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About This Content

Daring Tales of Adventure #03: Treasure of the Templars

A Fantasy Grounds Adventure module from Triple Ace Games

The race is on!

Can you find the Templar treasure?

Daring Tales of Adventure #03 takes the characters on a whirlwind ride from the streets of Washington to the baking sands of Egypt, onto a Crusader castle, and finally to a vast ice fortress in the frozen north, and all in search of a treasure that men have killed to acquire and killed to protect—The Treasure of the Templars.

An invitation to Washington to attend a lecture seems innocuous enough, but nothing is ever straightforward when the heroes are around. When a mysterious motorbike rider makes a daring theft and snatches a small wooden box from the hands of the noted historian, Professor Dickinson, it starts the heroes on a deadly quest. You soon discover that the Nazis are behind the theft—but what do the Nazis want with this small wooden box?

Author: Paul Wiggy Wade-Williams

Fantasy Grounds Conversion: Clemens Meyer

Released on February 24, 2010. Designed for Fantasy Grounds version 2.9.9 and higher.

Requirements: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and a one time purchase of the Savage Worlds ruleset.

Title: Fantasy Grounds - Daring Tales of Adventure 03: Treasure of the Templars (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 15 Mar, 2017

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: N/A

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

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Act 4: Ireland

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1.2: HIDDEN WORDS

Professor Dickinson lives in a small house outside the city. No one is home, nor is there any sign of a break-in.

Among the stacks of papers, books, and worthless artifacts inside is a photo of the heroes with the Professor. This was taken a few years ago, in France, when the party accompanied him on a research expedition. The doorman's clue should enable the characters to ask whether there are any souvenirs of that trip present. On the other hand, the doorman's clue through a Common Knowledge check.

The picture is nothing special, but it is a photograph of the heroes with the Professor. This was taken a few years ago, in France, when the party accompanied him on a research expedition. The doorman's clue should enable the characters to ask whether there are any souvenirs of that trip present. On the other hand, the doorman's clue through a Common Knowledge check.

1.3: THAT'S YOUR LOT

The auction house is located in downtown Washington, D.C., a popular place, the main auction room is crowded by the time the characters arrive. A few minutes after they take the Lot 1307 comes up for sale.

The auctioneer begins when a voice from the crowd, you spot a man in a leather coat and a hat. He is the German. The German has only one name, Amelia can run as his alias.

The heroes must wait for the German to be expected to approach them. As Lady

Herr Rudolph Templmann, Gest

Attributes	Ag	St	Sp	Str	Vig
Derived	4	4	5	0	-2

Skills

- Fighting
- Intimidation
- Shooting
- Guft
- Notice
- Taunt

Attacks

- Patrol
- Damage
- Notes

Special Edges

- Command
- Strong Willed
- Hindrances
- Lame
- Mean

GM

Health: 0

Target Score: 4

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GM OVERVIEW

During the First Crusade, a brotherhood of knights, known as the Knights Templar, uncovered documents in Jerusalem alluding to the secret library's existence. At great personal risk they journeyed into the deserts of Egypt in search of the fabled treasure. Their quest was dedicated their order to

Unwilling to let the great Muslim lands, the documents of France and placed in a vault. Here the texts remain

King Philip IV of France, sought to take possession of the great treasure (though he sought to take possession with Pope Clement V, the heresy and arrested on court, the Templars hurried location, one far beyond Thirteen knights were ancient books.

Many legends regarding grew up as the century's gold and silver from the the Templars were secret the Covenant. Few scholars seriously, however.

But one erudite academic believed the stories mur decades of research, he there are those who wa those who want the tre

THE CHARACTERS

This Savage Adventure contains a pulp tale based around exploits of four pre-generated characters. The full character sheets are available for free at www.tripleagegames.com

The heroes have all their leveling opportunities from Session 1 (at which they begin) into Session 4. Each published adventure awards Experience Points, game mission. All the players start making use of the

Characters: 35 XP.

The GM also needs the package or as a library module.

Note: We have included pre-generated character with his players and they Fantasy Grounds character

- Brent Hardcastle
- Doc Davenport
- Jimmy Patterson
- Lady Valentine

1-1: TWO WHEELS

Although they take a few more interested in stopping

Whatever happens, the here package. This means any of the character to go out of the be altered to a Slip, Spin, or there are any modifiers to the need arises. Should the Templars away, simply have him lose escape, but he drops the package. Likewise, the Nazis cannot escape with the box.

The Templar, if caught, only knows that he has to deliver the box to a post office box. No amount of surveillance or information gathering will reveal the owner. The Nazis are simply under orders to acquire the box and wait for a phone

Modern Knight Templar

Attributes	Agil	Stre	Sp	Int	Vig
	4	4	4	4	4

Derived	Pass	Parry	Tough	Armor	Cha
	6	5	5	0	0

Skills

- Driving: 4
- Notice: 4
- Stealth: 4
- Fighting: 4
- Shooting: 4

Attacks

- Pistol: Damage 12/24/48, AP 1
- Short sword: Damage 12/24/48, AP 1

Special

Edges: Dodger, Hindrance: Loyal, View (Major, protect the treasure)

GM

HUD: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

Target Score: 4

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Act 3: Southern France

- Scene 1: A Two
- Scene 2: Voices
- Scene 3: My Be
- Scene 4: Ticket

Act 4: Iceland

- Scene 1: The Ca
- Scene 2: Depos
- Scene 3: Land o

2-1: FRIENDS IN NEED

It's time to pack the sun cream and head across the Atlantic to the land of the pharaohs. As usual, don't worry about the travel arrangements. Assume the characters reload any weapons back to their starting ammunition levels before they leave.

Egypt, ancient land of the pharaohs, a realm of towering pyramids and colossal desert and blistering heat bother you, not flying least they didn't unsi-

A sudden sandstorm horizon, it's impossible to see. A red light begins blinking engine has stalled—w with the controls, but then a bucking bronco

A second red light begins to blink. A sound is heard: a sizzling: She's going d

The party has two choices—to land the plane in a howl

Attempting a crash landing Success brings the plane do without any major harm to engines requires a major ov Failure is treated as normal.

Parachuting requires an Agi as if from an Extra, due to a touches down, the airplane, sand and explodes, sending

2-2: STRANGERS IN THE NIGHT

Using a concealed radio, the traitorous Bedouin informed the local Gestapo about the Americans and their story of lost treasure. Josef's tent fire, which is visible for miles, is a beacon to guide the Germans (who have an airplane) to the heroes.

RIDERS IN THE DA

Unfortunately, the fire to the presence of tres nomads, mounted on c deal action canic

The nomads begin by fir scimitars afterward—tr heroes supposed allies o the fighting begins, the Josef has done his bit fo chief, and his men aren

The courtyard measure through which the atta center of the eastern w stone and one or two p scenery they can v

Two campfires provide

2-3: HISTORY IS SILENT

The sun breaks the eastern horizon, globe marking the start of another you notice the sand has picked up in cloud, hovering just above the surfa begins to bubble and boll

Suddenly the to surface, then an cracked, become as a waking dee residues of sleep

As you watch in temple surround

While the chara Nazi, alerted by quickly locate the entrance to the stairwell.

They arrive at the base of the stairs immediately after the characters read the parchment or, if they decide to take the box without opening it, before the party crosses the river to escape. Being typical goons, they open fire on the characters

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GM

Health

0

Target Score

4

Bedouin

Attributes	Ag	Sta	Dex	Str	Vig
	4	4	4	4	4
Derived	Per	Per	Per	Per	Per
	6	5	6	6	6
Skills	Fighting	Guilt			
	4	4			
	Intimidation	Rolling			
	4	4			
	Shooting				
	4				
Attacks	Masket	Damper	Notes		
	10/20/10, AF				
	Scimitar				
	Special	Hindrances	Loyal		

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