

Quest Reward

A close-up photograph of a hand reaching towards a pile of gold coins on a wooden surface. The background is blurred, showing a green object on the right and a wooden structure on the left. The lighting is warm and focused on the coins.

By: Braden-GTS

Eleanor had long lived a life supported by doing the jobs others may find dangerous. Today was no different, at least, when it started out. A local merchant had tasked her with finding an ancient dagger. She set out for the ancient structure that had long since been abandoned.

What made today different than other days is the danger seemed to be missing. Traps that should have been disguised were clearly visible. The path was lit with torches that seemingly lit moments before she showed up.

Now, through nothing but some light climbing and the occasional spider web, Eleanor approaches the central chamber.

BRADEN!



BRADY!





BRADEN!

BRADEN!



BRADEN!



Birds chirping, some distant hoof beats on a well-traveled path, and the creaking of a mill nearby gave Eleanor the knowledge that she was no longer in the dark, damp dungeon.



BRNDEN!



BRADEN!

BRADLEY



BRADEN!





BRAYN!

BRADEN!





BRADEN!

BRADEN!



BRADEN!



BRADEN!



BRADEN!



BRADEN!



BRADEN!



BRADY!



BRADEN!



BRADEN!



BRADEN!



BRADLEY!



BRADEN!



BR



BRADEN!





BRADEN!