

TO CATCH A THIEF [a one-page mini-adventure for character levels 2-4]

Mission: The local Lord owns the fabled Diamond of Dakahr, a priceless jewel. It currently being stored in a vault at a Bank in Tilverton. He has learned that the famous Halfling thief, Laragh Lightfoot, plans to steal the diamond from the vault. The Lord has ordered the Party to guard the Bank's vault until his officers arrive to take possession of the Diamond (which will be in approximately 12 hours). The Party must guard the vault and protect the Diamond for 12 hours (they are given keys by the Bank Administrator that allow them access to rooms 1 and 2 [but not 3 or 4]). If successful, the reward is 1000gp (and the Lord's gratitude – not to be underestimated). The Party has 3 IC hours to make preparations.

Note: The Lord of Tilverton wants a small Party to guard the Vault so as to simultaneously guard the Diamond and lure the thief so she can be apprehended (and then swiftly executed after a very brief trial ... a trial in which the verdict has already been determined).



Laragh Lightfoot

Stats: Halfling. Thief. Level 5. Alignment: Chaotic Neutral. STR 7, INT 17, WIS 12, DEX 18, CON 15, CHA 9. HP: 22, AC: 4

Thief Abilities: Open Locks: 35%, Remove Traps 30%, Pick Pockets 40%, Move Silently 40%, Climb Sheer Surfaces 91%, Hide in Shadows 30%, Hear Noise 1-3.

Items: Leather armor, thieves' tools, 50' rope, flask of oil (3), short bow, quiver of 10 normal arrows, cloak

Magic Items: Ring of Improved Invisibility, +1 Dagger, Potion of Diminution (1 dose), Potion of Polymorph Self (1 dose), Bag of Holding, +1 arrows (4), +2 arrows (2), Skeleton Key (a magic key that can open any nonmagical lock up to 3 times/day).



Laragh is a cunning thief of high intelligence who is strategic in her thievery. Think 'Danny Ocean' of the D&D universe. She has devised several ways to steal the diamond!

The Bank: The walls of the bank are made of a wood/cement mix. All doors (unless otherwise stated) are made of thick wood and reinforced with metal bars. All doors are locked. All windows have thick bars. So secure are the doors and bars, the chance to Bend Bars or Open Doors is reduced by 50%.

- 1. Entry-**An 'L' shaped room with standard office furniture (desk, cabinets, etc.). There is nothing of any real value in the room (the employees of the bank merely use this space for work and then leave, taking their personal items with them at the end of the day). In the southern area of the Entry is a small fireplace (extinguished and too small for a M-sized person or larger to enter, but not a Halfling).
- 2. Annex-** Another empty room serving as a junction between the Entry and the Vault. The locked doors act as another line of defense.
- 3. Office-** This is the office of the Bank Administrator. It is locked. Outside of a desk, there is a thick metal safe (locked and bolted to the floor) containing the bank records of the various clients and landholders (written in a nonmagical code which only the Bank Administrator and his Assistant knows). The Administrator is obsessively fastidious and doesn't leave any random loot lying around.
- 4. Vault-** The door to the Vault is solid metal and firmly bolted to the walls (there is no way the player-characters would be able to use brute strength to force the door open). It is locked with 3 separate locks. If somehow entered (*Knock* spell or *Open Locks*) inside are organized shelves containing locked boxes (the number and contents to be determined by the DM). However, in the center of the room is a large chest bearing the Lord's crest. It is locked and possesses two traps (a mechanical poison needle, save -4 or be rendered unconscious for 3d4 turns; and a *Fire Trap* spell which deals 1d4+8 points of damage [save for 1/2 damage]). If the lock and both traps are circumvented, then inside the chest is the Diamond!

Laragh is a crafty and intelligent thief, so she should be played as such. She has carefully studied the Bank, assembled a crew, gathered the necessary tools, and has devised 4 different plans to distract the guards (i.e. the Party) and steal the Diamond. Her plans:

- 1. Vault Assault:** Laragh has hired a group of 11 Bandits to conduct an assault on the building (promising them all the treasure minus the diamond itself). The Bandits possess steeds (draft horses) and will circle the Vault, making hit-and-run attacks. While the Party is engaged with the Bandits, Laragh will attempt to sneak into the vault and steal the Diamond. **BANDITS [AC 6, HD 1, HP 8, 8, 7, 7, 6, 6, 5, 5, 4, ATK 1, DAM 1-6].** The Bandits are armed with swords, daggers, and short bows (2d4 arrows each). They wear leather armor. Collectively, they have 98gp, 201sp, and an aquamarine (20gp value). If 6 or more of the Bandits are defeated, the remainder will lose morale and flee.
- 2. Fire Alarm:** Laragh will turn invisible and carefully douse the southern wall and ceiling with her oil flasks. After igniting them, she will wait for the PCs to respond (at which point she will attempt to sneak in and enter the Vault). If the fire is ignored, after 1 turn, the southern wall will be destroyed. The east and west walls will fall by the 2nd turn. By the 3rd round, the entire building, except the Vault, will be burned to the ground. There is an ample supply of water in the nearby well to extinguish the fire.
- 3. Gigantic Distraction:** Laragh, being cleverly deceptive, has duped a rather gullible Hill Giant into attacking the Vault directly. The Giant will toss rocks at the northern wall in hopes of collapsing it (the wall can sustain up to 65 points of damage before collapsing), allowing the invisible thief to sneak in and steal the Diamond. **HILL GIANT [AC 4, HD 8, HP 54, ATK 1, DAM 2-16],** Once the Party takes action, the Giant will hurl rocks at the Party until directly confronted. If the Giant is reduced to 18 HP or less, he will flee. The Giant has a club and a pouch containing 8gp, 19sp, Tiger Eye (15gp value), Tourmaline (40gp value).
- 4. Boss Rush:** Using the *Potion of Polymorph* she will have one of her associates (same stats of a **BANDIT [AC6, HD 1, HP 8, ATK 1, DAM 1-6]**, but of higher intelligence) assume the form of the Bank Administrator to *relieve* the Party of their duties. This dupe will even have cleverly forged documents containing the Lord's wax seal. This dupe has been instructed to be distracting, demanding, and even demeaning (but not blatantly obvious). Laragh will attempt to use the distraction to sneak into the Bank.

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