

ADVENTURE 3: Who Has The Stuff? (1 of 8)

ADVENTURE INTRODUCTION [*Level 3 Adventure*]
(READ THIS CARD TO PLAYERS)

Introduction: The Cathedral of Lenz in New Glocksire has been robbed! The sacred statue of the 'goddess of good harvests' is (*once again*) missing; as is all the gold from the church treasury!

A Priest who claimed to have surprised one of the burglars as they escaped, saw them disappear into the catacombs beneath the great Cathedral.

As you are the 'heroes' of the town, the Priests of Lenz have called upon your band of adventurers to track-down the thieves and retrieve their sacred statue.

As you will no doubt recover all of their 'loot' when you catch-up with the burglars, the Priests instruct you to claim all the gold you find as your reward.

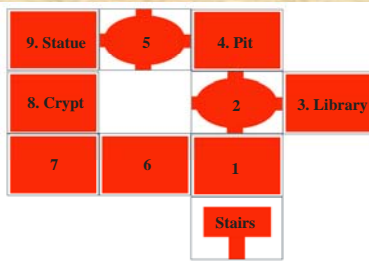
You have been shown the way into the catacombs, and informed that 'this' is only way in or out. The Priests warn you to be careful, as there may be ancient traps in the catacombs below designed to keep intruders out

Adventure Goal: Catch-up with the burglars, recover the statue for the Priests, and keep all the GOLD you find along the way!

Card No. BGP11

ADVENTURE: Who Has The Stuff? (2 of 8)

ADVENTURE MAP - Catacombs of Lenz
(DEALER: KEEP THIS CARD FACE DOWN)



Map Tiles needed for this adventure:

"Stairs", 2 x Circle Rooms, 3 x Square Rooms, "Pit", "Crypt", "Statue" & "Library".

Card No. BGP12

ADVENTURE: Who Has The Stuff? (3 of 8)

ADVENTURE KEY—Catacombs —KEY 1 of 5
(DEALER: KEEP THIS CARD FACE DOWN)
[Note: '# equals the Number of Characters]

1. Dusty catacombs. This place is dusty. The walls are dug with cavities containing old, dry skeletons. (# + 2) Skeletons spring from the walls of this room and attack! The two exit doors are locked. If the dusty floor is checked, several sets of footprints can be found leading to the door to Room 6.

2. Intersection. This small, round room has two other door exits. **TRAP:** a Falling Stone Block will trigger when a character crosses the room. The doors to the Library is locked and trapped: **TRAP:** a Poison Gas Cloud will issue from the door if not detected & disarmed when the lock is tampered with.

3. Library. This small square room contains a few shelves of dusty books. **TRAP:** the shelves may collapse like a Falling Stone Block if disturbed. A Ghost lurks here. It has gone insane and will 'smile' and then attack! A Parchment of Cloaked Movement can be found in a shelf.

Card No. BGP13

ADVENTURE: Who Has The Stuff? (4 of 8)

ADVENTURE KEY - Catacombs —KEY 2 of 5
(DEALER: KEEP THIS CARD FACE DOWN)
[Note: '# equals the Number of Characters]

4. The Pit This large square room is dominated by a large midden pit (aka organic refuse pit) which appears dark but otherwise smells very musty.

Decades ago, whenever a Priest was interred here in the catacombs, his body was embalmed and wrapped in a death shroud; but not before the internal organs were removed and thrown in this pit. As decades have passed without the Priests using the catacombs for burials, the pit has become home to an "Eyeball of Terror" which will float-up and attack (or even attack from inside the deep pit, if it sees a character peering in...) 100 GOLD is at the bottom of the Pit; collected by the "Eyeball of Terror" over the last few years.

Card No. BGP14

ADVENTURE: Who Has The Stuff? (5 of 8)

ADVENTURE KEY - Catacombs —KEY 3 of 5
(DEALER: KEEP THIS CARD FACE DOWN)
[Note: '# equals the Number of Characters]

5. Hideout. The walls here are dug with empty burial cavities. In the centre of the floor is a make-shift table and 4 stools which have been constructed out of book-shelves. On the table is a full rucksack, and around the table sit some men in black leather armour: (# + 2) Burglars who will attack the party, [1 x Elite Warrior; the others are Warriors].

The rucksack contains 500 GOLD. The Elite Warrior (their leader) personally carries 50 GOLD & an Elixir of First Aid.

6. Burial chamber The walls are dug with cavities containing old, dry skeletons. **TRAP:** a Pendulum Blade will strike characters who fail to detect/avoid it as they cross the room. The blade swings down from the ceiling and back up again; instantly resetting itself 'clicking' back into the ceiling; ready to trigger again!

Card No. BGP15

ADVENTURE: Who Has The Stuff? (6 of 8)

ADVENTURE KEY - Catacombs —KEY 4 of 5
(DEALER: KEEP THIS CARD FACE DOWN)
[Note: '# equals the Number of Characters]

7. Fresh Corpses! This chamber wreaks of rotting corpses... The wall cavities here contain several freshly-embalmed and cloth-wrapped bodies. (# - 2 [Minimum 1]) Mummies will climb-out of the wall cavities and attack the party! Each Mummy wears a necklace worth 5 GOLD.

8. Crypt This room contains a stone coffin on a raised platform in the room's centre. A Vampire is hiding inside the coffin. It is aware of the party's presence and will spring-out and attack anyone who opens the lid! This creature arranged for the Burglars to steal the statue from the Cathedral. It's plan was to create a shrine to its dark god of 'pestilence and famine' by desecrating the statue (see Room 9). The Vampire is also responsible for animating the Mummies in Room 7 (it used the power of the statue to boost it's "Make Zombie" special skill).

The Vampire wears an Amulet of Trap Avoidance.

Card No. BGP16

ADVENTURE: Who Has The Stuff? (7 of 8)

ADVENTURE KEY - Catacombs —KEY 5 of 5
(DEALER: KEEP THIS CARD FACE DOWN)
[Note: '# equals the Number of Characters]

9. Statue Room This square chamber has a pedestal in the middle of the floor upon which stands the statue of the "goddess of good harvests". The statue appears to have been smeared with a dark-red goo; obscuring its features. Coiled around the pedestal; guarding the statue, is a large reptilian creature with 3 heads; a Hydra..!

A ILLUSIONARY Hydra (with 3 heads) is 'guarding' the statue. The creature will behave as the normal creature might: snarling, and breathing flame* at the party until it is hit by a successful physical attack; it will then vanish, and all injuries suffered by characters are reversed.

(*Jet of Flame attacks appear real; causing injuries)
The Statue has been defiled with gore from some bodies and will need to be cleaned, but otherwise is unharmed.

Card No. BGP17

ADVENTURE: Who Has The Stuff? (8 of 8)

ADVENTURE CONCLUSION

Once the party has cleared the Catacombs and retrieved the statue of the 'goddess of good harvest', they restore the sacred object to the Priest's care...

(READ THE FOLLOWING TO THE PLAYERS)

Emerging from the catacombs triumphant, the Priests greet you with smiling faces and quiet applause. They quickly take possession of and cleanse the statue and reverently place it back on the altar of the main hall; warded now by protective magicks laid by the High Priest of Lenz himself: Arch-Bishop Felmin.

At a banquet in your honour, the Priests sing your praises (*literally*), as does the local lord and patron of New Glocksire: Baron de Haggis.

At end of the feast, the High Priest explains that the statue was a gift from the goddess herself, and that her favour smiles so long as the artefact sits on public display. He claims that its magic protects the land, and heals the crops. "If it were ever to fall into the hands of evil", he says, "a great pestilence would befall the realm..."

You are officially named 'guardians of the harvest' and bestowed modest manor-house estates here in town.

Card No. BGP18