

# Coronation Relic Quest

## Team Set-up:

- 1) No more than 5 members for each questing team.
- 2) No more than 2 magic users per team, these magic users may not be the same class.
- 3) No more than 2 bows per team.
- 4) No siege weapons.
- 5) Only relics won at mid-reign may be used in this quest.

Object: To defeat Alice or the Queen of Hearts once and for all, and win relics along the way.

## Quest Rules:

- 1) Teams will be fighting for the Court of Hearts or the Rebellion. This will be decided before the quest starts. Teams will not get to choose which side they are on.
- 2) Teams may not attack other teams of the same side (two Court of Hearts teams can't fight each other).
- 3) Once Alice or the Queen of Hearts have been defeated, the winning team will move to their base, the losing team (both with and without lives left) will go to the maze located on the battlefield. The quest will continue at this point.
- 4) Some relics will be won during the quest and others will be awarded afterwards. Once a relic is won, it is secure and may not be looted.
- 5) A questing team may only carry one of each gem and scroll. These items may not be looted. All other game items may be looted with the exception of relics.

## Notes:

Alice and Queen of Hearts Sanctuaries: The Queen of Hearts and Alice are each sealed away in their own magically warded sanctuaries. The sanctuaries are impassable by all until a way to bypass the magic is found. When one of the two is defeated, the other sanctuary will open if it hasn't been opened already.

The Maze: All items in the maze may not be removed from it.

Pools of Blood: Pools of blood function just like water for game purposes, (must take a knee when moving through, drowned if wearing more than 2 points of armor). The only difference is that undead in pools of blood gain certain benefits.

The Tea Party: The tea party has an anti-magic zone 20 feet around it that may not be dispelled. Enchantments continue to function after leaving the tea party.