

Poisoned To Death



It has been a long and tiring march filled with many obstacles as you inch your way to the castle where the Minotaur King is holding Master M captive. Suddenly, all of your guild members start feeling a bit dizzy. None of you are alarmed because after all, you have probably just over exhausted yourselves through all of the battles that have come your way.

The sun is starting to set so you all decide to take refuge in a cave nearby. When you get to the cave you are all huffing and puffing more than usual. Your thermometer tells you that the approaching night is cold, yet you are all sweating bullets. A loud thud catches your attention. You look to see your fellow guild member collapse against the cave wall shaking with convulsions. You start to notice your own body start to convulse out of your control. Then the inevitable happens and you vomit in the corner that you settled in. Vomit splattered against the cave wall and some of it deflected back at you.

“What’s going on?! Why are we all drenched in sweat and shaking so badly?!” your guild member questions. Upon reflection, the only thing that came to your mind was a Hawk that you all ate earlier that day. You cooked it well, so it couldn’t have been food poisoning. It was then that you remembered something that you read earlier in your science guide about Bioaccumulation and how it poisons living things.

At this point, you barely find the energy to announce your thoughts to the rest of your guild. If it is true that Bioaccumulation did this to you all, then the antidote is simple. The Mage in your guild can easily craft a potion to help cure the effects of the poison if only he knew how **bioaccumulation** works. That is the missing piece to your survival at the moment.

To save yourselves from the life-threatening effects of Bioaccumulation you must explain to your Mage how bioaccumulation occurred to get you all sick. Once the Mage understands what is happening, only then will they be able to make the potion that cures the toxic effects of the poison.

You need to hurry though, because you all have 2 minutes to live. This means that your explanation must be under 2 minutes long. At this point, the Mage is starting to lose consciousness as well as his ability to think clearly. This means that your explanation must be **highly visual** and **attention grabbing**.

Good Luck!

Further Information

Max XP: 350 XP (If it is clear, accurate, highly visual, and attention grabbing)

Gold: None

Reward: Best explanation from each class will earn a 5 card pack.

Other Information: To be completed as a Guild.