

WOSDECTM

The background of the entire image is a dark, atmospheric illustration. At the top center is the 'WOSDEC' logo in a stylized, metallic font with a blue and white color scheme. Above the letters is a shield-shaped emblem. Below the logo, a central figure in a dark, hooded robe with glowing red eyes and a wide, toothy grin holds a wooden staff topped with a human skull. To the left and right of this figure are dark, shadowy creatures with glowing red eyes. In the foreground, the back of a person's head with short, light-colored hair is visible, looking towards the central figure. The overall scene is set in a dark, possibly underground or cave-like environment with blue and orange lighting accents.

LONG ISLAND TABLETOP GAMING
EXPO 2024 ADVENTURE

The Catacombs Beneath The Throne

A WOSDEC™ Adventure Module

Set up: 3 Dungeon Tiles (3-4 Heroes)

Tile Set(s): WOSDEC/Legendary Realms 3d Set or Von Drakk Manor

Configuratrion of Tiles:

For Configuration of WOSDEC/Legendary Realms 3d Set, please continue to the following pages for set up. If you are using Von Drakk tiles instead, please follow the following set up:

Tile 1: Any Indoor Von Drakk Tile

Tile 2: Any Indoor Von Drakk Tile

Tile 3: Any Indoor Von Drakk Tile

Spawn Points:

Tile 1: Plague Stone

Tile 2: Corrupted Sapphire

Tile 3: Plague Thrower

Mini Boss:

Corrupted Paladin

Dungeon Boss:

Bullgrin Stonehorn

Quest Plot:

When an Arcade Plot card would be drawn, do not draw a card and use the one below in instead:

The Lady of Plagues Protects:

Place a crystal token adjacent to two of the open doors in the last tile, A hero may spend an interact action to pick up a token. If a hero is slain while in possession of a token or both tokens, they are dropped in a square as close to where the hero was slain as possible. When the final Dungeon Boss spawns, refer to the chart below:

Tokens held by the adventuring party:

0 Tokens: The Dungeon Boss gains **Shielded:** A model with **Shielded** may be attacked and wrath is generated as normal, but will suffer no damage.

1 Token: The Dungeon boss gains **Sturdy:** A model with **Sturdy** never suffers more than a single wound from a single action, such as Critical Hits or Massive Damage.

2 Tokens: The Dungeon boss suffers damage as normal.

This Arcade plot does not complete until the dungeon is over. See **Additional Rewards**.

Quest Goal:

Defeat the Corrupted Minotaur.

Success Rewards:

5XP to each participating Hero
3 Ruby Crystals to each player
3 Emerald Crystals to each player
3 Citrine Crystals to each player
3 Sapphire Crystals to each player
1 Ruby Primer to each player
1 Emerald Primer to each player
1 Citrine Primer to each player
1 Sapphire Primer to each player

Additional rewards:

For each token held, each player rolls a Green Dice and gains the number of stars rolled as Crystals in the color of their choosing. If a Heart/Potion Icon is rolled, this counts as 5 Crystals for the purposes of this roll.

Failure Penalty:

Normal dungeon failure result, except these heroes must sit out on your next adventure. If they are your only hero, they start the next dungeon they are in with half health (Rounded down) and two threat on them.

Adventure Intro:

Random crashes and explosions could be heard, muffled by the walls of the structure the group moved through. Each footprint is met with an echo through the large vaulted ceiling, columns supporting the massive structure above are sharp, jagged, like the teeth of a shark. The group knows why it is there, to find a way to bring down the magical shield guarding the structure so that they can get to the Plague Throne and defeat Celeste herself.

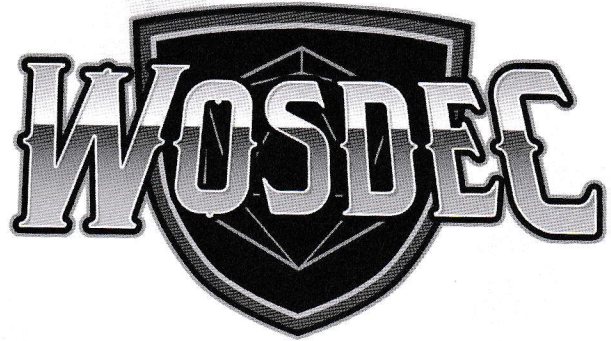
The group walks past multiple collapsed spawning points, each of them corrupted with Vines of vile greenish color. Each member of the party looking around, all is surprisingly quiet except for the barrage outside trying to break the barrier into the cold Keep. Eventually the group reaches a large set of Iron doors. Pushing them open, a shriek of metal and groan of rusted joints echo throughout as the doors are opened. Ahead of them two magic wielding enemies stare at them, their faces not of shock, but of distaste. As they begin to walk towards the group, a crystal begins to float behind them, striking out with dark energy, each place it hits the ground, undead soldiers begin to rise...

If Successful:

The group, having defeated the Minotaur see a large set of crystals glowing, pulsating with raw power. The minotaur picks itself up to one knee. "Wait!" he says as you start to head towards the Crystals, "If you break them, you will fall...Fall just like I have. I will do it, I will break them, you need to get out of here or you too will fall to the will of the Lady of Plagues."

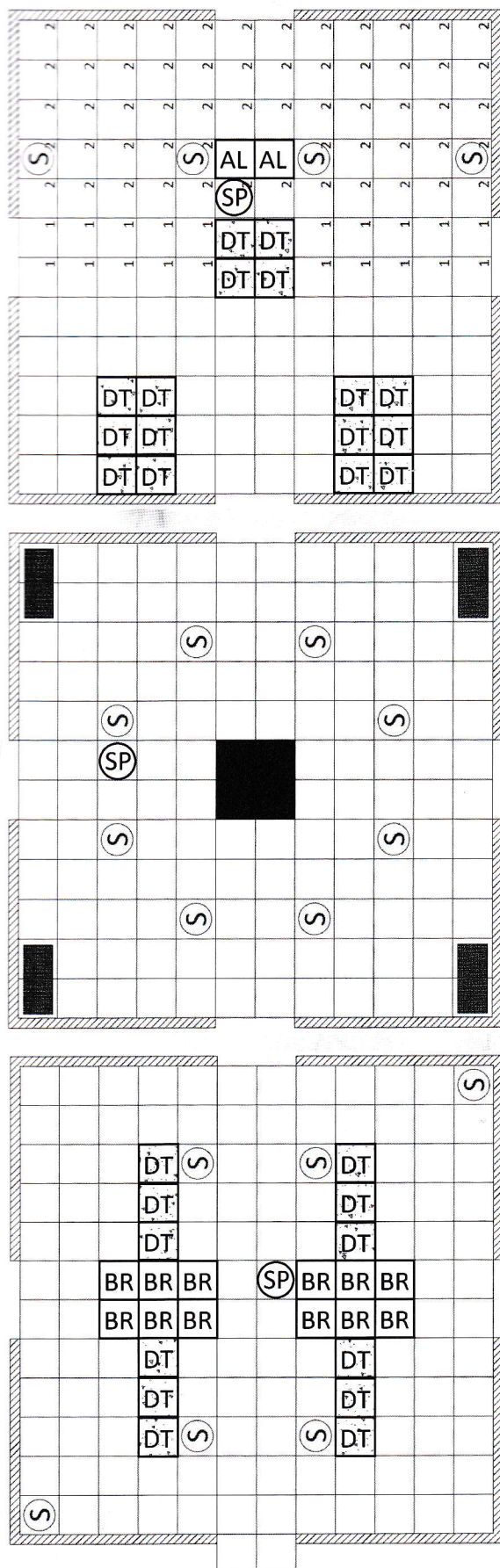
Looking at him with raised brows and a doubtful look he slides his axe to you. "Let me redeem myself, one, last, time." Standing he turns and faces the large array of crystals. He begins to prepare for a charge, his face filled with focus, he snorts out a hefty breath. "GO Heroes, I will do this! Stop her, save her." With that he charges full speed, horns first towards the crystals. You start to run back the way you came when you hear the crystals shatter. "Thank you my friends," the Minotaur whispers as he lays down defeated. A noxious cloud of plague energy explodes out and chases you all the way to the iron doors. Slamming them shut as you exit, you hear the sound of a woman's voice shrieking in rage. The assault on The Throne of Plagues has Begun...

If you wish to see how this story progresses and experience The Plague Throne raid, scan the QR code below and back the Kickstarter!



The Catacombs Beneath The Throne

Legendary Realms 3D Board Lay Out



Key:

Small numbers in corners are for elevation, so 1 is tile high, 2 is two tiles high, etc.

(S) A Statue or Structure

(SP) Spawn Point

■ On Tile 3, this is a Bookcase/Structure

■ On Tile 2, this is a chasm, the tile itself is a spiked pitfall

DT Difficult terrain, Causes Poison and Bane

BR Bridge structure on Tile 1

AL Altar Structure: +1 Auto Star on will attack and defense rolls while in an adjacent square



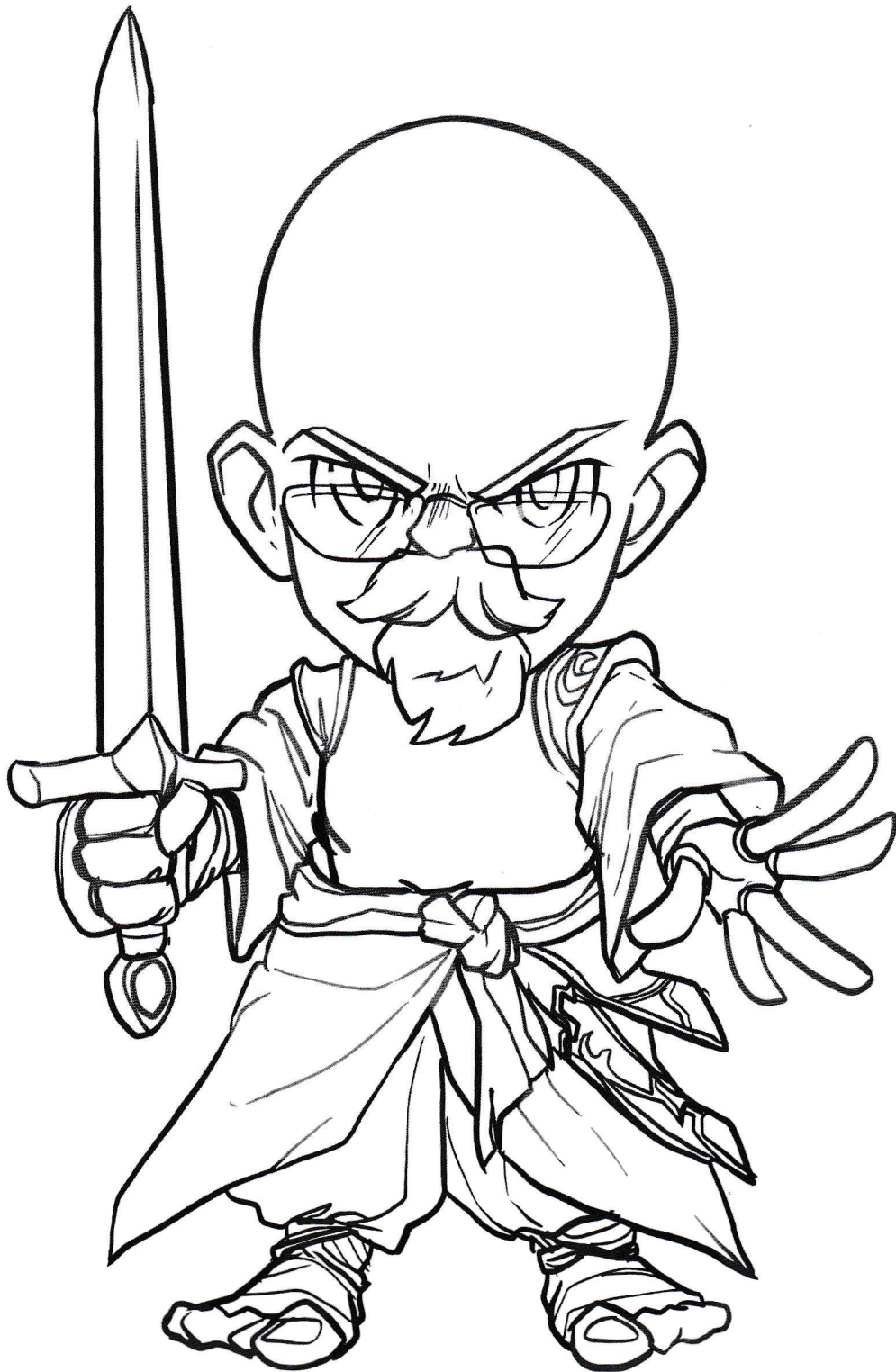
DREWTHALLION™, PALADIN OF THE BASEMENT



TOONS™, NECROMACNER OF THE BASEMENT



**OBOR™, HUNTER OF THE BASEMENT
WITH HIS PET BEAR, CHOMPERS™**

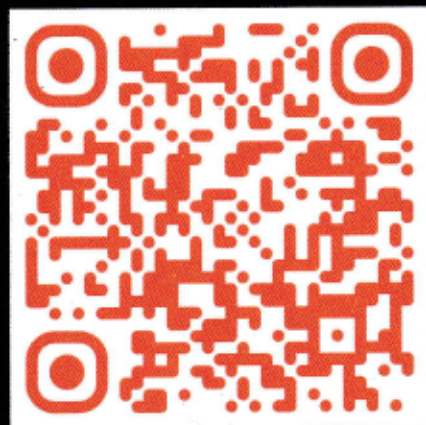


SIR HUMPHREY DRAYDEN™, BLADEMASTER OF THE BASEMENT



SARGE™, ENFORCER OF THE BASEMENT

THANKS FOR PLAYING!!!



USE THE QR CODE TO SEE ALL THINGS
TEAM DREW'S BASEMENT AND TO ACCESS
THE WOSDEC™ KICKSTARTER, LIVE NOW