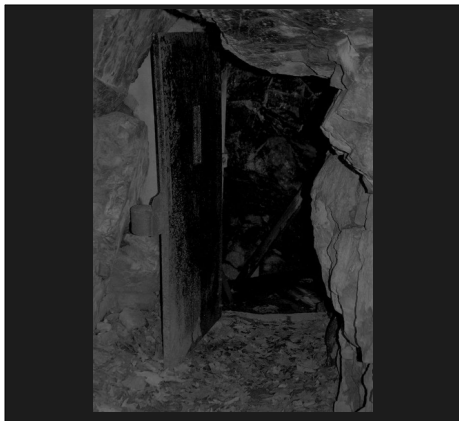


Deathly Thrones

The Wizard's Stronghold



Intermediate level
Losers Be Wary
Designed by: Some Idiot Games

Step	Kind	Name	♥	♠	Outcome	Result
1	Ω	Mental preparation	-	-	You pray to whatever god you have before your quest and they bless you.	+2♥
2	Δ	A small stone	-	-	You trip on the stone and break a piece of your armor.	-1♠
3	Ψ	Goblin	1	1	A loincloth is all this creature had. It's yours now I guess!	-
4	Ψ	Two Goblins!	2	2	You feel exhausted after killing those tiny creatures.	-1♥
5	Δ	A chilled wind sweeps through the corridor.	-	-	Your skin crawls as the cold air seeps in.	-1♥
6	Ω	Nothing.	-	-	Nothing.	-
7	Ω	A treasure chest	-	-	Draw 1 treasure.	-
8	Ψ	A skeleton builds itself in the corner of the room.	2	3	You find a wooden shield within the broken bone pile.	+1♠
9	Δ	Swinging axe trap	-	-	An adventurer steps on a trigger plate and releases an axe from the wall.	-2♥
10	Ω	Weak healing potion	-	-	You find a health potion on the ground and decide to drink it.	+1♥

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The adventurers descend further into the stronghold.

As you venture further into the stronghold, the air is humid and the path becomes covered with dirt, sticks, and vines. The walls drip with moisture as moss covers all of the exposed stonework.

The vines and flowers in this area of the stronghold seem to react to your movement. You do not feel safe in this place, but you continue to move forward.

Step	Kind	Name	♥	♠	Outcome	Result
31	Δ	Thicket of spiked vines	-	-	A bramble of thorns blocks your way. Push through, but lose armor.	-1♠
32	Δ	Exhaustion	-	-	You've been down here for a long time and your body is beginning to fail.	-1♥
33	Δ	Exhaustion	-	-	Your head begins to ache as pain shoots through it.	-1♥
34	Δ	Exhaustion	-	-	The stronghold's walls begin to melt as your eyes become heavy and tired.	-1♥
35	Ω	Dead adventurer	-	-	A body lies broken on the ground, you loot the body.	+1♠
36	Ω	A treasure chest.	-	-	Draw 1 treasure.	-
37	Ω	A deep breath	-	-	You take a moment to rest. Anticipating a tough fight ahead.	+1♥
38	Ψ	Stone Guardians	2	5	The stone guardians crumble, almost crushing you.	-
39	Ω	An empty hallway.	-	-	A long hallway stretches down into darkness, but a light flickers at the end.	-
40	Ψ	The Wizard!	6	2	You slay the wizard and find a secret exit leading out of the stronghold.	Well done!

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The goal of this adventure is to make it out of the stronghold alive with as much treasure as you can carry. Some rooms will have you "Draw X treasure", keep track of these treasures with coins. If you make it out alive, these treasures will be your final score!

New Adventurer Option
The Thief: 3♥ and 4♠

Thief Skill: Once per game, the Thief can reverse the attack cards in a fight.

Your adventuring party has found a decrepit door that leads to a descending staircase. The group decides that where there is a dungeon, there has to be loot! You open the door and begin your adventure into this unknown stronghold, following the cold, wet stairs down into what seems like a treasure trove.

Step	Kind	Name	♥	♠	Outcome	Result
11	Ψ	Skeletons rise from the stone ground	3	3	Draw 1 treasure.	-
12	Δ	Misplaced armor	-	-	You notice that a piece of your armor is missing.	-1♠
13	Ψ	Pack of rats	1	1	You become poisoned. Draw 1 treasure.	-1♥
14	Ω	A refreshing spring	-	-	A gentle stream of water trickles down the walls into a pool of water.	+1♥
15	Δ	Spike Trap!	-	-	The floor falls away and you fall with it.	-1♥
16	Ω	Magic sword	-	-	A magic sword glistens in the light as you pick it up.	+1♠
17	Ω	Nothing.	-	-	Nothing.	-
18	Ψ	Goblin archer	2	2	Charging the archer, you quickly kill her.	-
19	Ω	Treasure hoard!	-	-	Draw 2 treasures.	-
20	Ψ	Troll	4	4	The troll falls into a wall, destroying it and exposing a new pathway.	-

Step	Kind	Name	♥	♠	Outcome	Result
21	Ω	A dead adventurer on the ground	-	-	Draw 1 treasure.	+1♠
22	Ψ	Grasping vine	2	1	You hack and slash through the animated vines attacking you.	-
23	Ψ	Quick Spiders	3	2	The spiders break apart from your weapons, ichor pours onto the floor.	-
24	Ψ	Quick Spiders	4	2	Your skin crawls looking at the spider legs, but you find a helmet.	+1♠
25	Δ	A trapped wooden crate	-	-	An explosion trap! Draw 1 treasure.	-1♥
26	Ω	Strong healing potion	-	-	You find a health potion on the ground and decide to drink it.	+2♥
27	Δ	Poisonous spores	-	-	The adventurers stumble into a room, stepping on something on the ground.	-1♥
28	Ω	Illusory wall	-	-	Draw 1 treasure.	-
29	Ω	Weak healing potion	-	-	You remember you have a healing potion on your belt. You drink it!	+1♥
30	Ω	Nothing.	-	-	Nothing.	-

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The Wizard's body lies dead at your feet. You find a cast iron spiral staircase leading directly up into the ceiling. After climbing the staircase for thirty minutes you reach a hatch. Pushing open the hatch you get blinded by sunlight as it seeps into the hole you're in.

Your adventuring party makes it out of the stronghold alive, and hopefully with some loot in their bags!