

# The Heist

An adventure for LVL 1 characters.

Try to steal the "Golden Egg", a 10,000 gold coins masterpiece.

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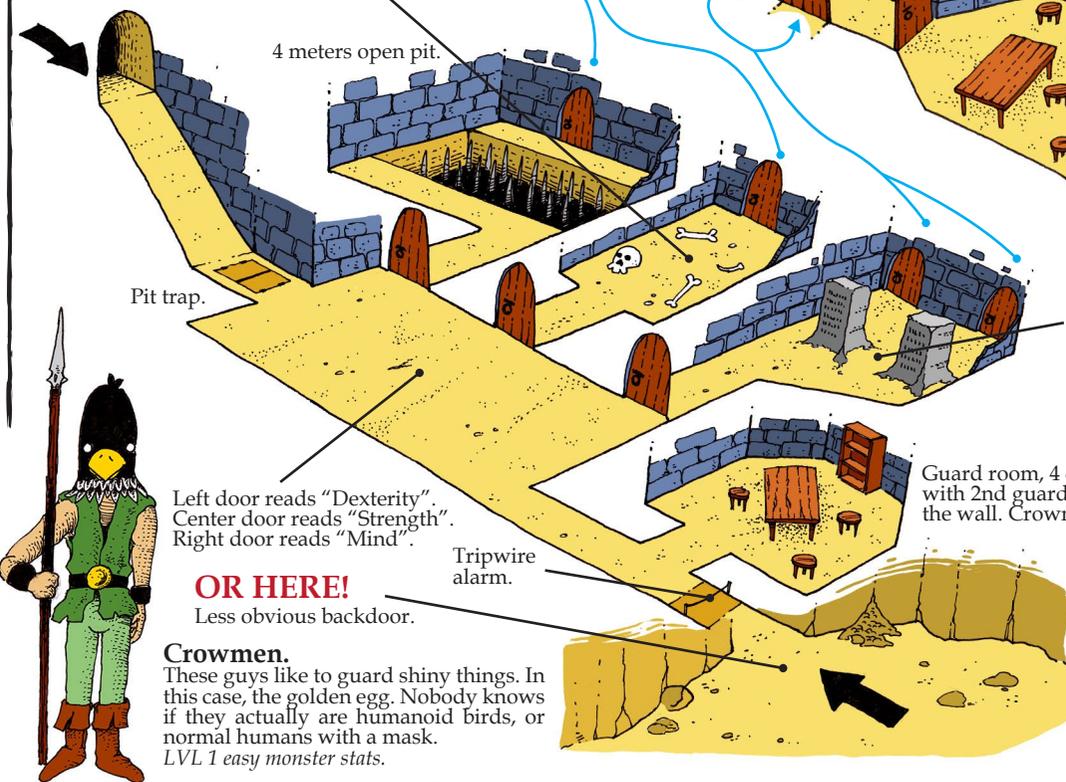
By Carlos Pascual "Azafran".  
www.azafranart.com

Living statues. If the players step in the center square, they will attack.  
LVL 2 monster stats.

A dog is locked here. Very hungry.  
LVL 2 monster stats.

**START HERE!**

Obvious main entrance.



Poison darts trap.

"The nest" room. Here lives the man-crow. It's an horrendous giant bird with a human head. He eats people, and happens to like birdseeds too. LVL 3 stats.

Fake wall. (Secret door).

4 meters open pit.

Crowmen dorm. 1d6 crowmen here. There are weapons, food, and some tools.

2nd Guard Room. 6 Crowmen here.

Left door is decorated with demons, right door with snakes. Stone inscriptions are intelligible. Between the doors there is a sign with this text: "One of these doors has a trap. Choose wisely and quick, this text introduced an enchantment into your head and will kill you in 10 minutes if you don't decide." Neither has a trap, but the enchantment is real.

Guard room, 4 crowmen here. Communicates with 2nd guard room through a small hole in the wall. Crowmen can alert between rooms.

Tripwire alarm.

**OR HERE!**

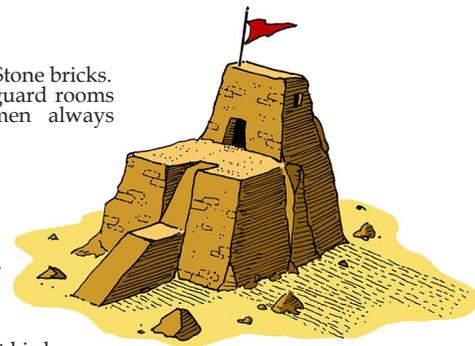
Less obvious backdoor.

**Crowmen.**

These guys like to guard shiny things. In this case, the golden egg. Nobody knows if they actually are humanoid birds, or normal humans with a mask. LVL 1 easy monster stats.

## Dungeon facts

Floor - sand.  
Walls - stone bricks.  
Ceiling - 2,5 meters tall. Stone bricks.  
Illumination - only the guard rooms and dormitory. Crowmen always carry a torch.



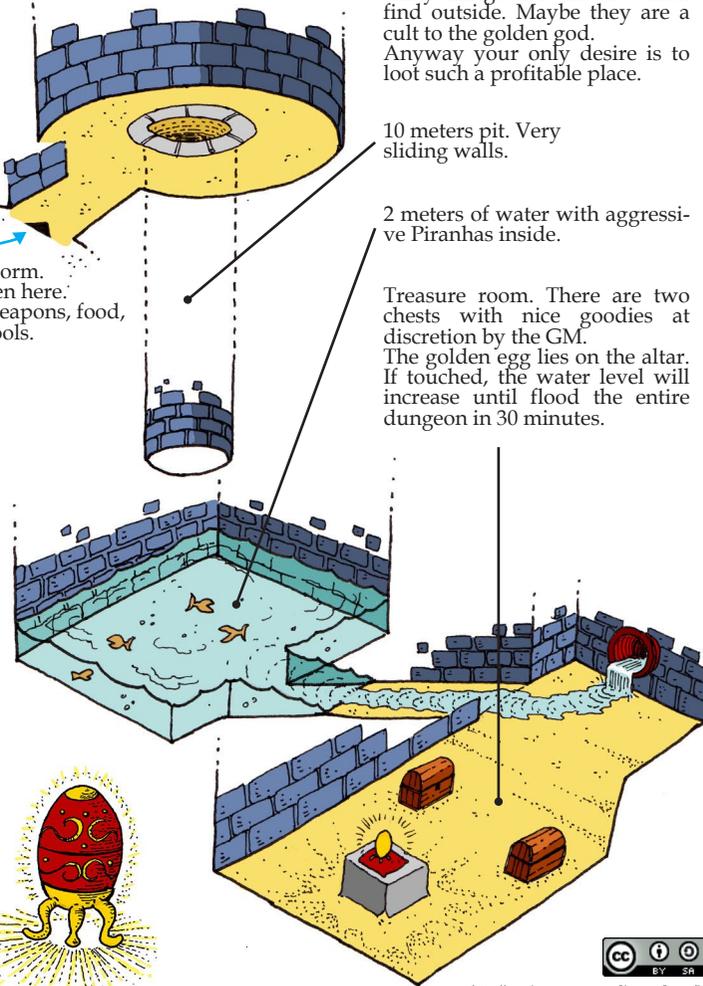
## The fortress.

Far away from the civilized world, the unique goal of this small fortress is to hoard the shiny things that the crowmen find outside. Maybe they are a cult to the golden god. Anyway your only desire is to loot such a profitable place.

10 meters pit. Very sliding walls.

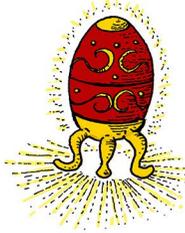
2 meters of water with aggressive Piranhas inside.

Treasure room. There are two chests with nice goodies at discretion by the GM. The golden egg lies on the altar. If touched, the water level will increase until flood the entire dungeon in 30 minutes.



## The golden egg.

The objective is to steal this thing. It's worth 10,000 gold coins and can be opened: inside you'll find three magic rings and one amulet. The GM decides the special powers of these items.



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