

Difficulty rating:

SSS 19- 20

SS 18-16

S 15-13

A 12-10

B 9-8

C 7-6

D 5-4

E 3-2

F 1 or less(unranked)

Newest Quests:

[QUOTE="Matthew_Locke"] He sighs in relief, and replies in a simple manner, [b]"Oh good, so not long. I was afraid the months I endured in the trials would have elapsed here as well."[/b] With a flare of anger he curses, [b]"The Olympians are still @ssh0les! They never give up a grudge. Well at least until you prove yourself. I was able to take everything they threw at me and more. Though every month they forced a magical elixir down my throat and took my experience. That is partially why I was drained."[/b] He was calming down and continued to explain in a calm voice, [b]"I fought many different kinds of enemies. The undead and the abberations were the worst! With my excellent rating of the trials, they can't touch me for a century and a day."[/b] He gets excited and a bit worried as he states, [b]"We need to hurry to accomplish our quest line! Look at the countdown for the greed quest!"[/b]

He shows the golden screen and it says:

[b]Rights of Ascension

☆☆☆

Legendary Quest

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You will become a mythic character.

☆☆☆

Requirements:

- 1) Take apart of the quest: Mandrake of Greed. One of your team must attain at least one fruit.
- 2) Finish the quest: Of Lions and bears, Oh My! Big Game Hunter I
- 3) Sacrifice 500 offerings to the deity you follow.

☆☆☆

Difficulty: C

[b]Mandrake of Greed

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Epic Quest

☆☆☆

This is a monthly event find the Mandrake of Greed and be ready to participate in the event. Quest ready in 2 days, 1 hours, 29 minutes.

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Possible Rewards: Fruit of Ascension, Leaves of Greed, Loot Goblin card

Guaranteed Reward: boost card +3, Loot Card V.

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Bonus: Kill five enemies during the event

Reward: ???

☆☆☆

Difficult: C[/b]

[/QUOTE]

Quest: To Protect Golden Glade Borders

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Goblin Problems:

1st Task: Kill or disperse 30 goblins. 60/30

2nd Task: Kill the goblin king and his hobgoblin henchmen. 1/1, 11/11

3rd Task: Dismantle the encampment. 1/1

□■□■□■

Wraith Woods problems: Accomplish at least 2:

1st Task: Purify or destroy 3 Corrupted treants 1/3

2nd Task: Slay or relocate 9 red caps 13/9

3rd Task: Prune 7 assassin vines 0/7

4th Task: Destroy 6 willowisps 0/6

5th Task: Find the blight and report your findings. 1/1

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The Toxic Dungeon: Accomplish at least 2:

1st Task: Slay 21 slimes 168/21

2nd Task: Collect 6 mushroom bodies 87/6

3rd Task: Slay the Master Viper and his brood 1/1, 42/42

4th Task: Slay 15 dire Boars 43/15

5th Task: Deal with the Primal ape 1/1

□■□■□■

Dwarven Problems: Accomplish at least 2:

24 gnolls, 15/24

18 deep gnomes, 3/18

58 spiders, 23/58

3 abberations, 1/3

A drow patrol. 0/1

[/spoiler]

Rewards: Vary:

Solve one problem: Gain Renown, an audience, and XP

2 problems: + a chest of wealth, vouchers of service

3 problems: A village's thanks, gifts, Dragons Gifts

4 problems: Title: Golden Glade Protector , admittance to palace, Blessing of the dragon.

3c. Bring sacrifices.

3d. Ritual of introduction.

4a. Ritual of Blood

4b. Ritual of Polymorph

4c. Ritual of the Simulacron

4d. Ritual of Eternity

Looking at these rituals the Ritual of Blood and of Eternity would likely be the easiest for us since we have the needed materials for most of them. Though I can't understand half of the jargon as I don't cast spells.

5a. Ritual of Empowerment

5b. Trial of Sacrifice

6. Ritual of Bonding

###

Lions and bears, Oh My!

Big Game Hunter I

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Uncommon Quest

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All Big Game Hunter quests have you taking down dangerous beasts. You may only kill up ten of a certain type of creature before it does not count.

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Possible Rewards: Trophies, titles, all loot boxes

Guaranteed Rewards: Uncommon Trophy: pristine Trophy head,

Boost Card +3

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Difficult: E to C

☆☆☆

Status:

30/10 Ankhegs

5/1 boss (bonus)

30/10 Displacer Beasts

3/1 boss (bonus)

30/10 Hydra

1/1 Hydra boss (Bonus)
30/10 Wayward Trolls
1/1 and their Beast Boss (Bonus)
90/10 Bloodborn Dire Boars
3/1 Demon Dire Boars (bonus)
7/10 Crystalline Fiendish Elks

###

Rights of Ascension

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Mandrake of Greed

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☆☆☆

Bonus: Kill five enemies during the event

Reward: ???

☆☆☆

Difficult: C

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Stack that Hay

Stack at least two hay bales for Farmer Barrow.

Reward: a hearty warm meal

Reward: XP

☆☆☆

Collect Apples

Collect a basket of apples for Jaxsion Brambleberry

Reward: thanks of a broken sole

Reward: An apple

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###

The Goose, Horse, and the Ox

Find Farmer Gradley and help him with his dilemma.

Reward: XP

Reward: goosie, horsie, or oxie.

###

Quest - Clear the Lumberyard of Mites.

Kill the 18 mites.

Reward: 1 sp per mite killed.

2nd Reward: your choice in wood.

3rd Reward: Random Loot box

Difficulty: E

Time limit: 2 weeks

Quest - The Scaley Hunt

Kill the legendary critter Abolen. Could be a fish or something scaley.

Reward: vial of venom

2nd Reward: tooth

3rd Reward: Random Loot box

Difficulty: E

Time limit: N/A

Quest - Clear the Elrick Ruins

Kill all the monsters in the Elrick Ruins.

35/35 threats.

Reward: Silver pendant of quartz

2nd Reward: Silver ring or silver dagger

3rd Reward: Random Loot box

Difficulty: D

Time limit: N/A

General notes:

if you knew anything about the constellations before you would know they are all different, also you can see three moons, one white, one red, and one blue.

Arcanium Quests - New Beginnings

Random Quests:

Speaking with a commoner they stop and take notice of you. They murmur something about Chosen under their breath. Though if you don't say anything more each of them would say something to the line of a quest:

Could you gather me some apples from the orchid?

Would you help wrangle my goats?

Would you pick some berries for me down by the stream?

I would like to have a rose.

I need chestnuts for my banana bread, would you be a dear and collect me a handful and shuck them for me?

I gladly accept other suggestions!

Shared Quests:

Quest

Find Roland's missing bear buckle belt

Reward: armor worth 20 gp or less

2nd reward: maintenance kit

Time limit: 5 hours

Quest

Kill the black wolf clan

Reward: Weapon worth 20 gp or less

2nd Reward: whet stone

Time limit: 12 weeks

Quest

Find the Fetcher's Daughter

Reward: Ranger's backup bow or one made for you

2nd Reward: quiver of arrows

3rd Reward: 23 sp

Time limit: 5 days

Quest

Fetch me a pail of water

Fill the trough outside of the tavern with water.

Reward: a tankard of mead

2nd Reward: a waterskin

3rd Reward: 3 hard tack rolls

Time limit: 2 hours

Quest

Cleaning out the outhouse

There is only a few real outhouses in town and the three behind the tavern are used the most. Muck out their honey buckets.

Reward: a warm meal

2nd Reward: a bed to sleep in for the night

Time limit: 8 hours
Repeatable Quest Daily

Quest - Orgy!

Get at least three or more people to have sexual relations as a group.

Reward: surreal experiences

2nd Reward: necklace of infertility.

Quest - Knocking out the bad guys!:

Quest - Finding the lost horn!

A unicorn had its horn stolen. Bring it back and the heart of the fiend that took it.

Location: Northern Forest of Winter

Time limit: 8 days

Difficulty: E

Reward: Unicorn tears

2nd Reward: Ward or consort

3rd Reward: 1st level potion of your choice

Quest

Find the Fetcher's Daughter

Reward: Ranger's backup bow or one made for you

2nd Reward: quiver of arrows

3rd Reward: 23 sp

Time limit: 5 days

Quest - Take Care of Young Goblins

A. Raise the goblins under your tutelage.

B. Find an orphanage or foster parents.

C. Find another tribe to take them.

D. Kill the young goblins.

E. Find another solution.

Reward: Depends on actions taken in quest.

2nd Reward: Tool kit of your choice (You each get one)

Extermination Quest - Kill all veteran members of the Bloody Red Goblin Gang

19/25 red goblin veteran deaths.

6 threats still in range.

1st Reward: Status Recovery

2nd Reward: Random loot box

3rd Reward for whoever kills the most goblins: minor magical item, choose type, and roll.

Quest

Kill the black wolf clan

Reward: Weapon worth 20 gp or less

2nd Reward: whet stone

Time limit: 12 weeks

Quest

Find the Ranger

Reward: salve poultice

2nd Reward: skinning knife

Time limit: 1 week

Quest - Sticks and Needles

Find the nest of creatures that are like mosquitos the size of bats.

Reward: 15 gp

2nd Reward: blood spade

Time limit: 4 weeks

Difficulty: D

Quest - Find the Wise King of the Forest

Reward: 3 agates

2ndary Quest: Solve the King's riddle or drink its blood

2ndary Reward: +1 Wis or +1 Con

Time limit: none

Difficulty: D

Quest - Wolf Pack

Make peaceful contact with the clan of winter wolves.

Reward: wolf tooth

2nd Reward: frozen spike

Time limit: none

Difficulty: E (or B)

Quest - The Lost One

Find the lost and return it to its village.

Reward: Pale Winter Berries

2nd Reward: frozen spear

Time limit: none

Difficulty: E

Quest - Move that hay!:

Location: Farm

The farmer has a broken leg and could use some able hands to do chores and move the hay!

Time limit: 4 weeks[/b]

Quest - Skinny Dip:

Go skinny dipping in old man Roger's pond at midnight.

Reward: Title: Skinny Dipper

2nd Reward: oil of grease or potion of expeditious retreat

Quest - Feather for my hat!

Pluck feathers from a goose, duck, or other bird for the hat maker.

Reward: A hat of your choice

2nd Reward: 1 cp

Quest - Pears for my pie!

Collect 12 pears for the baker.

Reward: Jelly turnover

2nd Reward: 1 cp

Quest - Lumberjack

Collect pieces of wood for the carpenter to craft.

Reward: 1 cp

2nd Reward: Title: Lumberjack

Quest - Miner

Mine for precious metals for crafting.

Reward: 1 cp or equivalent coin to metal brought in.

2nd Reward: Title: Miner

Quest - Helping make a house!

Reward: 1 cp

2nd Reward: Title: Architect, Engineer or

Quest - Helping with baking!

Reward: 1 cp

2nd Reward: Title: Baker

Quest - Helping with brewing!

Reward: 1 cp

2nd Reward: Title: Brewer

Quest - Helping with butchering!

Reward: 1 cp

2nd Reward: Title: Butcher

Quest - Helping with cooking!

Reward: 1 cp

2nd Reward: Title: Cook

Quest - Help catch some fish!

Reward: 1 cp and bait.

2nd Reward: Title: Fisherman

Quest - Help tend a garden!

—

Ask and then help with a garden for the day.

Reward: 1 cp.

2nd Reward: Title: Gardener

Quest - Help sell items!

There is a merchant coming through town and looking for some help in selling his items.

Reward: 1 cp.

2nd Reward: Title: Merchant

Quest - Help the miller!

—

Ask and then help with the mill for the day grinding wheat.

Reward: 1 cp.

2nd Reward: Title: Miller

Quest - Help move someone!

—
The farmer has found a cache of random loot boxes and has struck it rich!

Reward: 10 gp.
2nd Reward: Title: Porter
3rd Reward: Random loot box

—————
Quest - Help scribe!

—
Take the words they say and write them down, be a scribe for a messenger for the day.

Reward: 3 cp.
2nd Reward: Title: Scribe

—————
Quest - Help the tanner!

—
He is always looking for help with his stinky job!

Reward: 1 cp.
2nd Reward: Title: Tanner

—————
Quest - Help!

—

Reward: 1 cp.
2nd Reward: Title:

Quest - Fetch me my brown pants

Find the bard in need of rescuing and help him out of a sticky situation.

Reward: leather armor

2nd Reward: buckler

3rd Reward: dagger

Time limit: 33 minutes