



Quest 4: Fortress of the Chaos Warriors

Gragmere was long known as a home of Chaos Warriors, but strange reports that they are learning Chaos magic are alarming. The Emperor has sent you to destroy them, for spell casting Doomguard knights would be a terrible threat to the Empire.

A: This Chaos Warlock is the instructor of the Chaos Warriors. Put him on the square marked “X”. He knows the following spells: Tempest, Fear, Sleep, Command, Summon Orcs, Rust, Firestorm, Cloud of Chaos, Lightning Bolt, and Ball of Flame. His stats: Movement 10, Attack 5, Defend 7, Body 7, Mind 6.

B: The first hero to search for treasure in this room will find a loose brick in the floor. Upon lifting it, they will find a small trap door and open it. The heroes will then hear a mysterious voice chanting and then the weapons on the rack will glow with an eldritch light and fly at the heroes! Each hero loses 2 Body Points.

C: The two doors in this hall will not open until a hero steps on the shaded square. Then they will appear and open, and the monsters will attack as normal on Zargon's turn.

D: The Gargoyle and Chaos Warriors in this room will not appear when the door is first opened. Once a hero steps onto one of the shaded squares, the monsters will appear on Zargon's turn and attack.

E: These two Chaos Warriors are Doomguard Knights. They are students of the warlock in the next room. They know the following spells: Rust, Fear, Sleep, Tempest, and Firestorm. Each Knight is immune to the other's Firestorm spell. Their stats: Movement 8, Attack 4, Defend 6, Body 3, Mind 4.

Wandering Monster in this Quest: Chaos Warrior.