



Q U E S T 12

Quagmire

“The great spiral Cathedral of the Steppes is sinking into an unnatural swamp. At the pinnacle rests the heart of a long dormant colossal earth elemental. The elemental will waken and wreak disaster on much of the empire

should the heart touch the earth below. The structure is nearly submerged as you board a makeshift raft and float out to it. Mentor has instructed you to strike the heart with his small fork like wand to destroy it.”

NOTES:

The shaded regions of the map are open to the swamp below and may not be traversed.

The cathedral is an upward sloping spiral which is actively sinking. On Zargon's turn roll one combat die and on a black shield the first (or next) room in the quest begins to fill with toxic swamp water. Any heroes in the room take 1 body point of damage unless a 5 or 6 is rolled on a red die. On the second turn the damage becomes 2 body points and so on (Fimir are unaffected).

The cathedral is lined with windows. Fimir placed in the open swamp (shaded map region) will jump through the windows and attack on EWP's first or second turn (EWP decides) after the room is revealed.

The blades of the spear traps are coated in poisonous swamp water and do an additional body point of damage which may be defended by rolling a 5 or 6 on a red die.

The heroes must declare who is carrying the wand and it may be passed and/or lost in the usual way. If the heart touches the swamp, the elemental awakes and all heroes are slain.

A raft is the only way to escape (all heroes on one raft). A hero

may carry a raft (including the original) at the cost of one movement die.

- A. The heroes depart their raft and pass through a window (arrow) into this chamber.
- B. These are open doors, the extended area is a single room.
- C. The chest contains a scroll, roll on Treasure Table 5.
- D. These Fimir can each cast the *Rust* chaos spell.
- E. “This reinforced door is locked.” It is a false door and cannot be opened.
- F. The cupboard bears the marking of the cathedral guardians. It contains a treasure from Treasure Table 1.
- G. When this room is searched for treasure, the first hero notes that the wood table will serve as a raft.
- H. This room is divided into two parts. The elevated section is accessible from the staircase and should not be revealed until the steps are climbed.
- I. This large obsidian jewel is the heart of the elemental. It can only be broken by striking it with the wand.



Wandering monster this quest : Fimir