



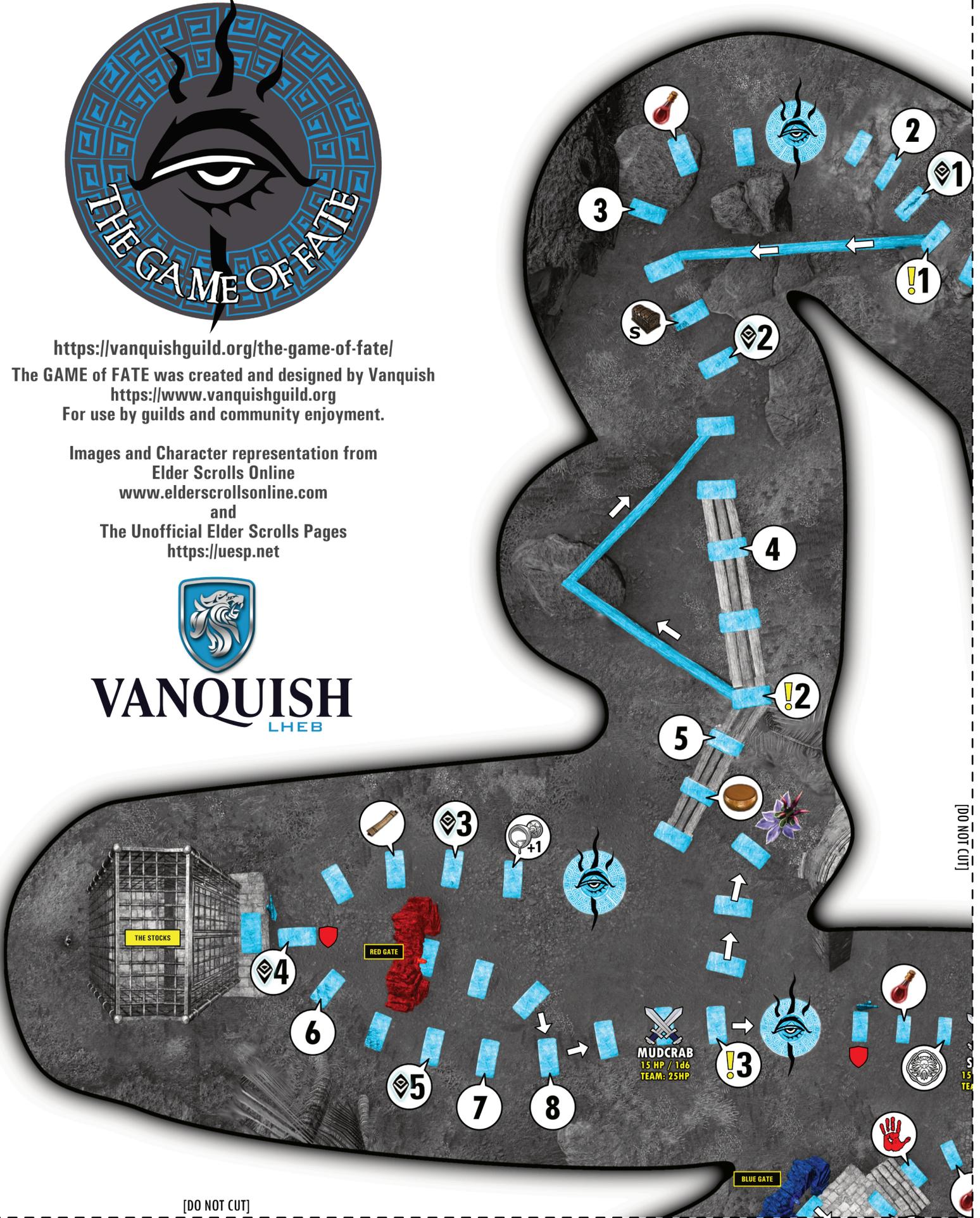
<https://vanquishguild.org/the-game-of-fate/>

The GAME of FATE was created and designed by Vanquish  
<https://www.vanquishguild.org>  
 For use by guilds and community enjoyment.

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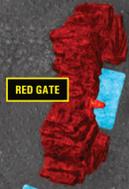
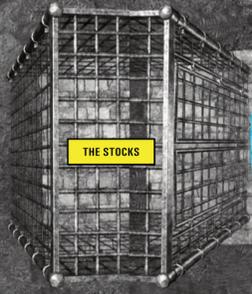


**VANQUISH**  
LHEB



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S 15 TEA

## KEY

You find **CRUSTY BREAD**.  
Regenerates 25 Health in combat.

You find **CHEESE**.  
Regenerates 25 Health in combat.

You find a **HEALTH POTION**.  
Using fully restores HP to MAX in combat.

You find a **HEALTH POTION**.  
Using fully restores HP to MAX in combat.

You have found a **SOUL GEM**.  
Revive back to life with FULL HP.

**BLESSED** by the **DIVINE**  
Receive +1 DMG. (Does not stack)  
Cures Plague and Lich Curse.

**+2**  
**BLESSED** by the **DIVINE**  
Receive +2 DMG. (Does not stack)  
Cures Plague and Lich Curse.

**LEVEL UP!**  
Gain 3 HEALTH.

You found a **SIMPLE CHEST**.  
ROLL 1-4 to unlock. (500g + LOOT)

You found an **INTERMEDIATE CHEST**.  
ROLL ODD to unlock. (5,000g + LOOT)

You found an **ADVANCED CHEST**.  
ROLL EVEN to unlock. (10k g + LOOT)

You found a **MASTER CHEST**.  
ROLL 4-6 to unlock. (25k g + LOOT)

Those that possess the "**LAMP OF CLARITY**"  
may follow an alternate path.

The **SPEAKER** seeks the One Marked for Death. If the one named by **FATE** is within 1 ahead Or 1 behind, **YOU** use the "**Blade of Woe**" to claim your contract. **FATE** bearer must roll +1 or -1 of **YOUR** roll to **FLEE** (Bearer moves), or **DIES**.

## SQUARE DEFINITIONS

**1** SEND 1 Player/Team **BACK** 4 spaces or **MOVE FORWARD** 4.

**!1** **LANDING** on this spot, you notice a passage to the **LEFT**.

**1** **HARVESTER of SOULS**: Collect & **HOLD** 5 **SOUL GEMS** to the end and **WIN** 150,000 gold.

**2** **HAPPY PATCH DAY!** LOSE next **TURN**.

**3** You look down and find a **SHINY NICKEL**. A trail leads you 2 **SPACES AHEAD**.

**2** **RIGGURT** requests aid for a diplomatic mission. He is in need of a Resurrection Scroll, Potion of Health, and Food to please a house of Necromancers. If holding all items at end of game, **WIN** 50,000 gold.

**4** You found us all drunk from **FNF** and nobody remembers if you rolled. **ROLL AGAIN**.

**!2** **SHELL** sweet talked you into following her off the cliff. **MOVE RIGHT DOWN**.

**5** Give yourself a **PEEP!** **ROLL AGAIN**.

**3** You have been infected with **Noxiphilic Sanguivoria** (vampirism). With this curse, you have Incredible speed unable to roll a 1, 2, or 3 movement. However, any **FIRE ENEMY** does a +3 DMG **PER TURN**. You can remain cursed or be **CLEANSED**. (**MARK PLAYER**)

**4** You 'found' a **RUBY** as big as your fist. Do you take it? If **YES**, Headman **Bhosek** has sent his Guards to retrieve it and throw you in the **STOCKS**. Throughout the game board are banners that represent Guards. Landing on one draws their attention. **ROLL** an **ODD** number to "Sneak" by. **ROLLING EVEN** will place you in jail and lose the gem. Finish the board with the **RUBY** still in your possession and **WIN** 50,000 gold. (**MARK PLAYER**)

**6** **QUEUED** for **GRAYHOST**. LOSE next **TURN**.

**5** You have been infected with **Lycanthropy** (werewolf). With this curse you have incredible Strength giving you a +3 DMG to all attacks. **BUT**, landing on **ANY** Guard location will immediately place you in the **STOCKS**. You can remain cursed or be **CLEANSED**. (Does not stack with **DIVINE BLESSING**). (**MARK PLAYER**)

**7** You been called to tell a '**DAD JOKE**'. Tell **JOKE** or LOSE next **TURN**.

**8** **CYRODIIL LAG**. **MOVE BACK** 3 squares.

**!3** You were **PULLED** by a Strangler. **MOVE** 3 spaces **LEFT**.

**9** You stepped into a sticky, inky substance left by **Hermoraus Mora**. **ROLL** an **ODD** to dodge roll out or LOSE next **TURN**.

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**FLAME ATRONACH**  
20 HP / 1d10  
TEAM: 30HP

### SQUARE DEFINITIONS (CON'T)

- 1** LAMP of CLARITY: A shorter path is revealed to the right.
- 10** Stepped into a BEAR TRAP. STUNNED for 1 ROUND.
- 11** You were caught farming resources during FNF. You are mercilessly mocked and LOSE next TURN.
- 12** Send an OPPOSING Player/Team BACKWARD 7 SPACES.
- 2** LAMP of CLARITY: A shorter path is revealed to the right. TEAMS: Choose which teammate continues on while the other is pulled by to their location determined by FATE.
- 13** SEND 1 Player/Team BACK 4 spaces or MOVE FORWARD 4.
- 14** You USE TIME STOP. FORCE any player to LOSE next TURN.
- 15** STUNNED from Teleportation. LOSE next TURN.
- 16** Send 1 Opponent/Team FORWARD 4 SPACES.
- 17** You've been called to tell a "DAD JOKE". Tell JOKE or LOSE NEXT TURN.

### SQUARE DEFINITIONS (CON'T)

- 18** You queued for a Random Normal during the Game of Fate. How disappointing. LOSE NEXT TURN.
- 19** SEND 1 Opponent/Team FORWARD 4 SPACES.
- 20** What a great spot for fishing! SKIP next TURN to Fish.
- 3** LAMP of CLARITY: An alternate path is revealed to the left.
- 21** SCHEDULED MAINTENANCE. LOSE next TURN.
- 22** SCHEDULED MAINTENANCE. LOSE next TURN.
- 23** Walking along the cliff edge, you slip on a mossy rock. Rolling ODD sets you BACK 4. EVEN moves you FORWARD 1.
- 24** You USE TIME STOP. FORCE any player/team to LOSE next TURN.
- 25** You accidentally cast a summon spell in town and are IMMOBILIZED By the Guards. ROLL EVEN to Break Free or LOSE next TURN.

[CUT HERE]

