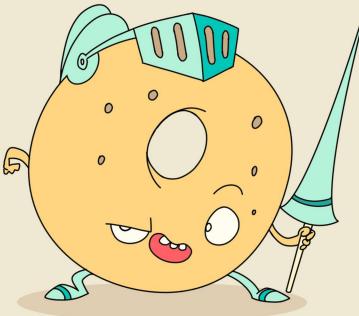
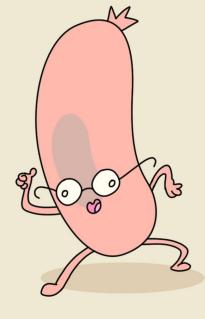


Meet James the Boiled Egg, our hero. He's a young squire who's always working on his legend game. He wants to be remembered throughout the annals of history as a massive hero, and has sought out training from a Bagel Knight.

Deacon, a Knight of the Round Bagel, has taken James under his wing. He remembers the old Microwave Wars and has been in many battles, albeit as a hidden observer. He thinks taking an apprentice will give him the respect he so sorely lacks.





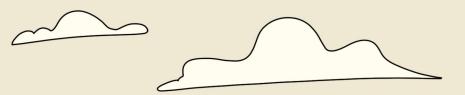
Gareth the Sausage is James' best friend. An awkward scholar who is learning magic in the footsteps of his father, the Great Rotundo, Gareth is very talented, but super lazy. He'd rather sit back and watch other people do stuff, possibly due to a lack of confidence. After a lot of peer pressure, Gareth agrees to join the group (as long as he doesn't have to carry anything).





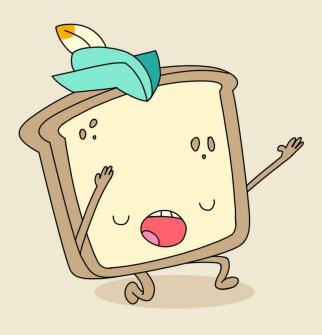




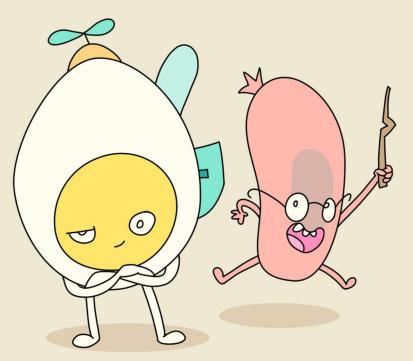


The Players

Nicholas the Toast, the Unburnt One, *Doughmir*, Son of Sunblest, learns of his friend's plans to form a band of merry men and he wants in on the action. Being a bard, he sings them a special song about losers becoming great legends and wins their hearts. He is added to the gang, along with his sidekick, Bronwyn. She is a *Rasherbourne* - a Bacon Fairy, considered good luck among certain sections of society.

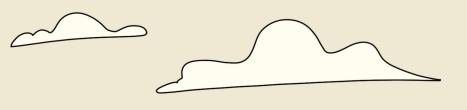






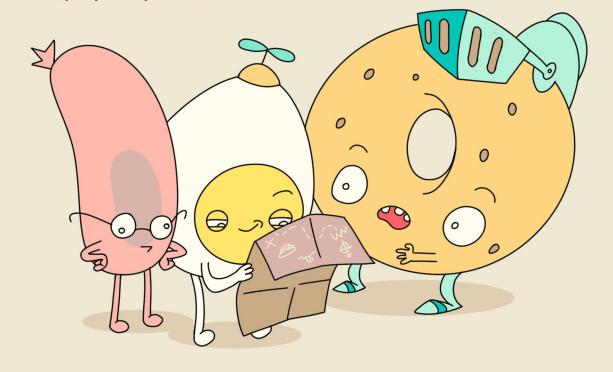
Bronwyn is able to make the world a better place with her fragrant magic. According to Maple Forest lore she may grant one wish to each person she becomes friends with, so she has like a million friends. She speaks many languages, has excellent handwriting, and is formidable on the battlefield.

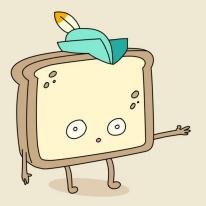




The Players

The group, in medieval terms, is able to tear it up. When word of their adventures gets around, the Leader of Maple Forest summons the gang to give them a quest. It's dangerous, it's terrifying, but it's vital to the survival of the world. They must retrieve the Obsidian Flapjack and harness its unimaginable power to bring peace and tranquility to Maple Forest.

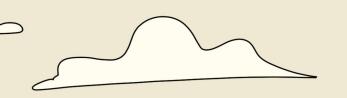




So begins the absolute greatest adventure ever told. An ambitious hero, his bagel mentor, a magic sausage, a bread bard, and a fairy all embark on a journey into the sugar-dusted mountains and porridge-filled valleys of the unknown. It is a quest. It is breakfast.

It is BREAKFAST QUEST.





The Players

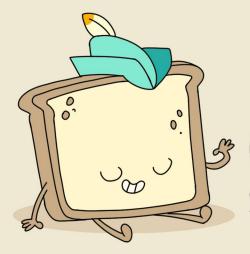
The Good Folk

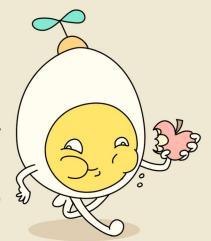
James the Boiled Egg, a Squire. His sword: Buttercup Deacon the Bagel, a Knight. His lance: the Yeastgiver Gareth the Sausage, a Magic Scholar. His wand: Littlefork Nicholas the Toast, a Bard. His lute: Tender Susan Bronwyn Rasherbourne, a Bacon Fairy. Her special ability: Spitfire

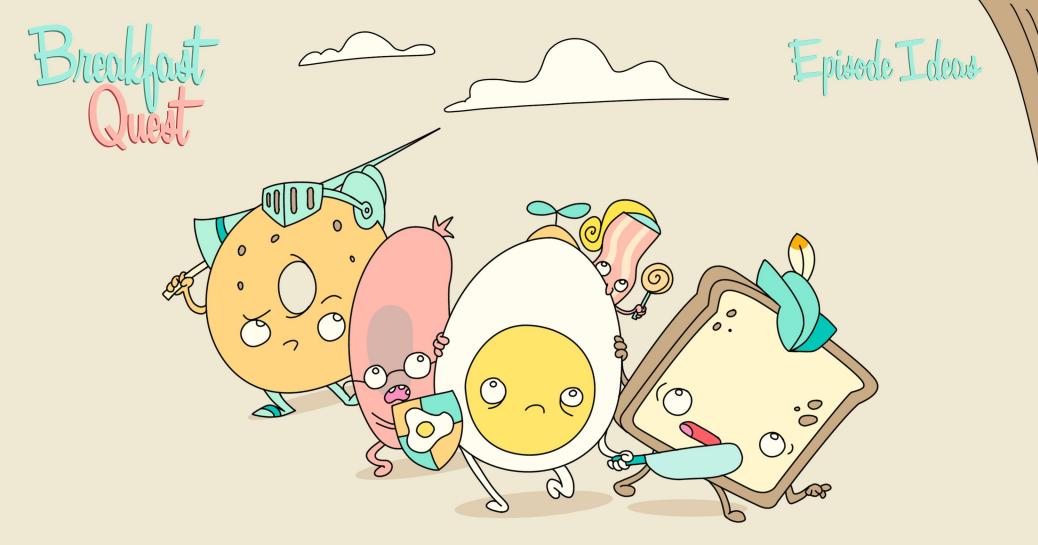
The Bad Folk

King Crocker the Cereal Mascot, a Pirate Carbload, a Monster John the Waffler, a Dandy Highwayman Pat O'Butter, a Thief







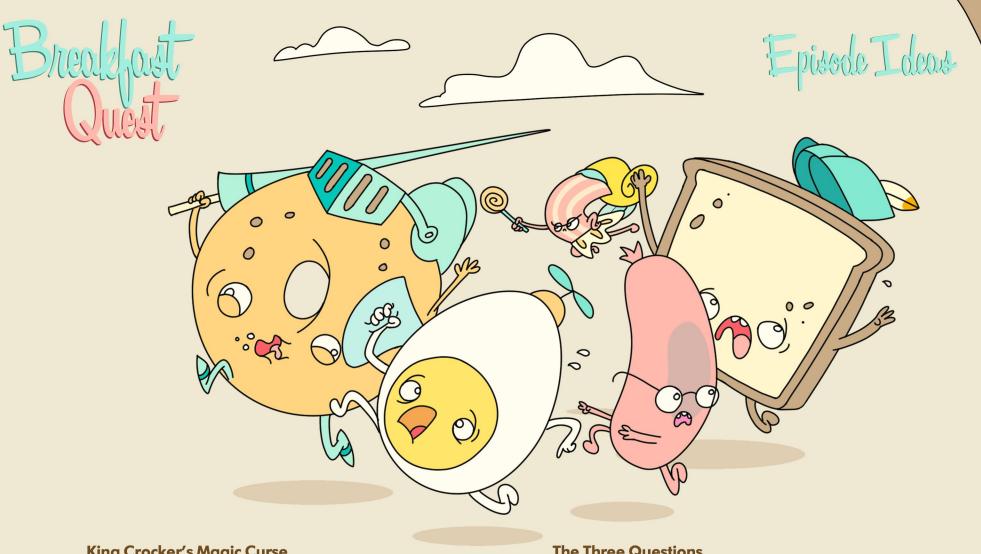


The Ambitious Egg

Leaving the safety of the Maple Forest, James the Boiled Egg starts his journey with dreams of heroic adventure. He is determined to become a legend, but when he loses his sword at the first coffee shop they stop at, he must spend precious time tracking it down and buying it back from an old haggis who is using it as a letter opener. Maybe James isn't hero material after all...

There Be Will Potatoes

The quickest way across Potato Gorge is through the tuber mines. This is where James and the gang encounter a tribe called the Lost Spuds, who capture our heroes and plan to peel them alive. The Spuds believe they are hated by the world above, when in fact, everybody loves them. It's up to James to convince the Spuds of their valued place in the breakfast community.



King Crocker's Magic Curse

Our heroes must swim the Fortified Rapids, a milky river filled with colorful cereal. But legend has it that any one who touches the milk will become a cereal mascot for no less than a thousand years. When Gareth falls in and becomes the mascot of Sausage-O's, the group must find King Crocker and have the curse lifted.

The Three Questions

At a crossroads, James has a choice to make. Go the long, easy route, or take a shortcut through the dangerous Soggy Badlands. Many marauders are known to ask trivia questions to anyone who wanders by, and a wrong answer can spell certain doom. Our heroes confront Carbload, John the Waffler, and Pat O'Butter - but do they pass their devious tests?

