

20



1

8 3 4 2



16



1

10 5 4 2



3 3

8 2 3 0



14 3 4 0

14 3 4 0



1

4 2 2 0



5

8 1 3 1



5 +2

4 2 2 0



1 +1

5 2 2 1

30



6

18 6 6 3



10 2 3 0

10 2 3 0



5

12 1 3 1



1 +2

5 2 2 2

2 Treasure Heist

The Baron's castle sits on a hill above the poorest slum. Sneaking in provides no problems; you knock out a guard, steal her uniform and march in the front door. Finding the dungeon is also easy; find a staircase and keep heading down. Thousands guard the area, more alert than those above - you fear the uniform will do you no further good.

Size: 3/1+ 
 Goal: Reach the 
     
  1:15

3 Goblin Caves

The Baron is pleased at your honesty and offers you a contract in return. Goblin raids on town have increased, and the Baron feels it's time they were taught a lesson, ideally a permanent one.

You follow the trail he marked on your map out of town, and find the cave. Weapons in hand, you step into the cavern. This should be fun.

Size: 2/1+ 
 Goal: Kill everything
 Timer: 7

1 Bear Hunt

"A bear skin would even keep Death Himself warm at night" the old man had said, but that's not why you're hurting one. Rumours say a bear dragged the Queen's messenger into this cave, and he was carrying something of value.

Kill the bear, find the messenger's remains, sell anything valuable back in town. Sounds like a plan.

Size: 3/2+
 Goal: Kill in
 Timer: 8

Victory

Pleased with the shaman's head, the Baron gives you another task: to kill the evil cultists known as The Soulless, who are growing in strength. They sound intriguing.

Gain 1 Upgrade
Raid The Soulless' cavern
Join The Soulless instead

Defeat

The Baron doesn't seem like a man who accepts failure; you cannot return with the task unfinished. You resolve to try again, just as soon as you're able.

Repeat the Mission

Victory

The treasure is a ring, which you wear back to the tavern. That night, a vision comes to you - the ring is cursed, you will become one of The Soulless.

Gain 1 Upgrade

Attempt to cure the curse 4
Join with other Souless 5

Defeat

After your failed raid, the Baron raises security. There's little chance of another attempt succeeding, so you approach the Baron hoping for a reward for the letter.

Deliver the letter to the Baron



Victory

In the messenger's satchel is a letter to the Baron. That night, under a bearskin throw, you read it: it describes a "great treasure" in the depths of the dungeons below the Baron's castle.

Victory

Gain 1 Upgrade

Attempt to steal the treasure

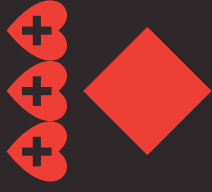
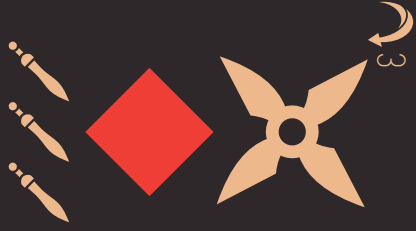
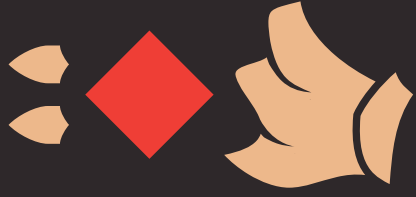
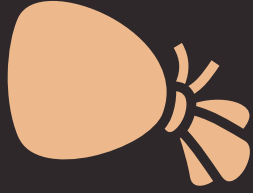
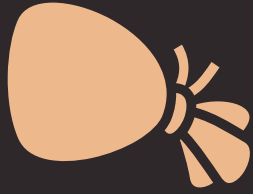
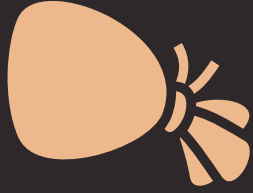
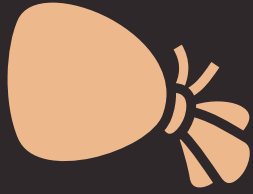
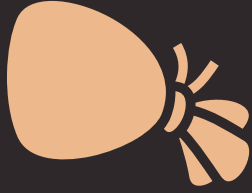
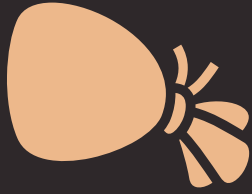
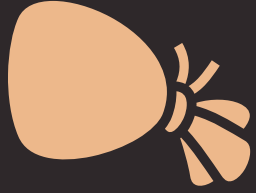
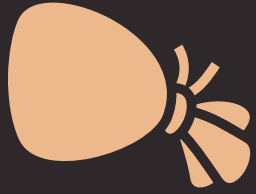
Deliver the letter to the Baron

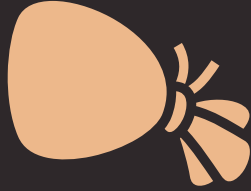
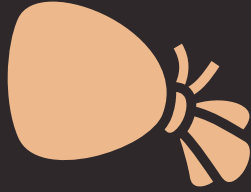
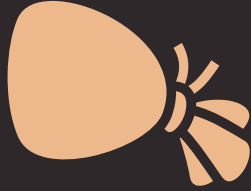
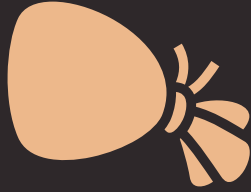
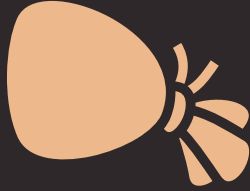
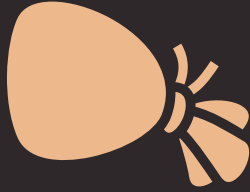
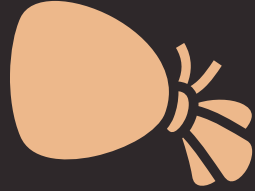
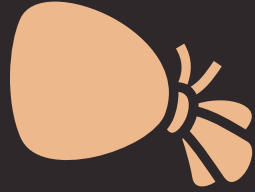
Defeat

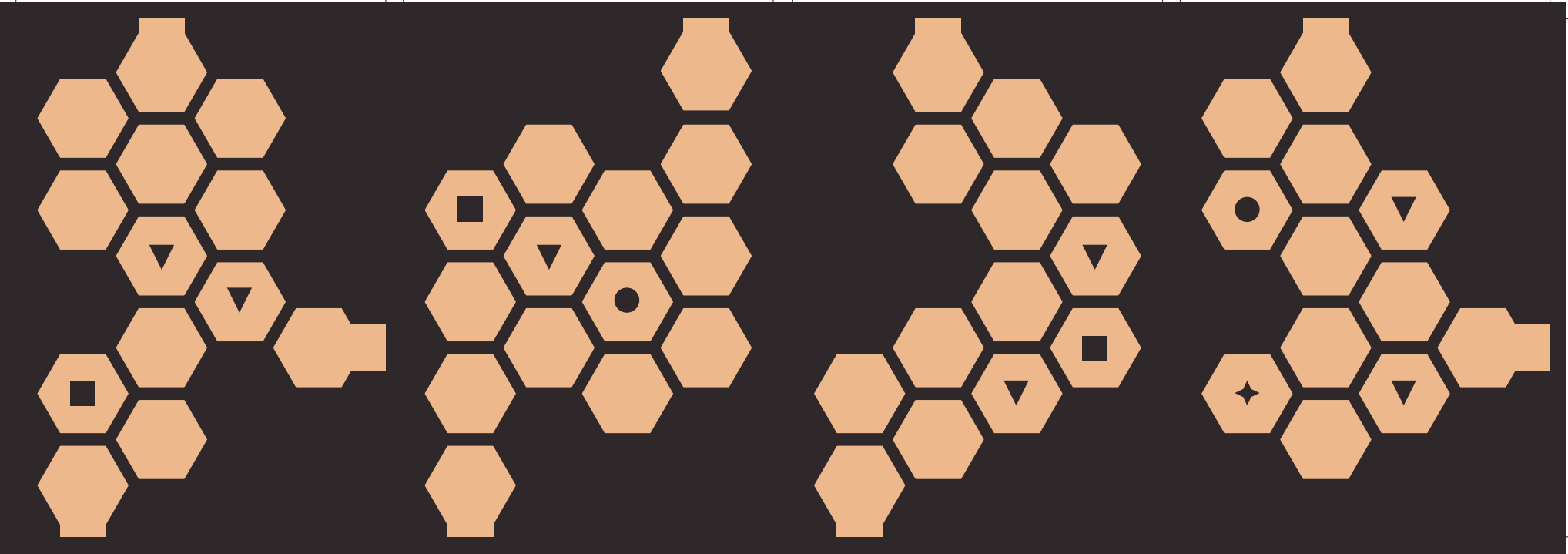
Bruised and bleeding, you return to town empty handed, but determined to try again once you've healed.

Repeat the Mission







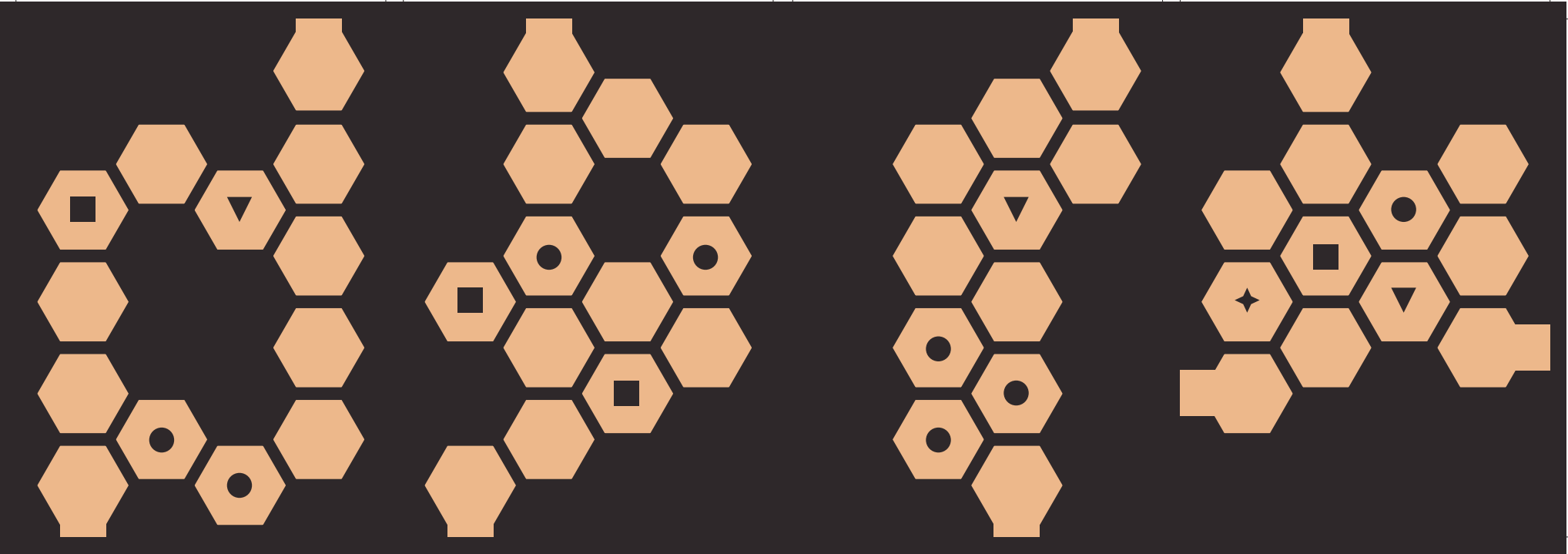


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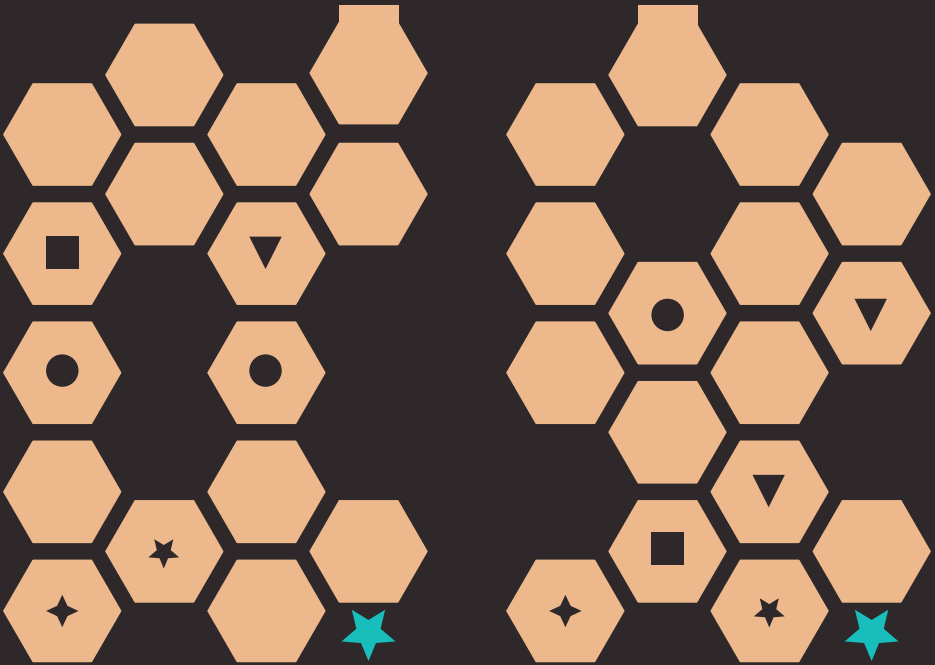


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1 2 3 4 5 6

13 14 15 16 17 18

1 2 3 4 5 6 7 8 9
10 20 30 40 50 60 70 80 90



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