

ADVENTURE: Take All Their Stuff (card 1 of 4)

ADVENTURE INTRODUCTION [Level 1 Adventure]
(READ THIS CARD TO PLAYERS)

Introduction: It is known that a band of Goblins have been robbing lone merchants and travellers near the town of "Silverburg" and hiding their ill-gotten treasures in a small cave complex in the foothills of the "Silver Mountains". Rumours indicate that a recently robbed wagon train carried a valuable religious artefact bound for the "Cathedral of Lenz" in "New Glocksire".

Figuring that a bunch of Goblins shouldn't pose a major threat to a well-armed band of adventurers like yourselves, you intend to raid their lair, swipe any valuables they have accumulated and maybe even turn-in the religious artefact for a goodly reward at the Cathedral of Lenz!

Arriving at daybreak outside the Goblin's cave (easily found due to their many tracks to and from the surrounding trails), you prepare to 'Take All Their Stuff'!

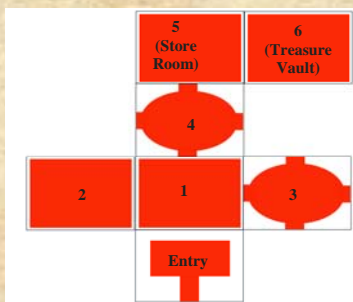
Adventure Goal: Teach the Goblins a lesson by 'rescuing them from their wealth', and recovering the stolen artefact.

Card No. BGP01

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ADVENTURE: Take All Their Stuff (card 2 of 4)

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



Map Tiles needed for this adventure:

"Entry", 2 x Circle Rooms, 2 x Square Rooms, "Store Room" & "Treasure Vault".

Card No. BGP02

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ADVENTURE: Take All Their Stuff (card 3 of 4)

ADVENTURE KEY - Goblin Lair—KEY 1 of 2
(DEALER: KEEP THIS CARD FACE DOWN)
[Note: '# equals the Number of Characters]

1. **Entry cave** The cave-mouth leads to a dark, smelly chamber. Splinters of wood and scraps of leather lie on the dusty floor; all trampled by the tracks of many small booted feet. Exits from the cave lead-off in 3 directions: straight ahead, left and right. (# - 2 [Minimum = 1]) **Giant Roaches** lurk in the dark corners here; waiting to attack!

2. **Barracks** This roughly-square chamber is strewn with smelly sacks and half-empty beer kegs. Snoring comes from several prone humanoid creatures. # [Minimum 2] **Goblins** are asleep here. **Each Goblin carries 1 GOLD.**

3. **Mess room** This oval-shaped cave stinks of rotted meat. Several gnawed sheep and horse carcasses lie here. 1 **Giant Roach** lurks in one of the carcasses; and will attack (with surprise)! **An overlooked saddlebag (hidden beneath the carcass) contains 5 GOLD.**

Card No. BGP03

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ADVENTURE: Take All Their Stuff (card 4 of 4)

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

4. **Round room** This round cave has stalactites on the ceiling. Dirt and pieces of stone on the floor suggests that a stalactite may have fallen down recently. An exit leads straight ahead.

TRAP: A Spiked Pit is hidden beneath a dirt-covered canvas sheet. The spikes in the pit are part of the original floor of this room.

5. **Store room** This large, square hall contains many crates, sacks and barrels of various supplies including preserved meats, vegetables and wine. Many of the containers have been opened. (# - 1 [Minimum 2]) **Goblins** are here rifling-through the stores; and may be surprised by a stealthy party! **Each Goblin carries 1 GOLD.**

6. **Treasure cave** This square cave has a low ceiling, and contains two treasure chests. **One Chest contains 50 GOLD, and the other contains a small steel statue of a goddess-figure carrying a sheaf of wheat; the religious artefact!** **TRAP: Poison Darts** protect the Chest with the Gold. If **not** detected and disarmed, the trap will trigger when opened!

Card No. BGP04

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