

# QUEST: THE GIFT

*The Master has asked you to deliver a small object to a friend somewhere within the Mystwood. The journey should be easy enough, and there is no urgency to the Quest. To guide you along your way the Master has loaned you a magical compass to illuminate your path, guiding you first to your Destination, then home.*

## CHOOSE THE GIFT YOU WISH TO DELIVER...

...For a Long Game, the Scroll, right side of page

*Deliver this scroll to Eloastryn the Green, and should he make any request of you, fulfill it as you would any request of my own.*

...For a Short Game, the Tonic, see below

*Deliver this Tonic to Meredith of the Broken Cog, and bring back whatever she gives you in reply.*

*As you play the first card, ask the Apprentice these questions, and build on the answers...*

## THE SCROLL

What have you heard about Eloastryn the Green?

What of that do you believe?

Why did your Master seem exacerbated by having to deliver this scroll to Eloastryn?

What does the Scroll look like? What seals it?

## THE TONIC

Of what mending are is Meredith a master?

What does the Tonic look like? What holds it?

Why do you supposed your Master never told you what it is for?

## THE BROKEN COG

*After two Green Cards, the Apprentice will find the village Dormandaug – a large tortoise shell the size of a hill, built from brass and amber quartz-crystal windows, mired in the earth. Inside is a bustling, lantern-lit hamlet. The Broken Cog is a shop amidst this covered crossroads, and Meredith is the keeper.*

The mechanical people that make their way in the domed village.

The sound of music in the air at each corner.

Ask: What is the rich aroma lingering here?

## SCENE: GRACIOUS THANKS

Meredith is old, kindly, and very delighted at the gift of the Tonic. She will demand the Apprentice be refreshed and made comfortable, and will come up with more than a few options as a reward for the journey made. Ask the Apprentice: What is the reward Meredith gives to you?

## ELOASTRYN'S GARDEN

*After two Green cards, the Apprentice will find a Great Green Garden, where no two plants are the same, but all are captivating and beautiful. Eloastryn lives in a cottage beneath a hill covered in flowers and small sheep grazing about.*

The buzz of insects and the song of birds

The cloud-slow movement of large, living trees

## SCENE: NEW STEADING

Eloastryn is a green Wizard, not unlike the Apprentice's Master. When he reads the scroll, he becomes puzzled and contemplative. Do not reveal what is on the scroll to the Apprentice. After a long moment of thought, the green wizard will scribble something on the page, and tell the Apprentice to deliver the scroll to Destryn, and should he make any request of you, fulfill it as you would a request of your own Master. The compass will be calibrated to reveal the way to Destryn.

## DESTRYN'S BRIDGE

*After two more Green cards, the Apprentice comes to a Great Stone Bridge, carved of dark red rock on a high bank made of rusty orange clay. A small citadel is built into the underside of the Bridge, and a rushing whitewater river is far below.*

The tall golden lanterns that illuminate the bridge

The pale blue flowers that grow from the clay

## SCENE: NEW STEADING

Destryn is a blue Wizard, not unlike the Apprentice's Master. When he reads the scroll without revealing it, he laughs riotously, and wipes tears from his eyes. Quickly he scribbles a new note, and hands the scroll back to the Apprentice, telling them to deliver it to Mystryn, under the same rules to fulfill any request, and calibrates the compass anew.

## MYSTRYN'S TOWER

*After two more Green cards, the Apprentice will find a deep vale filled by a fog so thick their hand disappears from vision at arms length. At the center is a single spire of grey stone.*

The shapes striding in the fog with bright purple eyes and no sound to their movement.

The sleek black pillars, broken, dotting the earth

## SCENE: HOMEWARD BOUND

Mystryn is a gray Wizard, not unlike the Apprentice's Master. When he reads the scroll without revealing it, he will smile kindly, and then look out his tower window in thought. After a quiet moment he will re-calibrate the compass for the Apprentice to return home, telling him to simply reply to his Master, "Thank you. And yes." From here begin using the Silver Deck.