

ADVENTURE 2: They Took Our Stuff (1 of 6)

ADVENTURE INTRODUCTION [Level 2 Adventure] (READ THIS CARD TO PLAYERS)

Introduction: Once it was known that the Goblins of the "Silver Mountains" had been defeated & their treasure plundered, rumours surfaced that dreaded "Orcs of Nonvar Mountain" (*cousins of the Goblins*) were seeking revenge upon the heroes responsible!

Despite these rumours, and in order to claim a reward for recovering the statue of the 'goddess of good harvests', your party of famous adventurers, set-out for the "Cathedral of Lenz" in "New Glocksire" when you were ambushed by the Orcs! Instead of slaying you, they have taken you prisoner in order to torture you before your final execution by their Chieftain! Disarmed & tied-up, the Orcs dragged you to their mountain-lair & threw you into a filthy prison cell.

Outside the cell door you can hear a whiny little Goblin (*who must have escaped detection during your raid on their Silver Mountain lair*) telling the Chieftain about your raid, and the way you defeated his comrades. At the end of his story, the creatures screeches: "and then They Took Our Stuff!"

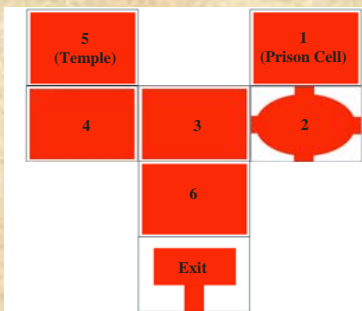
Adventure Goal: Escape from the clutches of the Orcs and finally return the statue for your reward in New Glocksire.

Card No. BGP05

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ADVENTURE: They Took Our Stuff (2 of 6)

ADVENTURE MAP - The Orc's Lair (DEALER: KEEP THIS CARD FACE DOWN)



Map Tiles needed for this adventure:

"Entry", 1 x Circle Room, 3 x Square Rooms, "Temple" & "Prison Cell".

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ADVENTURE: They Took Our Stuff (3 of 6)

ADVENTURE KEY - Goblin Lair—KEY 1 of 3 (DEALER: KEEP THIS CARD FACE DOWN)

[Note: '# equals the Number of Characters]

1. **Prison cell** This place is filthy and the smell here is putrid! You have no weapons, but the Orcs didn't remove any of your clothes or armour.

Although you were tied-up after being captured, the Orcs rough handling on the trip here has loosened your bonds, so it should be easy to free your limbs.

By the time you do so, the Chieftain and the Goblin have long departed, and only 2 Orcs have been left on guard outside the door.

2 Orc guards lurk outside the cell. NOTE: They forgot to lock the door!

Each Orc carries 15 GOLD.

2. **Torture chamber** This circular chamber contains various devices of torture and an old foot-locker. The only exit leads off to the right.

Inside the **unlocked** foot-locker is the Character's weapons and equipment (such as Elixirs of First-Aid) and any money they had. **TRAP: Poison Darts protect the Foot-Locker. If not detected and disarmed/avoided, it will trigger when opened!**

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ADVENTURE: They Took Our Stuff (4 of 6)

ADVENTURE KEY - Orc Lair—KEY 2 of 3 (DEALER: KEEP THIS CARD FACE DOWN)

[Note: '# equals the Number of Characters]

3. **Grand Hall** This large hall appears to be both a training room and a mess hall. (# + 2) **Orcs are here, eating or fighting with each other. [They may not notice the party at first?]** Each Orc carries 10 GOLD.

4. **Chieftain's Room** This large room contains a large chair made of human skulls, upon which sits an enormous Orc: the Chieftain. He is guarded by # Orcs and 2 Ogres. # **Orcs and 2 Ogres are here. The Chieftain (an Orc Shaman) will use touch of pain on the first round of combat, and will then attempt to flee to room 5. Each Orc carries 10 GOLD, each Ogre carries 20 GOLD, and the Chieftain carries 100 GOLD and an Elixir of First Aid.**

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ADVENTURE: They Took Our Stuff (5 of 6)

ADVENTURE KEY - Orc Lair—KEY 3 of 3 (DEALER: KEEP THIS CARD FACE DOWN)

[Note: '# equals the Number of Characters]

5. **Dark Temple** This creepy place has green-streaked stone walls and a blood-stained floor. Upon the altar in the room's centre (covered in dried gore) is the metal statue of the 'goddess of good harvest'. # **Zombies stand guard around the altar. The # Zombies will defend the statue; unless the Chieftain fled here from room 4; in which case he will command them to attack the party or defend him. TRAP: a Flame Blast in the stone altar protects the statue. If not detected and disarmed/avoided, it will trigger when anyone picks-up the statue! The statue is of no actual gold-value, but may be returned to the "Cathedral of Lenz" for a 200 GOLD reward! It should be cleaned first of course!**

6. **Gathering Hall** This large square room is the main rallying hall for the Orcs before they go out to raid farms for food or attack small groups of travellers for sport and treasure. **The # Orcs and # -2 [Minimum = 2] Wolves will attack any non-Orc/Ogre they see. Each Orc carries 5 GOLD.**

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ADVENTURE: They Took Our Stuff (6 of 6)

ADVENTURE CONCLUSION

Once the party has cleared the Orc lair and retrieved the statue of the 'goddess of good harvest', they complete their journey to "New Glocksire" to claim their reward...

(READ THE FOLLOWING TO THE PLAYERS)

Once you get to New Glocksire, you are paid a 200 GOLD reward by the Priests of the Cathedral of Lenz, and are thanked with a feast in your honour.

Enjoying the hospitality of New Glocksire during a few days rest, you find yourselves greeted in the streets with much admiration and congratulations, as it seems that news of your exploits and fame has spread!

Hailed and 'heroes' and 'protectors of the faith', you enjoy pleasurable few days in the welcoming town.

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