

Generating a Quest

Depending on whether your party is in Silver City or in a village, you will have different quests at your disposal. Most quests can be played a multitude of times due to their random nature; however, 'A Hell of a Night' and 'Rescue Operation' may be best to only play once per party as they unlock the chance to hire particular mercenaries.

Campaigns may be started whenever the party feels like it, as long as they are in the indicated start settlement.

Silver City

To decide where your quest begins, roll 1d6. On a result of 1-3, you use the table under 'Village'. On a result of 4-6, you start your quest from Silver City, using the table immediately below.

1d10	Quest	Book	Page
1	Preventing a Disaster	I	245
2	The Pleasure House	I	249
3	Cleansing the Water	I	251
4	Closing the Portal	I	255
5	Stopping the Necromancer	I	259
8	Tomb Raiders	I	260
6	A Hell of a Night	II	65
7	A Beast for Every Occasion	II	81
9	Black Acanthus	II	72
10	Not Even in Death Do We Part	II	77

The Outpost

The Outpost is the only settlement that offers quests into the Ancient Lands.

1d6	Quest	Book	Page
1	The Pyramid of Xanthu	I	262
2	Tomb of the Hierophant	I	264
3	Temple of Despair	I	266
4	Halls of Amenhotep	I	268
5	Crypt of Khaba	I	269

Re-roll a result of 6.

Village

Roll on the table below to decide which quest you have been offered. Start with 1d6 to determine what column to use, then either 1d10 or 1d12. Check the description to see where the quest takes place, and if necessary, roll location according to page 116 of the main rulebook. If there is a village name in brackets, your party must be in that village to be offered this quest. Re-roll if they are not.

1-2 1d12	3-4 1d12	5-6 1d12	Quest	Book	Page
1			Stop the Heretics!	I	242
2			The Master Alchemist	I	244
3			Rescuing the Prisoners	I	247
4			Baptising	I	252
5			Returning the Relic	I	253
6			Slaying the Fiend	I	254
7			Runes to Ruin	II	68
8			At the Bat	II	70
9			Saving the Nordman	II	88
10			Life in Death	II	86
11			Retrieving the Family Heirloom	I	257
12			Tower of the Troll King (Windfair)	II	84
	1		The Lost Prayer	II	55
	2		A Kingdom Gone	II	58
	3		The Toad	II	59
	4		Corsairs (Whiteport)	II	60
	5		Giant Slayer	II	62
	6		Rescue Operation	II	90
	7		By Rose and Anchor	II	91
	8		And Out Come The Wolves...	II	64
	9		The Grey Lady	II	67
	10		The Ghost of a King	II	57
	11		The Medallion	III	21
	12		It's just an egg!	III	24
		1	A Small Expedition	III	26
		2	Reclaiming a Mine	III	27
		3	Samplers	III	28
		4	The Abomination	III	30
		5	The Ghoul Hive	III	31
		6	The Medusa's Lair	III	33
		7	The Miller (Not in Silver City)	III	35
		8	Troll Slayer	III	38
		9	The Fallen Knight	III	40
		10	Sceptre of the Serpent	III	42
		11	The Shroom Queen	III	44
		12	To Kill a Goddess	III	46