



# THE HEIST

Adventure on a single page #4

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WATCH THE ALARM!



## Introduction

A painter friend of the adventurer's latest work has been stolen; it is a portrait of Puce, the Archmage's famous cat. She knows the Purple Cat Guild is the culprit, but evidence is lacking, so she asked the adventurers to recover her property. The Purple Cat Guild is a school for thieves. That's going to require some tricks.

STARTING THE ADVENTURE ↓

### Entrances (and exits)

The adventurers have two options.

- **The roofs:** They're high and slippery. Are the adventurers skillful enough?
- **The main entrance:** It is guarded by **Arsene** and **Marius**. Are the adventurers good liars?

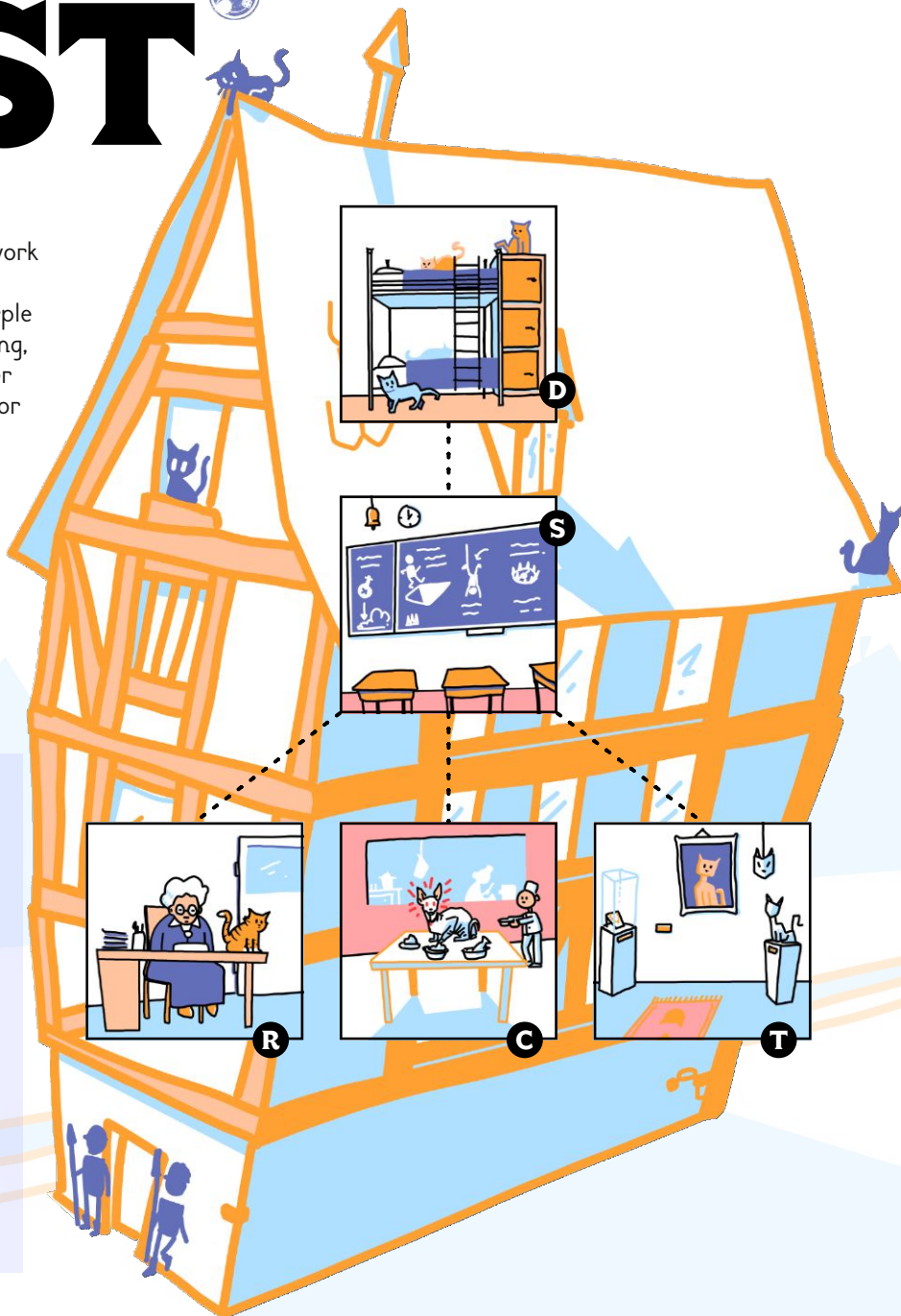
### Information (ID6)

The adventurers somehow obtained the following tips:


- 1 **Sylia**, the secretary, is a mage.
- 2 **Kibble**, the dean's cat, has powers.
- 3 **Kibble's** necklace is a key.
- 4 The guild's cats are far too smart.
- 5 The guild is known for its traps.
- 6 A litter delivery man is expected.

### The alarm


Each time the adventurers draw attention, a bell on the alarm gauge is checked. Upon checking the last one, the alarm is triggered by a thief or a cat and new obstacles must be avoided.




## The reception

- The secretary fills out paperwork while **Pelota** is watching.
  - **Tam**, a falsely ill student, is waiting for her parents.
  - **Durieux**, the dean, is looking for his cat. "He has the key."
-  *Sylia utters a formula and Pelota becomes a huge and terrifying saber-toothed tiger.*


## The dorms

- Many cats wander among the residents' belongings. They seem to follow and monitor the adventurers.
  - While searching, various sweets, a flute and throwing knives are found (a careless adventurer has a 1-in-2 chance of triggering a trap and seeing a stinking ball crash on him).
  - Hidden under her duvet, the young thief **Alex** skips classes and reads a comic book about Korcan's adventures.
-  *The cats, furious, try to trip up the adventurers and jump on them from the top of the beds.*


## The school

- A long corridor crossed by wires connected to bells. Classrooms and educational posters about crocheting.
  - A teacher is giving a class on how to set traps. His door is open and **Lock**, a grounded student, is standing in the hallway.
-  *Students throw smoke bombs and nails into the hallway. Armed teachers are ambushed in the smoke.*

## The canteen

- A large dining room and a very busy kitchen.
  - In the center, surrounded by delicacies, sits **Kibble**.
  - **Quentin**, the cook, is setting up a banquet at the other end of the room. Half of the food contains a soporific.
-  *Kibble unleashes its magic: cutlery and tables begin to levitate towards the adventurers.*

## The treasure

- A sturdy trapped door (a hatch opens under the feet of the unwary thief) connected to the alarm system (like all objects inside).
  - The room is crowded with feline-shaped objects: jade statues, gold necklaces, weapons... and the painting they're after.
  - Once the painting has been stolen, it's time to run away.
-  *A soporific blue smoke comes out of the wooden floor.*

