

GM 1 Crusaders' Cantina

Requirements: None

Goal: Loot the treasure tile

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Introduction:

Innkeeper Marlou of the Crusaders' Cantina welcomes you with a smile. You take a seat at a corner table, deciding to have a couple of drinks and blend in for a while. You take your time to inspect the place, to see if you can find whatever it was the other mercenaries were looking for. A subtle glance over the rim of your mugs reveals that the back of this place contains a staircase that leads down. The area seems to be restricted, and exclusive to only a few. Marlou watches the stairwell carefully, nodding to each of the individuals she allows in. Of course you have your tricks to distract her. The newest member of your party has the honor of dropping their drink and slipping in it. While Marlou mops up the mess, you calmly but quickly head downstairs to the basement. Hopefully this will provide you with some answers.

You find yourself in a dimly lit basement. It looks almost, but not quite, entirely unlike a storeroom. A voice screams at you "Hey you! You shouldn't be here!" Two men and their hounds are guarding a door that looks far too complicated for a few barrels of ale. It seems to be locked with some kind of technical mechanism. You notice two pressure plates that you think might be connected to the door and wonder which one of them will open it. A plaque above the door reads: "For our cause be prepared to fight. One is left and one is right." Before you have the time to figure out what this means, the guards seem to have realized you are not planning to go back



Maps:

D1a
I1b
L1a
L2b



upstairs. They draw their weapons and command their hounds to attack.

Special Rules:

Door (1) is locked. If at the end of a player's turn a character occupies pressure plate 10 or 11 for the first time, read the corresponding section.

10

The pressure plate seems to have triggered a mechanical lock. With a ticking sound, the door in the room lifts open. This appears to have disrupted a group of men doing some paperwork. They look surprised to see unfamiliar faces. On the opposite wall you see another closed door with another message above it: "We must follow the objective. To succeed is our prime directive." Hopefully you will figure out what this means, but first you have some more guards to take care of...

Special Rules:

Immediately open door (1).

Door (2) is locked. If at the end of a player's turn a character occupies pressure plate 12 or 13 for the first time, read the corresponding section.

11

The pressure plate seems to trigger some kind of mechanical alarm system. A hatch in the floor opens and an artillery device lifts from the ground. You also hear a loud low growl which seems to originate from a bigger creature than the hounds you just faced. Well, now that you think about it again it makes sense. The other pressure plate is both left and right. The right choice, that is.

Special Rules:

Spawn one normal Ancient Artillery and one normal Cave Bear for two characters, one elite Ancient Artillery and one normal Cave Bear for three characters, or one elite Ancient Artillery and one elite Cave Bear for four characters at (b).

12

The pressure plate doesn't make the satisfying click you were hoping to hear. Instead, a floor tile slides open to reveal an artillery device. Beside it appears a very large, very angry bear. Apparently this was not a prime location to step on.

Special Rules:

Spawn one normal Ancient Artillery and one normal Cave Bear for two characters, one elite Ancient Artillery and one normal Cave Bear for three characters, or one elite Ancient Artillery and one elite Cave Bear for four characters at (i).

13

You stand on the pressure plate and trigger another mechanical system. With a loud ticking sound, the door lifts open. Poised to have a good look into the newly revealed room, you spot more guards. On your left you see another mechanically locked door with text above it that reads: "To command and control is our sacred creed. Read the signs on which you have walked and you may proceed." Above the pressure plate on the left side of the room you see a mural of a whale. Above the pressure plate on the right side of the room you see a mural of a fish.

One of the guards starts talking to you: "You shouldn't have come here. You are not the first to try, and you are not the first to perish by our hand. None will defy us." That's good news. It sounds to you like you're on the right track in your investigation. But you have no time to celebrate, because a giant stone golem is stopping any curious visitors like yourself.

Special Rules:

Immediately open door (2).

Door (3) is locked. If at the end of a player's turn a character occupies pressure plate 14 or 15 for the first time, read the corresponding section.

14

As you step on the pressure plate you hear a loud mechanical ticking coming from behind. When you look in the direction of the sound you see the door on the left side of the room opening steadily. Behind it, a room full of bookcases is revealed. Since you went here to find information, it seems like the right place to be. The chest in the back of the room looks promising.

Special Rules:

Immediately open door (3).

15

You look at the door expectantly, but it isn't moving. The pressure plate triggered an alarm system instead. It looks like you aren't going to find any answers right now, except to the question what it feels like to be mauled by a bear.

It occurs to you that the floor you walked on had letters on it. If only you had paid more attention to what was right under your nose..

Special Rules:

Spawn one normal Ancient Artillery and one normal Cave Bear for two characters, one elite Ancient Artillery and one normal Cave Bear for three characters, or one elite Ancient Artillery and one elite Cave Bear for four characters at (g).

Conclusion:

You grab a stack of scrolls marked 'logs' and run back through the basement, fighting your way up the stairs and through the pub until you collapse safely in the back alley. After digging your way through the paperwork, you find a scroll that seems of interest. It contains a list of names unfamiliar to you, until you come across the names of the mercenaries Skatheran hired before you: Marca, Rique, Gilead and Krista. You find no clues on the whereabouts of Bearend, however. On the back is a drawing of a map with a location marked on it. It seems to point to an area in the hills east of the Corpsewood.

Is this where they were taken? Since this is your best clue, you decide there is only one way to find out.

New Location:

Gloominati (2) - Breaking in

Rewards:

For each of the sections 11, 12 and 15 you did not read each character gains 5 gold.

If you completed this scenario on the first try and you did not read at least two of the sections 11, 12 and 15, gain party achievement Genius 1.