

Hey folks!

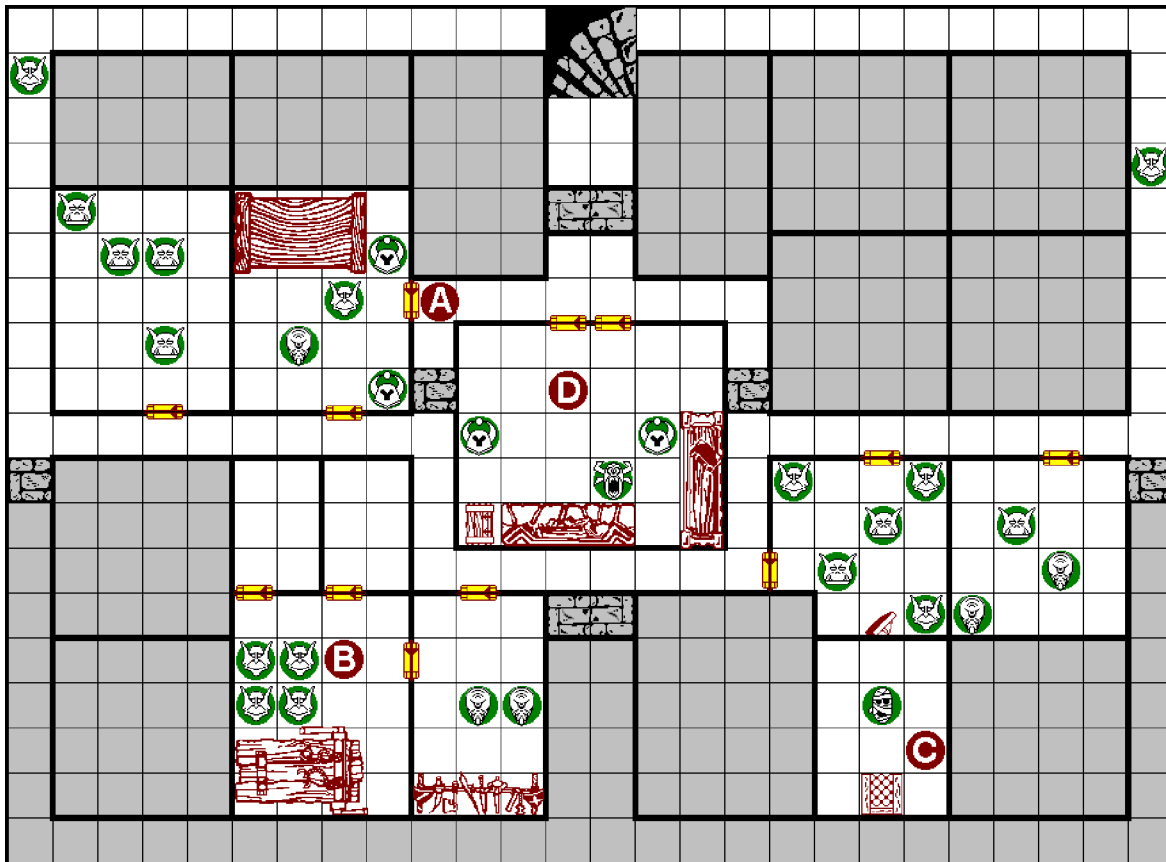
Here are some quests that I made using paint, and my scanner. They may be a little easy, but of course they can easily be modified.

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

Quest On!!!

Mace

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Verag .. Again?

The fabled Verag, defeated again and again by countless groups of adventurers such as you, has vowed revenge on all. He has bargained with Zargon who has agreed to lend him some power to aid him in his mission. We speculate that Zargon is using Verag's insatiable hunger for revenge to manipulate him for Zargon's own ends. What part has been given to Verag we cannot say, but it cannot be overlooked. Enter his lair and defeat him once again. Perhaps you may find us a clue as to what Zargon has planned next.

Notes:

All Goblins in this quest are Goblin Archers.

A. This door is locked and the key is in room B.

B. This room contains the key to room A. The Hero who searches for treasure in the room will find the key.

C. The Hero who searches for treasure here will find a mysterious tome. It will take 5 quests before its meaning is discerned.

D. Here is the lair of Verag – long time nemesis of all Heroes. He is protected by Doom Guards. Upon defeating the enemies a treasure search will reveal a Wand of Raise Monsters.