

Dungeon Module DD2

Stealing the Night Away

by Bill Silvey

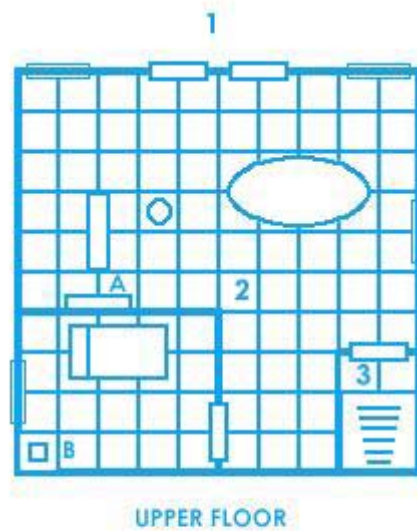
AN INTRODUCTORY ADVENTURE FOR FIRST LEVEL THIEF CHARACTERS



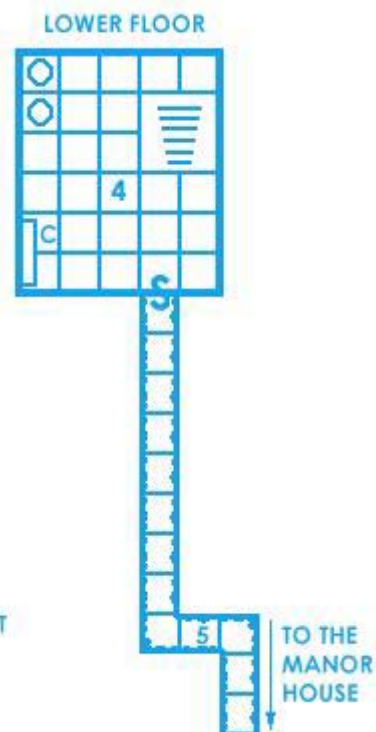
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*If you find this module intriguing, look for future releases available at THE DELVER'S DUNGEON
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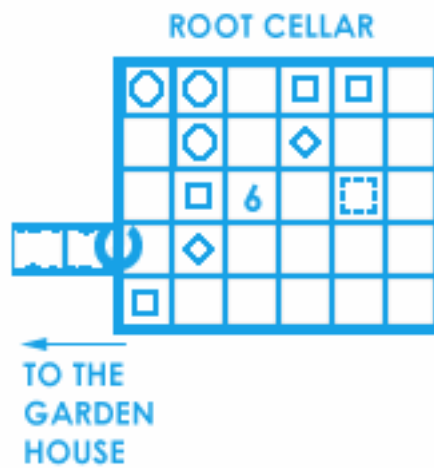
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THE GARDEN HOUSE
SCALE: 1 SQUARE = 2 FEET



THE MANOR HOUSE CELLARS
SCALE: 1 SQUARE = 2 FEET



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Advanced Dungeons & Dragons(tm)

Introductory Module #DD2

STEAL AWAY THE NIGHT

NOTES FOR THE DUNGEON MASTER: Like the first DELVER'S DUNGEON Adventure Module (DD1: Swords Against Chaos), this module has been designed with a one-on-one session in mind for the a beginning player and Dungeon Master to learn the mechanics of the ADVANCED DUNGEONS AND DRAGONS role-playing game rules. The same admonishment is given here as was in the introductory notes for that module: first and foremost, have fun! Secondly, the module can be either played as a stand-alone adventure or worked into an existing campaign. Finally, the module itself can be expanded on for use with multiple characters and differentiating classes as well. Furthermore, it is imperative (again as noted in the introduction to **DD1: Swords Against Chaos**) that if this module is to be used as a tool for teaching a new player, it is imperative that the Dungeon Master let the cards fall where they may - death can come swiftly for the unwary in a world inhabited by orcs, goblins, evil wizards and worse!

It is suggested before the start of the adventure that the player and the Dungeon Master have a "buying" session wherein the character can purchase provision for adventuring.

There is a degree of "rail-roading" which occurs at the beginning of the module; this is to facilitate a swift resolution of events necessary to get to the "action". However, if you, the Dungeon Master, feel more role-playing or negotiation is apropos, then by all means introduce a more fluid "opening scene".

START: Cobblestone Township, on an unremarkable island on the Wild Coast of the Flaness in the World of Greyhawk is the locale in which this adventure takes place. Like many small waterfront towns, it is unremarkable, rife with crime, and game for opportunities for those with less than altruistic motives! The town itself is a dismal place of low one-and-two story buildings, cramped streets, a gable-roofed merchant's "district" consisting of the finer buildings in the town (of plaster, wood and stone versus the planks that the rest are made of), and on a hill overlooking the small borough, a tiny keep-hold : the house of the Lord Mayor, Sir Rull.

Read the following description to the player(s):

"You sit in the smoky confines of the White Whale, a tavern near the docks, counting your good fortune. This very hour, a drunken and unwary sailor from a local trading galleon fell unconscious in a drunken stupor in a nearby alleyway. What luck! In mere moments, you'd cut away his purse and helped yourself to a small agate ring he was wearing, and you now sit at a table, enjoying

a leather jack of ale and your good fortune, admiring the pile of copper and electrum before you when a heavy hand lands on your shoulder! You start to rise, and then realize that your small table is surrounded – not by the local gendarme, but by an even worse element for you to run in to.

Staring you in the face is the leader of the local gang of cutpurses, a half-orc by the name of Karaz. He leans down, mere inches from your face, and begins to speak in a low, threatening tone..."

"We warned you, rat! Warned you what would happen if you picked in our territory without joining the gang! So you got some sot's purse and pretty bauble and think you're going to keep it without paying up? That's a laugh!"

The ugly, sallow-faced creature chuckles and elbows a surly, one-eyed dwarf next to him.

"But you're in luck tonight, Rat. Willy got his hand cut off by a fishmonger trying to steal a bite to eat yester-eve, and I've a mind to replace him. A one-handed thief is as useful as a one-legged man at an arse-kicking contest! So tonight, in addition to paying us for the trouble – " At this, the half-orc nods to a grubby, rail-thin halfling standing next to you who scrapes your money into a bag " – we're gonna forgive you your trespass and let you join up with us. O'course, you don't have any problem with that, do you, rat?"

Karaz is quite serious – he has only himself and three apprentice thieves to fleece the local townspeople and needs a "second-story" man to replace his maimed comrade. The choice is of course one-sided; a refusal will result in the player-character being dragged out into the street, beaten, and left for dead in front of the tavern (the four will stop when the player is unconscious at zero hit points). A fight will immediately draw the ire of the barkeep, and the local gendarme will be called in. It will not matter to them who has the ring and the purse of coins; all involved in the brawl will be considered suspect (they've been eyeing Karaz's group for quite a while and have waited for the right moment to arrest the lot of them)

"You've made a wise choice, rat!" Karaz says with a smile. "So in honor of your wanting to sign up with my band of rogues, we're going to have a little initiation this night. Y'see, you can steal from a drunk, or pick the pockets of half-witted sailors in the wharf-market, but I need a ruthless little scoundrel who can do more. So you're going to prove your worth to me. You'll break in to the Lord Mayor's house and steal something of value, then come out and give it to us! And no tricks, Rat, or we'll sell you out as soon as you can say Bree-Yark!"

With that, your erstwhile companions hustle you out of the

pub and through the winding, narrow streets of Cobblestone- until you finally reach the outer courtyard wall of the Lord Mayor's house.

"Alright, rat! In you go!"

1. The COURTYARD AREA

The courtyard itself is a sprawling lawn leading up to the house proper. Bordered by the low wall on all sides, a lamp-lit stone driveway winds across it's breadth and leads to the front door. While not pitch-black, the perimeter near the wall offers some hope of concealment while maneuvering to the back of the manor-house itself. A thick, untended garden stands off to the far left; a small playhouse or cottage can be seen peeking through the overgrown foliage. The overgrown trees and bushes also offer concealment to approach that structure as well.

The approach to the house itself is, if carefully performed, a relatively easy thing – so long as the cautious rogue does not attempt to merely walk right up to the front door or window! If the player follows the wall around in either direction, the light from the house and the path will be obscured enough by hedges to permit a degree of safety when attempting to enter the house. For every round of full movement, the Dungeon Master should secretly roll against the thief's ability to *Move Silently*. A success indicates that neither of the two guards patrolling the grounds have heard anything. However, if unsuccessful, a guard (AC 7, HD 1+1, HP 6, #AT 1, D 1-6, AL : LN) will approach to investigate. The Dungeon Master should inform the player that the guard is approaching and allow one *Hide In Shadows* roll to see if the player remains out of sight.

If the roll is successful, the guard will stroll near the concealed player. An unsuccessful roll will bring an immediate action from the guard! The sounds of combat will bring the other guard within two rounds; if the guard is dispatched before then, even if the character is able to hide again, an alarm will be raised and many more armed fighters from the town militia will be summoned to search every inch of the grounds.

2. The FORGOTTEN COTTAGE

The thick brambles leading up to this dilapidated structure seem oddly out of place; nonetheless, it sits off to the side of the manor proper, mimicking the larger structure in outer design. The door hangs slightly ajar. The cottage is divided into two rooms; the larger of the two contains nothing but a few leaves blown in through the front door and a great deal of dust. A tattered curtain hangs over the door separating the two rooms

The Forgotten Cottage is the playhouse of the (former) Lord Mayor. After his children grew and left, it became a place for illicit rendezvous between the Lord Mayor and certain doxies from the town proper. It is now in disrepair,

with little inside save a few leaves.

3. COTTAGE BACK ROOM

Very little torchlight reaches this room, for it's windows are thick with dust and high off of the floor. A dilapidated bed (obviously a once-fine piece of furniture, now swollen with dampness and smelling very musty) is in one corner; next to it is a nightstand with a drawer. An empty bookcase sits in one corner, slightly ajar.

If the character pauses here and does nothing for 1-2 rounds, a faint snuffling and chittering sound can be heard from beneath the bed. A nest of **Giant Rats** have made their home here, and will greatly resent any disturbance! At any rate, if the player remains in the room for more than six rounds, the Rats will pour forth from beneath the bed and attack the interloper! The distance from the manor house and the trees will muffle the sounds of combat from the guards. Cries of pain or for help will likewise go unheard!

GIANT RATS: (x7); AC 7; MV 12"/6"; HD 1D4; HP 3, 2(x2), 1(x4); #AT 1; DMG 1-3; SA 5% CHANCE/WOUND TO CAUSE DISEASE; INT SEMI; AL N; SIZE S

If the huge Leader rat (3 HP) is slain, there is a cumulative 10% chance each round that the rest of the rats will flee in terror. Amongst the detritus of their filthy nest is a small silver ring worth 10 g.p., and a gem that appears to be a base value 10 g.p. Garnet but is in fact a glass bead worth a mere 5 c.p. There is a small amount of debris on the bottom shelf of the bookcase; there is no treasure here, however, if it is searched it will be obvious that the bookcase is designed to swing out to reveal a closed trap-door leading into a tiny cellar beneath the cottage...

4. BENEATH THE COTTAGE

The air here is stale and foul. The inky blackness seems to cling around you; you cannot see your hand in front of your face.

This tiny (3'x5') room is bare, save a dry oil lamp on one wall. An arched opening leads to a narrow earthen passage to the east – towards the Manor House...

5. UNSETTLING REMAINS

Here, in a slightly wider point in the narrow passage, the ceiling is somewhat higher. In the gloom you can see a medium-sized whitish bundle on the floor in the corner of the niche that comprises this widened area. Further inspection reveals that the white color of the bundle comes from layers of sticky strands of web.

The cocooned, desiccated form of a long-dead halfling thief lies here, all equipment rusted and rotted to uselessness. A careful search, however, will reveal a bulging leather pouch that seems undamaged. If the

pouch is simply picked up, it will rip open and all of it's contents will spill on the cavern floor; nominally the sack contains:

21 G.P., 31 E.P., 12 gemstones (base value: 10 G.P. each), plus two small vials (each a single-dose *Potion of Healing*).

If the sack is lifted carelessly and the contents spill, in the dim light or darkness only 25% (rounding down) of each treasure can be recovered – the rest is lost in the shadows and dust on the floor. The two potions have an equal chance of breaking (save for each item). If they do not, they can be located after carefully searching the floor.

In any event, disturbing the body will bring the notice of it's original slayers: two **Large Spiders** lurking on the high ceiling above!

SPIDER, LARGE (x2); AC 8; MV 6"*15"; HD 1D8+1; HP 2, 3; #AT 1; DMG 1; SA POISON BITE(SAVE AT +2); INT NON; AL N; SIZE S

The spiders are quite weak due to their long-diminished diet of rats and large insects; their bite inflicts a mere +1 point of damage if a *Save Versus Poison* is failed after a successful attack by them. An additional saving throw must be made each round after being bitten. Until it is successful, one additional hit point per round will be lost due to nausea.

6. The ROOT CELLAR and a PASSAGE UPWARD

After following the winding tunnel for some distance, you finally come to an alcove similar to that which you descended through. On the wall next to a ladder is a small hook, likely for a candle or lantern. The dust is as thick here as it has been; however, a little light filters in from between tiny cracks in the trapdoor above...

The ladder here leads upwards to the root cellar beneath the kitchen (area 8, below). The trapdoor is quite old, and a large sack of potatoes sits partially atop it. A *Move Silently* roll is required to carefully open the door without waking the cook, asleep in her quarters in area 9.

7. The CELLAR

This small room contains mostly uninteresting dry goods; a few barrels of salted beef, pork, and fish, some sacks of grain, a few wheels of cheese, a keg or two of passable ale, etc. A narrow stairway in the opposite corner leads up; beneath it is a wine rack.

The room is as it appears; a well-provisioned larder for the house. In the wine rack are several bottles of unremarkable wine from nearby vineyards; however, on the topmost rack, a fine bottle of brandy rests (the bottle is notable because it has a layer of fine dust on it that the others do not). This bottle is worth 50 g.p. alone. While not sufficient to placate Karaz, he will quite gratefully

accept the bottle and consume it with great gusto – and no appreciation for it's value!

8. The KITCHEN

This room has recently been used to prepare a meal; although all items are clean and in their place, the faint scent of cooking hangs in the air, and the coals still glow dimly in the open brick oven. A large block-type table dominates the center of the room, and a cutting block with knives in holding slots sits to the left of the table.

From this point forward, require a *Move Silently* roll for every cumulative 50' traveled, in any direction. In the general area of the kitchen (the kitchen proper, the cellar, the hallway between the kitchen and dining area and (obviously) the Cook's Quarters), if the *Move Silently* roll is unsuccessful, the Cook will awaken to investigate matters. She has been sleeping lightly as of late due to the migration of the rats from area #3, above! If the character is discovered, the Cook will attack with a poker from her fireplace in one round. In the next, she will cry for help. Even if subdued, in the next round the guards from outside and the Lord Mayor himself will arrive in the general area. See the end of this module for the Mayor's information. The guards conform to the information given for area #1, above.

9. The COOK'S QUARTERS

This small but well-furnished room is obviously the apartment for the cook/scullery maid for the Lord Mayor. A plain but comfortable looking bed dominates the center of the room. A chest of drawers is off to one side, and a small chest is at the foot of the bed itself.

If the cook is here (and she will be unless somehow she was awakened and subdued without alerting the rest of the household), each and every action performed in the room must be accompanied by a *Move Silently* roll. A failed roll will awaken the Cook, who will react as described above. The Cook's abilities are as follows:

THE COOK: AC 10; MV 6"; ½ HD; 2 HP; #AT 1; D1-3; INT AVG; AL: NG; SIZE M

She has a silver chain around her neck worth 2 g.p.; beneath the pillow on her bed is a key to the chest. Within are fine clothes, a few personal articles (including a diary, a silver broach studded with tiny pearls worth 12 g.p., and a gold and lapis lazuli inkwell worth 30 g.p.), and a small coin purse containing her life's savings, some 84 g.p.

10. The DINING ROOM

A well-appointed room, this largish hall contains a massive oaken table with a china cabinet and sideboard along each wall. There are no obvious valuables here.

The only thing of possible interest in this room are two well-made pewter candlesticks, each worth 15 s.p. each.

11. The PARLOR

The Parlor is a sitting room with a half-dozen comfortable chairs, a low table in the middle, and each wall is covered by a massive bookshelf. Various curios dot the shelves at irregular intervals. On the table sits a crystal decanter with an amber liquid inside with a bell-shaped glass next to it.

This room is the proverbial "jackpot". The various items along the walls are small treasures collected by the current Mayor when he rode forth as an adventurer some ten years ago. Any two of these will fully satisfy Karaz's demand for a "unique item" to be stolen from the house. The brandy on the table and its decanter are quite ordinary.

Use the following d100 table to determine what treasures are along the shelves. Roll up to ten times, ignoring duplicate results:

- 01-05: Useless junk*
- 06-10: A Geode from an ancient volcano
- 11-15: A jade dagger, broken close to the haft
- 16-20: A skull, carved from an unknown mineral
- 21-25: A brightly-colored book written in an unknown language.
- 26-30: A largish wooden box; within are several rich sweets wrapped in solid gold foil
- 31-35: A tiny platinum decanter, complete with proportionally small serving cups
- 36-40: Three silver cubes, approximately one inch across. The cubes chime like bells when moved.
- 41-45: One-half of a fine death-mask; shorn in two by some great force.
- 46-50: A spade-gripped wand of some sort; it is hollow and has a latch of some kind on the grip itself which does nothing when depressed.
- 51-55: A mummified, shrunken head with two small garnets (worth 10 g.p. each) set in the eye sockets.
- 56-60: An exquisitely sculpted bird made of brass. The wings, beak, tail feathers and feet appear to be hinged as if they could move; there is no obvious way to cause movement.
- 61-65: A pair of gauntlets made of copper.
- 66-70: A battered leather scabbard with no sword.
- 71-75: Two small silken slippers with long laces.
- 76-80: A small black bag containing a blue crystal sphere. The sphere glows faintly when totally removed from the bag.
- 81-85: A deck of cards; each card is an ivory plaque showing mystical figures or scenes.
- 86-90: A jeweled silver cup.
- 91-95: An ivory scroll tube containing a single scroll*
- 96-00: An obsidian bowl filled with tiny silver sling bullets.

The value of each of these items is left to the discretion of the Dungeon Master; it is recommended that each be given a value of 4-20 g.p. each (5d4), but no more.

(*The scroll can be Cursed, magical, or a mere proclamation, at the Dungeon Master's choice.)

12-15. GUEST ROOMS

These rooms are all identical – empty of any thing of note; they contain a single comfortable bed, a bookshelf filled with banal novellas, dictionaries, histories, etc., a writing desk with unremarkable parchment and inkwell, and an empty armoire for guests to keep their belongings in while staying with the Lord Mayor.

Note: The floorboards of room 13 are particularly loose and squeaky; for every six rounds (one minute) spent in that room, if the character(s) are searching, the Dungeon Master should roll 1d10. On a roll of 1, the noise will (50% probability, d100) wake up the Lord Mayor who will come investigating. See **NPC Notes** at the end of the module for the Mayor's full statistics.

16. The LORD MAYOR'S BEDCHAMBER

This is a richly appointed room with a huge four-poster canopied bed covered in sleeping silks and furs of very high quality. A bear-skin rug lies on the floor in front of the fire. A huge chest is at the foot of the bed, and a beautifully carved armoire stands in one corner. A trophy sword rack hangs above the fire, and two large swords are in it. Above that, stuffed and mounted, is the head of a wyvern. A small table, on which sits a pitcher and two flagons of silver, sits to the side of the bed. On the wall opposite the bed hangs a painting of a rough yet handsome-looking man and beautiful woman. Candles along the mantelpiece burn low. Truly this is the chamber of one of no small station.

Unless already alerted, the Lord Mayor and his wife are asleep here in each other's arms. The room is dotted with valuables that would easily fulfill the thieving contract; candlesticks worth at least 50 G.P. each, the flagons on the table, the swords above the mantelpiece.

Within the chest are fine clothes worth approximately 2 S.P. per item; at the bottom of the chest is a corset of *Elfin chainmail* custom made for Lady Rull, but with a few strap adjustments it would fit a medium build human or elf, easily.

The armoire contains fine fur cloaks, three dresses belonging to the Lady, and a well-polished chainmail hauberk belonging to the Lord Mayor himself. The mail is +1.

The two swords above the fireplace are truly valuable; the first is a *Bastard Sword* +2, +1 vs. *Hill Giants*. The second is a *Short Sword* +3. Note that the Wyvern head has been ensorcelled with a *Magic Mouth* spell; if the swords are removed, the head will bellow at whomever

has removed the swords:

"WHO DARES! KNOW TRESPASSER YOU HAVE EARNED MY WRATH!"

The head is of course inanimate; however, the challenge will *immediately* awaken the Lord Mayor and his wife!

The armoire is not locked, however, the chest is. Lock picking attempts have a 2 in 10 chance (1d10) of waking the mayor unless a successful *Move Silently* roll can be made. Every ten rounds spent in the room (unless standing completely still) an additional roll must be made. If the Lord Mayor finds any intruders within his bedchamber, he will fight with no quarter, and will fight until intruders are subdued. His first action will be to seize one of the swords from over the fireplace. If his wife is harmed, he will fight to the death.

APPENDEX A.: NPCs.

LORD RULL

CLASS:FIGHTER
RACE:HUMAN
SEX:MALE
LEVEL:7
HIT POINTS:37
ALIGNMENT:LAWFUL GOOD

STR [16] TO HIT:+0 DAMAGE:+1
INT [12]
WIS [17] MAGICAL ATTACK ADJ:+3
DEX [16] REACT/ATTACK:+1 DEFENSE:-2
CON [12] HITS:+0 SYS:80% RES:85%
CHA [13] REACTION ADJ:+5%

HEIGHT:5'4" **MOVEMENT BASE:**12"(6")
WEIGHT:166LB **CARRYING CAPACITY:**850GP
THACO:14
LANGUAGES:COMMON, LAWFUL GOOD, KOBOLD, TITAN, SILVER DRAGON

SPECIAL:

SAVING THROWS:
PARALYZE, POISON OR DEATH MAGIC:10
PETRIFY OR POLYMORPH:11
ROD, STAFF OR WAND:12
BREATH WEAPON:12
SPELL:13

PROFICIENT WEAPONS:LONGSWORD, MORNING STAR, BROADSWORD, BOW, LANCE, DAGGER

NAME:LADY RULL

CLASS:FIGHTER
RACE:HUMAN
SEX:FEMALE

LEVEL:1
HIT POINTS:7
ALIGNMENT:LAWFUL GOOD

STR [11] TO HIT:+0 DAMAGE:+0
INT [10]
WIS [14] MAGICAL ATTACK ADJ:+0
DEX [11] REACT/ATTACK:+0 DEFENSE:+0
CON [13] HITS:+0 SYS:85% RES:90%
CHA [17] REACTION ADJ:+30%

HEIGHT:5'4" **MOVEMENT BASE:**12"(6")
WEIGHT:130LB **CARRYING CAPACITY:**500GP
THACO:20
LANGUAGES:COMMON, LAWFUL GOOD, TROLL, KOBOLD

SPECIAL:

SAVING THROWS:
PARALYZE, POISON OR DEATH MAGIC:14
PETRIFY OR POLYMORPH:15
ROD, STAFF OR WAND:16
BREATH WEAPON:17
SPELL:17

PROFICIENT WEAPONS:DAGGER, LANCE, BATTLE AXE, SHORTSWORD

NOTE: Unless otherwise specified, both the Lord and Lady will be effectively A.C. 10 for any encounters within the house itself due to either or both investigating any noises or cries for help.

NAME:KARAZ

CLASS:THIEF
RACE:HALF-ORC
SEX:MALE
LEVEL:3
HIT POINTS:13
ALIGNMENT:CHAOTIC NEUTRAL

STR [10] TO HIT:+0 DAMAGE:+0
INT [12]
WIS [14] MAGICAL ATTACK ADJ:+0
DEX [11] REACT/ATTACK:+0 DEFENSE:+0
CON [13] HITS:+0 SYS:85% RES:90%
CHA [10] REACTION ADJ:+0%

HEIGHT:5'5" **MOVEMENT BASE:**12"(9")
WEIGHT:150LB **CARRYING CAPACITY:**500GP
THACO:20 **ARMOR CLASS:**8(8)

LANGUAGES:COMMON, CHAOTIC NEUTRAL, THIEVES CANT, ORCISH, HALFLING, SPRITE

SPECIAL:
2 X DAMAGE WITH BACKSTAB

INFRAVISION 60'

THIEVING SKILLS:

PICK POCKETS:30% OPEN LOCKS:38%
FIND TRAPS:30% MOVE SILENTLY:17%
HIDE/SHADOWS:20% HEAR NOISE:20%
CLIMB WALLS:92% READ LANGUAGES:0%

SAVING THROWS:

PARALYZE, POISON OR DEATH MAGIC:13
PETRIFY OR POLYMORPH:12
ROD, STAFF OR WAND:14
BREATH WEAPON:16
SPELL:15

PROFICIENT WEAPONS:SLING, DAGGER

WEAPON IN HAND:DAGGER (1-4)

ARMOR WORN:PADDDED ARMOR

MONEY:

PLATINUM:5 GOLD:120
ELECTRUM:64 SILVER:25
COPPER:11

PICK POCKETS:30% OPEN LOCKS:35%
FIND TRAPS:35% MOVE SILENTLY:15%
HIDE/SHADOWS:10% HEAR NOISE:10%
CLIMB WALLS:75% READ LANGUAGES:0%

SAVING THROWS:

PARALYZE, POISON OR DEATH MAGIC:13
PETRIFY OR POLYMORPH:12
ROD, STAFF OR WAND:14
BREATH WEAPON:16
SPELL:15

PROFICIENT WEAPONS:SHORTSWORD, BROADSWORD

WEAPON IN HAND:SHORTSWORD (1-6)

ARMOR WORN:LEATHER ARMOR

MONEY:

PLATINUM:2 GOLD:53
ELECTRUM:28 SILVER:28
COPPER:17

NAME:DURLUN

CLASS:THIEF

RACE:DWARF

SEX:MALE

LEVEL:1

HIT POINTS:1

ALIGNMENT:NEUTRAL

STR [10] TO HIT:+0 DAMAGE:+0

INT [12]

WIS [12] MAGICAL ATTACK ADJ:+0

DEX [13] REACT/ATTACK:+0 DEFENSE:+0

CON [13] HITS:+0 SYS:85% RES:90%

CHA [14] REACTION ADJ:+10%

HEIGHT:3'10" MOVEMENT BASE:12"(12")

WEIGHT:150LB CARRYING CAPACITY:500GP

THACO:20 ARMOR CLASS:8(8)

LANGUAGES:COMMON, NEUTRAL, THIEVES CANT,
DWARVISH, GNOME, GOBLIN, KOBOLD,
ORCISH, SPIRIT NAGA, BUGBEAR

SPECIAL:

2 X DAMAGE WITH BACKSTAB

INFRAVISION 60'

DETECT SLOPE 75%

DETECT NEW CONSTRUCTION 75%

DETECT SLIDING WALLS 66%

DETECT STONework TRAPS 50%

DETERMINE DEPTH 50%

+1 TO HIT HALF-ORCS/GOBLINS/HOBGOBLINS/ORCS

THIEVING SKILLS:

NAME:DINA

CLASS:THIEF

RACE:HUMAN

SEX:FEMALE

LEVEL:1

HIT POINTS:4

ALIGNMENT:LAWFUL EVIL

STR [12] TO HIT:+0 DAMAGE:+0

INT [12]

WIS [13] MAGICAL ATTACK ADJ:+0

DEX [13] REACT/ATTACK:+0 DEFENSE:+0

CON [14] HITS:+0 SYS:88% RES:92%

CHA [11] REACTION ADJ:+0%

HEIGHT:5'5" MOVEMENT BASE:12"(9")

WEIGHT:164LB CARRYING CAPACITY:600GP

THACO:20 ARMOR CLASS:8(8)

LANGUAGES:COMMON, LAWFUL EVIL, THIEVES CANT,
FROST GIANT, BROWNIE, OGRISH

SPECIAL:

2 X DAMAGE WITH BACKSTAB

THIEVING SKILLS:

PICK POCKETS:30% OPEN LOCKS:25%
FIND TRAPS:20% MOVE SILENTLY:15%
HIDE/SHADOWS:10% HEAR NOISE:10%
CLIMB WALLS:85% READ LANGUAGES:0%

SAVING THROWS:

PARALYZE, POISON OR DEATH MAGIC:13
PETRIFY OR POLYMORPH:12
ROD, STAFF OR WAND:14
BREATH WEAPON:16

SPELL:15

PROFICIENT WEAPONS:DAGGER, LONGSWORD

WEAPON IN HAND:LONGSWORD (1-8)

ARMOR WORN:PADDLED ARMOR

MONEY:

PLATINUM:1 GOLD:40
ELECTRUM:20 SILVER:27
COPPER:27

ELECTRUM:24 SILVER:27
COPPER:24

Household guardsmen (4 total):

AC 7, HD 1+1, HP 6 (2), 7, 5 #AT 1, D 1-6, AL : LN

Each is armed with a short-sword and wears leather armor.

APPENDIX B.: FURTHER SUGGESTIONS FOR THE DUNGEON MASTER

Of course, the Lord Mayor will not lightly take the pilferage of his house well at all even if the PCs manage to escape notice. Furthermore, the pawning of anything too notably unique may raise interest with the local gendarme, and woe to the seller who displays an item belonging to Lord Rull in his shop window! This could open new potential adventure paths. The observant Dungeon Master will also note that items worth enough money may well prompt the player to "double-cross" his erstwhile "employers" and try to abscond with the items or profits themselves. This too should prove challenging for both DM and player if the situation arises.

Also, Lord Rull isn't the only prominent figure within the town; the success of such a "mission" might lead to Karaz "hiring" the PC out for other jobs as well – but be wary that Karaz will perceive a sudden rise in ability as a threat to his station and may well challenge an upstart player to a duel for control of the burgeoning Thieves' Guild!

AFTERWARD:

I created this module in late 1999 when I was seriously getting back in to **ADVANCED DUNGEONS & DRAGONS™**; at the time, I had just purchased a second-hand *Dungeon Master's Guide*, *Player's Handbook*, and *Monster Manual* via the internet, and keen to start playing again I approached my wife about gaming. To give her a taste of the rules and the flow of gameplay, I quickly jotted down a few notes that later became a full adventure. That adventure bore a strong resemblance to the module you have before you now – especially in the small "dungeon crawl" beneath the garden area.

Once used, I put the notes away somewhere (I promptly forgot where they went), and my wife joined in the campaign...

When I considered publishing my own modules in 2002, I thought a series of "beginner" modules to help new Dungeon Masters as well as players become acquainted with the rules was in order. This adventure and **DD1: Swords Against Thievery** are the fruits of that labor.. I hope you have as much fun playing it as my wife and I did!

NAME:DRUDGE

CLASS:THIEF

RACE:HUMAN

SEX:FEMALE

LEVEL:1

HIT POINTS:6

ALIGNMENT:LAWFUL EVIL

STR [12] TO HIT:+0 DAMAGE:+0

INT [14]

WIS [15] MAGICAL ATTACK ADJ:+1

DEX [15] REACT/ATTACK:+0 DEFENSE:-1

CON [11] HITS:+0 SYS:75% RES:80%

CHA [07] REACTION ADJ:-5%

HEIGHT:5'7" MOVEMENT BASE:12"(12")

WEIGHT:130LB CARRYING CAPACITY:600GP

THACO:20 ARMOR CLASS:7(8)

LANGUAGES:COMMON, LAWFUL EVIL, THIEVES CANT, ELVISH, HALFLING, NIXIE, OGRE MAGIAN

SPECIAL:

2 X DAMAGE WITH BACKSTAB

THIEVING SKILLS:

PICK POCKETS:30% OPEN LOCKS:25%

FIND TRAPS:20% MOVE SILENTLY:15%

HIDE/SHADOWS:10% HEAR NOISE:10%

CLIMB WALLS:85% READ LANGUAGES:0%

SAVING THROWS:

PARALYZE, POISON OR DEATH MAGIC:13

PETRIFY OR POLYMORPH:12

ROD, STAFF OR WAND:14

BREATH WEAPON:16

SPELL:15

PROFICIENT WEAPONS:SHORTSWORD, LONGSWORD

WEAPON IN HAND:SHORTSWORD (1-6)

ARMOR WORN:LEATHER ARMOR

MONEY:

PLATINUM:2 GOLD:46

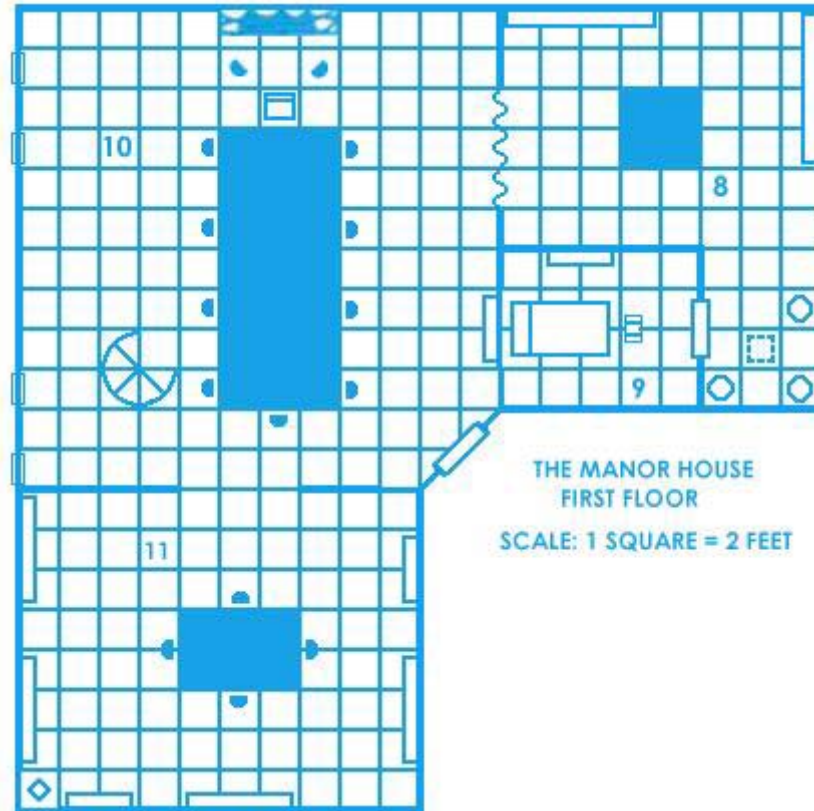
Credits:

O'Byrne, Scott Rutter, Brian Dougherty (Cartographer)

Design: William M. Silvey

Playtesting: Colleen A. Silvey, William M. Silvey

Helpful assistance: Krystal Bishop-O'Byrne, Sean Bishop-





This item is one of many planned playing aids for the ADVANCED DUNGEONS & DRAGONS™ Fantasy Adventure Game produced by TSR Hobbies, Inc. Other playing aids for the AD&D system available through <http://www.delversdungeon.dragonsfoot.org> are currently:

Dungeon Module DD1 (Swords Against Thievery)

Other releases of additional items relating to AD&D™ Adventure Games are planned for the future. TSR Hobbies published a complete line of games, playing aids, and gaming accessories available now in .PDF format from several online gaming stores.

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