. Now, the empire is gone, and time has forgotten where the city even was.
35. Mohandai: The City of the Wise - Stories tell of a meeting place for the wise. It is also said that great stores of wisdom can be found within its walls but not in books.

Lost Cities

36. Dei Mishkoll: The City of the Fist - There are those who speak of a city that praised only unarmed combat.
37. Mesoth: The Cloud City - A city resting only on clouds? Surely this is but a fool's tale, but what a magnificent one.
38. Waray: The City of Rivers - Built at the confluence of five great rivers, this city is now gone. Did the rivers finally swallow it up?
39. Flandow: The City of Thieves - They say the city of extraordinary wealth was plagued by thieves until it was picked clean, but others say that was a rumor to keep the wealth hidden.
40. Pom: The City of Wells - A scenic city with wells of deep cold water. Now, it and all of its wonders are seemingly gone.
41. Tobian: The Mage Haven - Legends say centuries ago all magic users were persecuted and driven from the land. It is said the survivors fled to a city where they were safe and unseen by hateful eyes.
42. Maghr: The City of Eyes - It was said everything done in this city was seen by its unholy founder and that the citizens lived in dread of their all-knowing lord. The city is now gone, or is it still watching from somewhere?
43. Bafili: The City of Children - Legends speak of a city where only children live, but none have been able to find it.
44. Gaman: The City of Lizards - A city of almost unimaginable beauty. Tales say it was overrun by lizards causing the populace to flee.
45. Nise: The City of Ash - Rumors of a city covered completely by a volcanic eruption always abound. However, so many surround this city, it could hardly be imaginary.
46. Sadon: The City of Blood - Legends tell of a great slaughter, streets bathed in blood, and plunder left for the taking.
47. Keithel: The Divided City - Two factions split this city in constant strife and war. Did they finally destroy the entire city with their hatred?
48. Vaj: The City of Spiders - Home of wickedness on earth. This city was said to be peopled with spider beings.
49. Dalledos: The City of Trade - The center of trade for a thousand years is now gone. Where could the ruins of the great city be?
50. Gonn: The City of Arrows - Renowned for its archers, it is believed this city was destroyed in war more than an eon ago.
51. Saalia: The Copper City - Delirious tales of a city covered in copper are spun in tarvens around the land.

Lost Cities

52. Varas Artis: The City of Fire - The city where fire was discovered or so the old men say. It is said to house wondrous marvels.

53. Wokbinlau: The City of Canals - The streets were waterways in the famed city. Where has it and all its treasures gone?

54. Yrias Harkor: The City of Gold - A city where precious metal is so common that silver becomes worthless would be a great prize for any adventurer to find. Many have tried and the few that return from the hunt are usually mad.

55. Salvor: The City of the Sun - Legends say travelers could find rest and even luxuries in a shining city perched on a hill.

56. Teroalaas: The City of Birds - Tales tell of a city which is lined with cages of exotic birds and pools where waterfowl silently hunted.

57. Nema: The City of Lions - Stories about an unknown people who worshipped lions have been told for generations. The tales of their reputed capital have inspired many thoughts of riches.

58. Athan: The City of Snakes - A mythical city said to be the birthplace of snakes. However, other tales tell of a mad queen who used snakes to protect her precious treasure.

59. Jyvun: The City of Dreams - The city was said to inspire fantastic dreams in all who sleep there. Now, the city itself may be lost in a dream.

60. Loms: The City of the Dead - Not a city exactly, but the graveyard of an empire. The tales of the wealth offered to lost deities still buried here grow wilder and more elaborate every year.

61. Zoras: The Burning City - Legends of a city that appears to be burning from far off have enchanted hearers for ages. What the city is and who lives there fires the dreams in the adventurer's souls.

62. Randaral: The City of Ghosts - A pleasant and wealthy city abandoned because ghosts hounded the inhabitants to the breaking point. Tales also say the people left all their belongings behind.

63. Sudime: The City of Lapis - Where has the unbelievable wealth of this fabled and near-mythical city gone? Why did men forget its location?

64. Cohmre: The City of Dirt - A magnificent city said to be made up totally of underground tunnels and chambers.

65. Jostin: The City of Coins - The misers of this city are said to have collected and stored coins upon coins from every land new or ancient. Adventurers are eager to listen to these tales, but few have tried to find the lost city.

66. Meriet: The City of Coal and Steam - Wild tales of a city where coal and steam powered fantastic inventions have enthralled children for generations.

Lost Cities

67. Dawnshadow: The City of the Damned - Whispers of a city where the souls of unrepentant sinners go when they die are sure to abound in many corners of the world. However, there are some ancient writings that speak as if it is a real place that contains a mysterious treasure.
68. Narklin: The City of Smoke - A vast and ancient city that legends say was consumed in a cloud of smoke and since lost to history.
69. Martano: The City of the Bull - A city fabled for bull dancers and statues of bulls. Now, lost in the mists of time, many wonder what happened to the city's wealth.
70. Kandra: The City of Rain - Tales tell of a city sheathed in rain until its people went mad. Where are all its treasures now?
71. Yzalli: The City of Fools - Some legends say the people of the city were all fooled by an ancient trickster. Some legends say the city was home to jesters.
72. Flasthold: The City of Walls - A city of intricate walls and passageways said to hide the treasure of a mad wizard.
73. Surrel: The City of Silver - Tales of an endless silver mine are always readily listened to at the inn on a cool spring evening.
74. Huurlek: The City of the Strong - A warrior race is said to have lived in this city. They prized strength and wielded weapons that men no longer know how to make.
75. Kresh: The City of Grapes - The wines that came from this city are still talked about among those with mouths. Yet, it has been lost to civilization for a millenium.
76. Velos: The City of Crows - Vast clouds of crows circled this city as the wizard-warriors threw them food. Of course that's not all the legends say. They also say the crows' food was unwanted visitors to the city.
77. Kaila Li Anek: The City of Tombs - So called because it is said that every person in the city inexplicably died in their homes on the same night. Now, every building is a tomb.
78. Reytal: The City of the Sunrise - An immaculate city of wonders now vanished from living memory.
79. Nnqueubss: The Hidden City - Legends speak of a city so afraid of the outside world they have hidden themselves and their uncounted riches.
80. Siala: The Opal City - A city of glorious wealth and opals beyond the dreams of jewelsmiths.
81. Aima: The City of Water - Stories tell of a giant fountain in the middle of this city that watered many lands with its outpouring. Where is it now? Broken and dry, hidden beneath sand and the forgetfulness of man?
82. Shysha: The City of Silk - The old women would have you believe that this was the first city where silk was made. Others simply speak of the untold riches such a city would hold.

Lost Cities

83. Faris: The Pleasure City - It is said that a race of exceedingly beautiful people lived in this city offering unnumbered pleasures to visitors.
84. Kuar Ulluto: The City of Daggers - Taking the name from a coat of arms often discussed among tavern goers, this city is said to hold the largest gold nugget in the world.
85. Damyuli: The City of Dogs - A city supposedly populated by fierce dogmen who guard a vast treasure.
86. Baku Condra: The City of Rubies - Rubies are said to have flowed from this city like water in a rushing brook. Where it is now?
87. Kortu: The White City - Legends say the city was carved from a single emanse block of some nearly mythical white stone.
88. Abogado: The City of Sapphires - Glittering and glowing this city used to be a beacon of hope to traders and many lands.
89. Lurechia: The City of Doors - Every wall, a door. Every floor, a door. Every ceiling, a door. Tales say all who visit become lost.
90. Candroon: The City of Holes - Weary adventurers tell stories of a city riddled with pits, pits with no bottoms, mind you.
91. Voren: The City of Wind - A city that sails the skies upon crimson sails? Impossible! Though, there are some who claim to have seen it.
92. Jastrinas: The City of Cisterns - Once heralded as a fine city, it is said the cisterns ceased to be filled with water and became filled with bodies.
93. Doja: The City of Cats - The worship of cats is said to have lead this city into ruin as by the end, the animals outnumbered the people by a near inconceivable margin.
94. Ktrame: The City of Gates - Fourteen massive iron gates kept this city safe from all invaders, save one apparently. However, some stories say the gates kept something in, not out.
95. Bokiana: The City of Twilight - Tales are spoken of a city locked forever between day and night where the people forever toil and never find rest.
96. Tebbo: The Wooden City - Thought to be made entirely of wood, the city was said to hold rare treasures.
97. Vinjera: The City of Gallows - When the mad prince began hanging his citizens, few thought it would end with the entire city empty. Some whisper the mad prince still wanders the deserted streets looking for more people to hang.
98. Delza H'darr: The City of Amber - Gorgeously arrayed in amber, this city is now forgotten by all except those to wonder where all the amber went.
99. Rehal: The City of Mist - Shrouded in mist and mystery this city and the tales concerning it have sparked more than one foolhardy quest.
100. Xalrich: The City of Death - The city of the underworld spoke of in so many tales. It holds the key to eternal life or so it is said by tongues loosened by wine.

Meta-Quests



Meta-Quests

1. Find the Seven Hues of the Rainbow
2. Discover the Eight Tombs of the Gor Halen
3. Find the 22 Lost Portraits of Relliush Dori
4. Collect Five Silver Fox Furs
5. Collect 12 Deer Skins
6. Collect the 12 Ivory Goblets of Rubisi
7. Collect the 30 Love Letters of Saphia
8. Search for 12 Ancient Relics from the city of Trufra
9. Gather 80 Ivory Buttons
10. Collect 47 Teeth of the Kraken
11. Collect 200 Iron Nails
12. Find the Eight Copper Statues of Osynar
13. Gather the Winds from the Four Corners of the World
14. Collect 120 Gnoll Fingernails
15. Capture the Three Hounds of Varn
16. Find the 12 Pieces of the Shattered God Dewan
17. Locate the 18 Dawn Pixies
18. Find the 29 Forlin Sapphires
19. Discover the Three Shamna stones
20. Locate the Eight Ashlik Trees
21. Collect 100 Roots of Various Plants
22. Find the Four Torches of Thano
23. Collect the 100 Golden Coins of Pag
24. Gather 50 Orc Thumbs
25. Discover the Four Quills of Plutan
26. Collect 20 Beaver Pelts
27. Collect 42 Brass Buttons
28. Find the 14 Nausi Daggers
29. Find the Eight Sacred Texts of Catri Zol
30. Gather the 10 Flowers of Healing
31. Collect 12 Beaver Teeth
32. Find the 15 Dread Cloaks of the Shamasi
33. Collect the 16 Seydain Emeralds
34. Capture Six Lizards
35. Find the 13 Vision Orbs of Buir
36. Collect the 30 Geodes of Sett
37. Capture 34 Fire Newts
38. Discover the Two Swords of Esvan
39. Capture 13 Glogorian Fireflies
40. Search for the Five Vessels of Kassar
41. Find the Five Fingers of the Hand of Gomer
42. Collect Nine Feathers of the Mundi Bird
43. Gather the 25 Veils of Queen Davessi
44. Find 18 Pieces of Fossilized Wood
45. Gather 27 Karva Claws
46. Collect Vials of Soil from each of the 12 Kingdoms
47. Collect 15 Dwarven Daggers
48. Find the 20 Statues of the Great Bard
49. Collect 38 Squirrel Tails
50. Collect the 14 Maps of Jair

Meta-Quests

51. Gather 100 Dragon Scales
52. Collect Four Feathers from a Winged Horse
53. Collect 16 Paintings of Dannience
54. Gather 45 Iron Buckles
55. Collect the Four Contraptions of Namel
56. Trackdown the 11 Books of Tyro
57. Collect the Eight Pendants of the Maidens of Maren
58. Search for the Seven Pearls of Malani
59. Collect 200 Hawk Feathers
60. Collect the 14 Udurian Vases
61. Collect 52 Bones from the Evnairis
62. Capture Nine Bats
63. Gather 38 Copper Clasps
64. Collect 34 Seeds of the Rohana Plant
65. Collect 13 Pieces of the Rare Wood Saculea
66. Collect Water from the Three Ancient Pools of Klass'm
67. Collect Locks of Hair from 10 Willing Maidens
68. Collect 50 Horseshoes
69. Find the 12 Pieces of the Okiran Statue
70. Collect Eight Bear Hides
71. Collect the Nine Crystal Shards of Ghent
72. Find the 20 Shields of Idavar
73. Collect the Seven Spider Jewels of Chaos
74. Collect the Seven Gold Nuggets of Drathful
75. Collect the 10 Beer Steins of Thoradin
76. Find the 50 Silver Coins of Crom
77. Capture the Eight Hags of Whitherspell
78. Search for the 9 Horns of the Karva
79. Discover the Nine Diamonds of Ezuma
80. Collect the 52 Playing Cards of the Famed Delmon Ju
81. Gather the 19 Rathe Parchments
82. Collect 304 Nouri Beads
83. Find the 18 Stone Tablets of Arthos
84. Gather Six Oliphant Tusks
85. Gather 100 Goblin Ears
86. Gather the Six Pieces of the Murtope Treasure Map
87. Find the 24 Keys of the Doom Door
88. Gather the 44 Pieces of the Dorien Tablet
89. Find the 13 Skulls of the U'Ralian Warriors
90. Collect 80 Feathers from the Owl People
91. Collect 17 Giant Toenails
92. Collect the Four Crystal Skulls of Amontei
93. Find the 25 Pieces of the Vulen Vase
94. Collect 32 Teeth from the Strilath Shark
95. Collect 40 Books
96. Search for the 17 Signet Rings of Zidane Kor
97. Gather 21 Leaves from the Jorol Bush
98. Find 200 Yellow Yavoog Pebbles
99. Capture Four Great Crested Salamanders
100. Collect 50 Zolara Rocks

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