

Dog House Rules

QUICK QUESTS



EGGSCCELLENT OPPORTUNITY



DHR2001SW



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QUICK QUESTS - EGGSCCELLENT OPPORTUNITY

QUICK QUESTS AT YOUR SERVICE

Quick Quests is a series of products designed to fit easily into an ongoing roleplaying campaign or to set up quickly for a one-time romp. These “set-piece” mini-adventures usually begin in a town or other civilized community, although they often require travel into the wilderness to accomplish all the elements of the quest. The plot lines involve specific tasks such as retrieving a valuable item, capturing a fearsome beast or rescuing someone of notable standing.

While containing the necessary elements for gameplay, these mini-adventures don't attempt to cover every contingency or provide a full sequence of events. Details such as wilderness travel, random encounters and specific town settings are left to the GM's imagination.

All Quick Quest products contain the following sections, with varying details depending on the nature of the quest and the amount of set-up required by the GM.

Quest Overview: This brief section summarizes the general scenario for this quest, including background information, an introduction to the personalities involved and any special considerations.

Quest Details: The pertinent facts about the setting, lairs, encounters, and personalities that compose this quest are presented in this section. It includes maps, tables, statistic blocks and other game-aids as required, as well as more backstory and the recommended method for getting this mini-adventure rolling.

Forks in the Road: Ideas and options for expanding or altering the quest are found in this section.

EGGSCCELLENT OPPORTUNITY

A mini-quest designed for fantasy roleplaying, with statistics for use with the Savage Worlds game system. Suitable for 3-6 characters of Seasoned to Veteran rank.

QUEST OVERVIEW

An important or noteworthy person seeks out the heroes with a business proposition. The initial contact comes through an intermediary who delivers a message (written, verbal or perhaps even magical) requesting a meeting. Specifically, the message requests their presence at a clandestine meeting on the edge of town to discuss an important, but sensitive, topic.

Assuming the heroes attend the meeting, they will meet the patron seeking their services. During the encounter, the patron proposes a special mission that s/he wishes to remain secret—to obtain the eggs (well, at least one) of a magical aerial creature. Payment shouldn't be an obstacle, as the patron is willing to pay at least market value. It all sounds so easy . . .

QUEST DETAILS

As designed, the proposal is simple enough. No smoke, no mirrors; the patron truly desires the egg. So if the player characters decide to accept the task, at bare minimum this quest entails an action scene involving the procurement of an egg from a magical and dangerous creature.

The full gamut for the quest could include multiple roleplaying encounters with the patron(s) to set up (and hopefully close) the deal; travel to and from the lair (over great distances or a quick jaunt into nearby hills or forest); and the actual procurement, safekeeping and delivery of the egg (or eggs). Of course, depending on the nature of the players and the desires of the GM, the path of this quest could branch off in varying directions (see **Forks in the Road** for additional ideas).

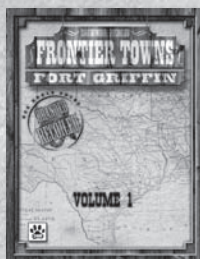
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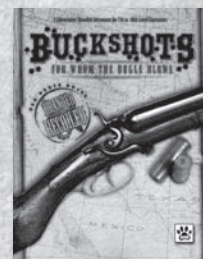
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