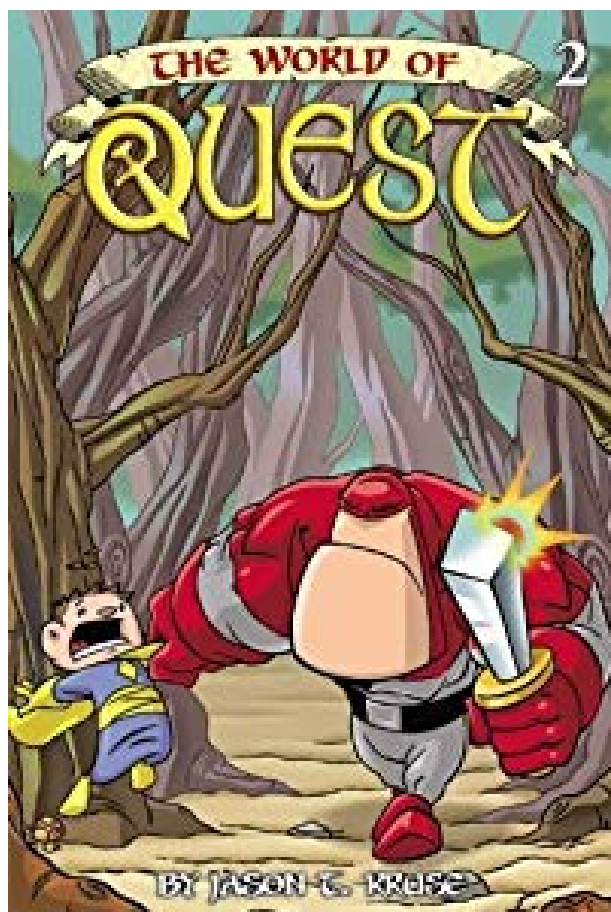


# The World of Quest, Volume 2



<b>Author:</b>	Jason T. Kruse
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As Quest begrudgingly comes to terms with having to care for a spoiled princeling, the pair make their way into the deadly Forest of Edj to seek out the Rocks - the oldest, wisest, and most boring beings in all of Odyssia - to find "The Dagger of the Way" before the forces of evil do. But the two are separated while facing the perils of the forest. While Quest is pursued by an angry mob of Snarls, Nestor meets up with the wily griffin, Graer, who may have his own agenda. With Lord Spite gathering his most fierce minions, a mysterious new ally may be the key to tipping the scales in favor of our heroes.