

Deathly Thrones

Assault on the Troll King

<p>Beginner level</p> <p>Designed by Nathan Evans</p>

Step	Kind	Name	♥	♠	Outcome	Result
1	Δ	A vine reaches out, stinging you with a sharp thorn	-	-	You pull out the thorn knowing this will hurt for a while	-1♥
2	Ω	You spot a clump of garlic - tasty and antibacterial	-	-	You stash the garlic as you continue on	+2♥
3	Ω	Passing through the Gate you realize this won't be easy	-	-	You steal yourself against what is to come	+1♣
4	Ψ	This place is guarded, you are attacked by a troll	1	1	That was close, you decide to pay better attention	-
5	Ψ	A troll rounds a tree, sword in hand, sneer on his face	1	1	The dead troll's breastplate fits well	+2♣
6	Ω	A clearing opens up, perfect for a nap	-	-		+2♥
7	Δ	Stopping to inspect your gear you realize that last river crossing	-	-	Rusted your weapon!	-1♣
8	Δ	Your rustling flushed out a giant wolf!	2	2	And his meat is tasty	+1♣
9	Δ	You come upon a scenic overlook	-	-	And your soul is refreshed	+1♥
10	Δ	A rumble, a pebbling falling, a landslide!	-	-	Roll against ♣ to avoid damage. If failed	-1♥

As you look over the edge of the cliff you can just make out the hazy outline of the King's Tower. It's menacing even from here, spiked towers looking like skinless hands raised to the sky. You can't be sure, but it looks like smoke billows from the base of the tower.

Below, in the valley, amongst the trees, you can see the ground moving. No, not the ground - trolls, spiders, and, wait, what are those?

Your mission is clear. Your people must be saved from this menace. These creatures must be stopped. You start down the cliff nearly running in your rage...

"TO THE TOWER!!!!"

Step	Kind	Name	♥	♠	Outcome	Result
31	Δ	You don't see an entrance, you decide to climb	-	-	The going is painful	-1♥
32	Ψ	You find a guarded hidden entrance	4	4		-
33	Ω	You find a hidden hallway	-	-	You make great progress and rest	+1♥
34	Ψ	No surprise, you run into a troll	4	3		-
35	Δ	You take a step, hear a click, and fall into a pit	-	-	Roll against ♥, if fail	-2♥
36	Ψ	Thone Guards surround you	5	7	You find a battle axe	+1♥
37	Ω	Your reflexes save you from a sneak attack	-	-	You collect a shield	+1♣
38	Ψ	You face the Throne Guards	5	7	Enchanted Troll Guard Helm	+2♣
39	Δ	A mage approaches. "Answer this riddle or be removed."	-	-	Roll against ♣, if fail goto 29	-
40	Ψ	There the king stands, this is what you came for	9	9		Well done!

"It's a deal then." The General hands you the coins. "The down payment, the rest you get when he is dead."

"My pleasure," you reply as you turn on your heels and head off towards the tower.

Not that you are exactly sure how you will be able to kill the king of the trolls, but it must be done. Sure, the money is great and you really need it, but the killing of innocents must stop. And you just the person to do it.

After many days you stand before the Trolls Gate - a knotted arch of poisonous vines, writhing and seething. You take a deep breathe and enter...

New game mechanic: rolling against stats.
When instructed to roll against stats the player must roll 1d10. A successful roll is equal to or less than the indicated stat, a failed roll is more than the indicated stat. The text will describe the outcome.

Step	Kind	Name	♥	♠	Outcome	Result
11	Ψ	You walk right into a spider's web and she attacks	3	2	You coat your weapon in the venom	+1♥
12	Δ	As you step down you realize you just stepped into a bog	-	-	Roll against ♣ to avoid falling in. If failed	-7♥
13	Ψ	Out of the bog rises a hydra	5	1	In its belly you find a magic ring	+1♣
14	Δ	A pack of trolls pass by, you dive behind a tree	-	-	Roll against ♣ If success goto 15, if failed goto 16	-
15	Ψ	The smallest troll trailing the pack catches your scent	2	2		-
16	Ψ	The pack of trolls see you - fight!	5	4	You relish in your victory - and find loot!	+3♣
17	Δ	You happen upon a lost explorer and help point him toward home	-	-	As thanks he steals your best knife	-1♣
18	Ω	A hollowed tree affords you a solid rest			You sleep well	+1♥
19	Ψ	A huge snake attacks	3	6	You collect a fang worth a large sum at market	-
20	Ψ	You face a Troll Berzerker	4	6	You collect a Berzerker Mauler	+1♣

Step	Kind	Name	♥	♠	Outcome	Result
21	Δ	You lose your footing, sliding several feet	-	-	A bruise and a scrape, could have been much worse	-1♣
22	Δ	You miss your step and start to tumble	-	-	Roll against ♣ to avoid falling. If failed	-1♥
23	Ψ	A giant worm entraps your legs as you descend	5	2		-
24	Ω	As you cross a stream of fresh water you drink	-	-		+1♥
25	Ψ	First comes a blob of slime, the whole monster follows	2	7		-
26	Ω	A hastily crafted snare catches lunch	-	-	You enjoy the rest and meal	+1♥
27	Ψ	A Troll Berzerker crashes towards you	5	6	You collect a magic Berzerker Mauler	+2♣
28	Ω	Inside a cave you get a solid rest	-	-		+2♥
29	Ω	Knowing what is ahead, you take a rest	-	-		+1♥
30	Ω	You come to the base of the tower and look up	-	-	This is why you are here, you confidence raises	+2♣

You stand on the throne's dais looking the carnage in the main hall. The came in waves but you never faltered. The cause was just, the deed necessary. The pain you are feeling is nothing compared to the joy your people will feel when you return victorious.

Victorious and rich! The hordes this king amassed are awe-inspiring. And they are yours for the taking once you subdue the land.

Months have passed and with the help of the people these lands have been cleared. People are moving in, making homes, continuing to push out any remaining vermin. And you are rich beyond your wildest dreams.

As you consider if you should return the half of the bounty to The General your herald enters and announces, "My Lord, The General is here to see you."

This can't be good...