Quests



Just because the powers of the many Realms are gathered in Camelot doesn't mean the world outside stops turning. There will be occasions where. a journey back past The Great Shroud to face challenges on the outside with be needed. These opportunities are known as Quests, and they don't come easy...

Summary

- Quests and Vignettes are opportunities to head into the wider world and impact it during the event.
    - Though they are to specific territories in Realms, Quests are not Realm specific.
- Quests are longer excursions that will take 7 players and always involve Combat
- Vignettes are shorter excursions that will take 4 players and never involve Combat
- Every player will have one token to go on a Quest and one token to go on a Vignette
    - You can expect to go on a Quest, you may not be able to go on a Vignette
    - Only 2 people from the same Realm can go on the same Quest.

How to Quest: Quick Guide

1. Find a Quest you wish to go on from the available Quests
2. Find a Guide willing to take you and persuade them to take your Token
    1. You must do this at least an hour before the Quest is due to depart
3. Gather your Quest party with the Guide you are going with at the allotted time.
4. Quest! When you reach the gate out of Camelot, the Guide will ask you to:
    1. State your names
    2. State your Quest goal
    3. Detail any scrolls or magical items you carry and their expected effects to the Guide taking you.

Finding a Quest

Quests can come from anywhere - an outside threat on the conquest board, a request direct from a Guide, or a whisper on the wind. At the start of each Event, markers will be present on the Conquest board that represent opportunities to affect the world in the here and now, for example the appearance of a Dragon or rumours of a Troll, or long forgotten loose ends from the Knights to tie up on the outside world. The Oracular Mirror will present information about these Quests, which Guide is to escort a party to it, and when that Quest will depart, and these will be readily available.

Characters with the Wanderer may, up to 3 times per event, take a piece of information about a Quest in order to help them to pick. Boxes of information will be available to pick from.

Convincing a Guide

No matter where your cause has come from, the fact remains that you still need to get out of Camelot to face it.

It's not a simple as just walking out the gates, not with the magic of Camelot's gates. Luckily, it seems that those who have been living in Camelot since its fall - and some with great power - know some of the gate's secrets and if you are able to convince them, they may well be willing to show you the way.

Only question is, how to convince them? Getting to know the Knights should afford you some insight into how this is best accomplished.

At the start of the event, it will be clear who is taking Quests outside of Camelot when. If you wish to go on a Quest you will need to get the appropriate guide to accept your Quest Token, of which every player will have 1. The Quest party must be decided an hour before the Quest is due to leave. Only 2 characters from the same Realm may go on the same Quest.

Preparing for a Quest

It's dangerous outside Camelot, so you'll probably also want to stock up on Magic or other resources. You won't be able to make new Scrolls while outside Camelot, so get your supplies ready and be sure to make note of what you're bringing with you.

Work out who's coming with you, but remember that some guides may have opinions about who you're bringing, and how many of them there are. There will be an upper limit on the number of people in one Quest party.

Meet the Guide

Once you persuade a Guide to take you on a Quest, they will give you a time and place to meet at. When you do, the Guide will ask everyone in the party one by one, privately, for the following information:

- Your name
- Your Quest goal (OC, please tell the Quest Ref if you are intending to go against the goal of the party - it helps us plan!)
- Details of any Scrolls or magical artefacts you are bringing with you and their expected effects (do not *open* any scrolls unless you wish to cast the spell before leaving!)

Quest!

Assuming all is well, the Guide will open the Gate and take you to the start of your Quest. They will accompany you until your Quest is through and you ask to be returned to Camelot.

Remember, the world outside Camelot is dangerous. Be prepared. If you stay for more than an hour outside Camelot, you can expect bad things to happen…

Vignettes

Vignettes are smaller jaunts into the world where the threat of death is minimal. These will take smaller parties and be guided by various individuals. The means of going on a Vignette are the same as for a Quest, and the names, locations and guides for Vignettes will similarly be known in advance.

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